

SHADOWRUN

PERSONAL DATA

Alias		Name	
Metatype		Magic/Resonance	
Sex		Height	Weight
Age		Heat	Reputation
Karma	Total Karma	Essence	

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body			Minor Actions		
Agility			Initiative		
Reaction			Initiative (Matrix VR)		
Strength			Initiative (Astral)		
Willpower			Defense		
Logic			Composure		
Intuition			Judge Intentions		
Charisma			Memory		
Edge			Lift / Carry		
Magic			Resonance		

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

[illegible]

CONDITION MONITOR

Stun Healing: BOD + WIL = _____ Physical Healing: BOD + BOD = _____ Dam. overfl. Healing: BOD *2 - Mod. = _____

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SKILLS

[illegible]

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Melee weapon	Pool	Damage	Att.R.		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR DEFENSIVE RATING

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Armor	Rating	Social
Body		

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Defensive Pools against	Defensive Actions
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Attacks	Block (Minor)
Combat spells (Indirect)	Dodge (Minor)

Combat spells (Direct)	Hit the dirt (Minor)
Toxin Damage	Full Defense (Major)

Drain	Boosted Defense (Major)

AUGMENTATIONS

[illegible]

GEAR

[illegible]

CONTACTS

[illegible]

LIFESTYLES

Lifestyle	Type	Cost	Month

SINS

[illegible]

MATRIX DEVICES

[illegible]

CURRENCY

[illegible]

VEHICLES / DRONES

[illegible]

COMBAT ACTIONS

Initiative (minor)	Initiative (major))	Anytime (minor)	Anytime (major)
<p>1. Initiative (minor)</p> <p>2. Initiative (major))</p> <p>3. Anytime (minor)</p> <p>4. Anytime (major)</p>			

Initiative (minor)	Initiative (major))	Anytime (minor)	Anytime (major)
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<p>1. Initiative (minor)</p> <p>2. Initiative (major))</p> <p>3. Anytime (minor)</p> <p>4. Anytime (major)</p>			

EDGE Boosts and Actions

COMBAT OVERVIEW

1. Grab Dice

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Attacker: Weapon pool plus modifiers

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Defender:: Intuition + Reaction =

2. Distribute Edge

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Compare Attack Rating vs. Defense Rating

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For every 4 better, the party gets 1 Edge

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Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

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Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

- ### 3. Roll Dice and Spend Edge
- a) Choose either Pre- or Post Roll Edge actions
 - b) Roll dice
 - c) Check for glitches
 - d) Spend Edge

4. Soak Some Damage

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Defend with Damage Resistance () to reduce the damage.

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Defend with Damage Resistance () to reduce the damage.
Last chance to use Edge

5. Bring the Pain

- ### 5. Bring the Pain
- a) Apply damage to condition monitor
 - b) Apply secondary weapon effects

MARTIAL ARTS

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	
Defense Rating	Intuition + innate armor + mod.	
Initiative	Logic + Intuition +2D6	
Dice Pools		
Unarmed combat	Astral + Willpower	
Weapon foci	Close Combat + Willpower	
Spellcasting	Sorcery + Magic	
Defense	Intuition + Logic	
Damage Resistance	Willpower	
Damage Values		
Unarmed	Tradition attribute/2 (round up)	
Weapon focus	As weapon	

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<p>1. Adjust Spell</p> <p>a) Amp Up (Combat Spells)</p> <p>For each additional point base damage drain will increased by 2</p> <p>b) Increase Area</p> <p>For each increase of radius by 2 metres the drain will be increased by 1</p> <p>c) Shift Area</p> <p>Sustained spell area can be moved within range. Requires a minor action. No additional drain.</p>	
<p>2. Roll Spellcasting Test</p> <p>Sorcery + Magic</p>	
<p>3. Deal with drain</p> <p>Drain: Spell Drain + Drain caused by adjustments</p> <p>Resistance test: Willpower + Tradition Attribute</p> <p>If result is greater or equal drain value no drain damage is taken.</p> <p>If result is lesser than drain the difference between drain and hits is drain damage taken.</p>	

