Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	1
Reroll one die (CRB46)	
Reroll one die	1
+1 to a single die roll (CRB46)	
+1 to a single die roll	2
Double Down I (DC177)	
Add 1 wild die	2
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	2
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	2
Buy one automatic hit (CRB47)	
Buy one automatic hit	3
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	3
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	4
Double Down II (DC177)	
Add 2 wild dice	4
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	4
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	4
Reroll all failed dice (CRB47)	
Reroll all failed dice	4
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	5
Create special effect (CRB47)	
Discuss with your GM	5
Recover (FS96)	
Major Action to remove/reduce own status	5
Double Down III (DC177)	
Add 3 wild dice	6

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	4
Blinding strike (FS92)	
Hits>AGI, target status Blind I	4
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	5
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	5
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	5
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	5
Charge (FS93)	
Move 5m, convert hits to movement	4
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	3

Entanglement (FS93)	
Melee: Hits>AGI, target status Hobbled	3
Fake Out (FS93)	
Lower target DR for next round	2
Fire from Cover (CRB47)	
Attack from cover /wo minor action	2
Hamstring (FS93)	
Hits>AGI, target status Hobbled	3
Imposing Stone (FS94)	
Hits>AGI, target stops, otherw. slowed	2
Intimidating Presence (FS94)	
Infl+STR/WIL+STR: Reduce target AR	2
Karmic Escape (FS94)	
Minor Act, Avoid status, but more damage	2
Knockout Blow (CRB47)	
Damage>WIL fill target stun cond. monitor	2
Knuckle Breaker (FS94)	
-4 dice pool, success disables limbs	4
Leaf on the Wind (FS94)	
Use hits to get cover while sprinting	3
Pin (FS94)	
Hits>DR, target Status Immobilized	3
Playing Possum (FS94)	
Infl. check, dice pool +net hits next attack	3
Protect the Principal (FS95)	
Ally only 1 Min.Act. away, take DMG instead	2
Right Back At Ya! (FS95)	
Knock grenade away, Athletics check (2)	3
Riposte (FS95)	
Melee: ptly. conv. rcvd. DV into target DMG	4
Rolling Clouds (FS95)	
Athletics slows down fall if environ. allows	2
Rooted (FS95)	
Athletics: BOD+Hits when avoid knockdown	2
Shank (CRB48)	
Called shot with only -2 penalty.	1
Sucker Punch (FS95)	
Net Hits>WIL, inflict Fatigued status	2
Tactical Roll (CRB48)	
Ignore prone penalty for attacks for 2 rds	1
Taunt (FS95)	
Influence: Net Hits incr. ally's DR	1
Threatening Edge (FS95)	
Repl. own DR with weapon AR for encount.	1
Throat Strike (FS96)	
Melee: Net Hits>AGI, inflict Muted status	1
Throw Person (FS96)	
Melee to throw grappled opponent prone	4
Thunder Palm (FS96)	
Net Hits>WIL, inflict Deafened status	2
Tuck and Roll (FS96)	
When rcv. Prone status, move 1m away	1
Tumble (CRB48)	
If Damage > Body then target prone	1

Weapon Flash (FS96)	
Quick draw any melee weapon	2
Weapon Spread (FS96)	
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	
+ 0.2 climb distance per hit	2

Matrix

Emergency Boost (CRB175)	
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	
Ignore noise penalty for next action	2
Technobabble (CRB175)	
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	
Next action does not increase OS	3

Social

Big Speech (CRB47)	
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	
Adjust range category by 1	2
Change Environment (DC178)	
Choose Open, Restricted, Tight	5
Chicken (DC178)	
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	
Move one category closer to chased target	2
Equalizer (DC179)	
Ignore targets position advantage	2
Escape! (DC179)	
Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS

Driving

Evade Pursuit I *(DC179)*
Increase range to followers by 1 — **4**

Evade Pursuit II *(DC179)*
Increase range to followers by 2 — **7**

Evasive Action *(DC177)*
Add Pilot rank to veh. defense test — **4**

Focus *(DC179)*
Vehicle Handling -1 for one test — **2**

Greaser *(DC178)*
Oil slick: Target may not spend Edge — **2**

Hit the Brakes! *(DC179)*
All followers one category closer — **2**

In the Zone *(DC178)*
Ignore handling penalties for 1 test — **4**

Pickup *(DC178)*
Pickup target while driving — **4**

Point Defense *(DC178)*
Attack incoming missile w. ranged weapon — **5**

Redline *(DC179)*
+2 range categories for 4P dmg - or prevent — **4**

Smokescreen I *(DC178)*
Gain 1 level or Cover status — **1**

Smokescreen II *(DC178)*
Gain 2 level or Cover status — **2**

Smokescreen III *(DC178)*
Gain 3 level or Cover status — **3**

Smokescreen IV *(DC178)*
Gain 4 level or Cover status — **4**

Subtle Pilot *(DC179)*
+pilot rank on stealth test — **3**

The Exit *(DC178)*
When piloting, exit vehicle safely — **6**

The Rigger's Advantage *(DC178)*
Add control rig rating to hits — **3**

Tokyo Drift *(DC179)*
Chased: Drift action prevents opp. get closer — **2**

Up the Ante I *(DC179)*
Tight: Add 1 handling for everyone — **2**

Up the Ante II *(DC179)*
Tight: Add 2 handling for everyone — **4**

Up the Ante III *(DC179)*
Tight: Add 3 handling for everyone — **6**

Other

Assembled with Love and Bondo *(DC170)*
Mod last net hits hours, then broken — **2**

Black Thumb *(DC170)*
Rush job on moving vehilce — **2**

Change Environment *(DC178)*
Choose Open, Restricted, Tight — **5**

Equalizer *(DC179)*
Ignore targets position advantage — **2**

Escape! *(DC179)*
Test: Escape all followers at medium range — **4**

Focus *(DC179)*
Athletics threshold-1 for one test — **2**

Sudden Insight *(CRB48)*
No penality for skill without rank — **1**

Up the Ante I *(DC179)*
Tight: Add 1 threshold for everyone — **2**

Up the Ante II *(DC179)*
Tight: Add 2 threshold for everyone — **4**

Up the Ante III *(DC179)*
Tight: Add 3 threshold for everyone — **6**