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Type: P = Physical, M = Mana **Duration:** I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special **Range:** LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

Edge Boost

Add 3 to your Initiative Score *(CRB46)*

Reroll one die *(CRB46)*

+1 to a single die roll *(CRB46)*

Double Down I *(DC177)*

Give ally 1 Edge *(CRB46)*

Negate 1 Edge of a foe *(CRB46)*

Buy one automatic hit *(CRB47)*

Heal one box of Stun damage *(CRB47)*

Add Edge to your dice pool *(CRB47)*

Double Down II *(DC177)*

Heal 1 point of Physical damage *(CRB47)*

I Saw It in a Trid Once *(FS96)*

Reroll all failed dice *(CRB47)*

Count 2s as glitches for the target *(CRB47)*

Create special effect *(CRB47)*

Recover *(FS96)*

Double Down III *(DC177)*

Combat

Anticipation *(CRB47)*

Blinding strike *(FS92)*

Called Shot (Disarm) *(CRB47)*

Called Shot (Vitals) *(CRB47)*

Called Shot: Break Weapon *(FS93)*

Called Shot: Incapacitate *(FS93)*

Charge *(FS93)*

Cover Fire *(FS93)*

Entanglement *(FS93)*

Fake Out *(FS93)*

Fire from Cover *(CRB47)*

Hamstring *(FS93)*

Imposing Stone *(FS94)*

Intimidating Presence *(FS94)*

Karmic Escape *(FS94)*

Knockout Blow *(CRB47)*

Knuckle Breaker *(FS94)*

Leaf on the Wind *(FS94)*

Pin *(FS94)*

Playing Possum *(FS94)*

Protect the Principal *(FS95)*

Right Back At Ya! *(FS95)*

Riposte *(FS95)*

Rolling Clouds *(FS95)*

Rooted *(FS95)*

Shank *(CRB48)*

Sucker Punch *(FS95)*

Tactical Roll *(CRB48)*

Taunt *(FS95)*

Threatening Edge *(FS95)*

Throat Strike *(FS96)*

Throw Person *(FS96)*

Thunder Palm *(FS96)*

Tuck and Roll *(FS96)*

Tumble *(CRB48)*

Weapon Flash *(FS96)*

Weapon Spread *(FS96)*

Wrest *(CRB48)*

Yielding Force *(FS96)*

Position

Freerunning *(FS93)*

Monkey Climb *(FS94)*

Matrix

Emergency Boost *(CRB175)*

Hog *(CRB175)*

Signal Scream *(CRB175)*

Technobabble *(CRB175)*

Under the Radar *(CRB175)*

Social

Big Speech *(CRB47)*

Bring the Drama *(CRB47)*

Driving

Aimbot *(DC177)*

Attack Run *(DC177)*

Bootleg Turn *(DC178)*

Change Environment *(DC178)*

Chicken *(DC178)*

Crossfire *(DC177)*

Dead Stop *(DC179)*

Drafting *(DC179)*

Equalizer *(DC179)*

Escape! *(DC179)*

Driving

Evade Pursuit I (DC179)

Evade Pursuit II (DC179)

Evasive Action (DC177)

Focus (DC179)

Greaser (DC178)

Hit the Brakes! (DC179)

In the Zone (DC178)

Pickup (DC178)

Point Defense (DC178)

Redline (DC179)

Smokescreen I (DC178)

Smokescreen II (DC178)

Smokescreen III (DC178)

Smokescreen IV (DC178)

Subtle Pilot (DC179)

The Exit (DC178)

The Rigger's Advantage (DC178)

Tokyo Drift (DC179)

Up the Ante I (DC179)

Up the Ante II (DC179)

Up the Ante III (DC179)

Other

Assembled with Love and Bondo (DC170)

Black Thumb (DC170)

Change Environment (DC178)

Equalizer (DC179)

Escape! (DC179)

Focus (DC179)

Sudden Insight (CRB48)

Up the Ante I (DC179)

Up the Ante II (DC179)

Up the Ante III (DC179)