

shadow-hack

shadowrun redbox old school hack mashup by zack wolf

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shadow-hack

how it came to pass

This is a hack of a hack of a hack. What's a hack you say? Well, "hacking" a game in RPG terms means taking the ideas or framework from one game, reskinning it and retooling it to make something new, exciting, and customized. At least that's how I'm defining in this case. My goal is to reinvigorate my love for a beautiful thing. I love Shadowrun, but sometimes what I really want is Shadowrun's younger, skinnier, sexier cousin. For me, the Red Box Hack and the Old School Hack are pretty much at the top of my list for sexy and skinny. They're both awesomely amazing and should be checked out as soon as humanly possible. This game takes the simple elegance of its forebearers and pairs it with the Shadowrun setting and themes we have all grown to cherish. I hope you enjoy shadow-hack.

damn straight

This booklet assumes you own some Shadowrun books and you're familiar with the setting and themes of Shadowrun. If not, be sure you visit your local gaming store and purchase a copy of any edition of Shadowrun because they're all awesome. If you know Shadowrun, then you're golden. It's worth noting that the character designs presented in shadow-hack are strongly tied to my specific group's general understanding and shared image of the Shadowrun world, which to be honest, stumbles somewhere between 2nd and 3rd Editions. We still love the retro 80's punk attitudes of 1st/2nd Edition and the grungy 90's styles of 3rd Edition, so keep that in mind if it means anything to you.

licensing

The Red Box Hack rules, and by extension the Old School Hack rules (and this game!), are licensed as creative commons non-commercial works. They are free, non-commercial roleplaying games. Shadowrun is not a free, non-commercial roleplaying game. This is an unofficial, fan made homebrew hack for personal use only. I share this for the shadowrunner in all of us. Please support Catalyst Game Labs and Shadowrun!

www.shadowrun.com - redboxhack.blogspot.com - www.oldschoolhack.net
www.sentientgames.wordpress.com



setup and rundown

So, assuming you're in the know and the names "shadowrun" and "old school hack" ring a bell, you probably have a good idea what's in store. Now, if you're new to role-playing games, you've got some basics to learn. This book assumes understanding of role-playing game basic principles and procedures. If you lack that starting knowledge, you'll either need to do some research or have someone in your group to teach you, cause I won't take the time to explain that stuff here.

If you're a long time shadowrunner, some of the ideas and rule-changes you'll find in this booklet may seem strange or even counter to the original Shadowrun game style. This is by design. We wanted to take the wonderful world of Shadowrun and frame it into a different set of mechanics that focused more on speed and simplicity over granularity and customizability. Even Jordan Weisman says Shadowrun has always been about the world, not the rules.

Someone is going to have to take on the role of the GM. If that's you, then you'll need to gather anywhere between one and six other people to play the shadowrunners. Otherwise, if you're a player, discuss playing this game with your GM and find some friends to join in. Keep in mind, shadow-hack will play quite a bit different from Shadowrun. In the spirit of the Red Box Hack and Old School Hack, the game should be played with an on-the-fly, easy-going, adaptable kind of style. That may not be the style you're used to for Shadowrun, so loosen up buddy.

This book is a labor of love. It would not exist without the hard work of the talented game designers who inspired this thing. So thank you to Jordan Weisman and everyone else that worked at FASA in the hayday of SR. Also, thanks to Eric Provost and Kirin Robinson for their brilliant mechanical wizardry that has been so heavily borrowed from in this game. Also, thank you to my loving family for your support.

playtesting

Shadow-hack is still in its infancy, but considering the amount of play-testing that has gone into its predecessors, this thing should be pretty close to usable right out of the box. Still, a lot has been changed and added, so playtesting is still in order. If you play-test this game, I would love to hear about it on the story-games.com forums. I'd also love your feedback and ideas, so shoot those things to me at sentientgames@gmail.com! Please keep in mind that this is an alpha document that doesn't reflect what the final draft will be like.

stuff you'll need

1

A Bunch of Dice and Pencils

The game uses only 12-sided dice (d12's). You'll need quite a few, but normally about three per person, and at least one would be a different color.

A Bowl of Tokens or Chips

You'll need a gaming commodity such as poker chips, gaming gems, tokens, or coins. These should all be placed into a bowl reachable by everyone.

2

3

Character Sheets and Print-Outs

You'll want to print out each of the Class Sheets as well as the other game aids like the *Combat Tracker*, *Combat Cards*, and *Session Manager*.

Character Icons or Minis

You'll need something to represent the positions of characters and enemies. In a pinch, you can use little slips of paper or even pogs. Remember those?

4

SAMPLE SHADOWRUN MISSION OBJECTIVES

- ✱ Steal a valuable item or piece of data from a stronghold
- ✱ Eliminate a group enemies and clear an area of threats
- ✱ Protect a VIP or a location from potential aggressors
- ✱ Sabotage a key facility or a procedure to cause issues
- ✱ Destroy a target location, object, or piece of data
- ✱ Assassinate an important figure or rival employee
- ✱ Escort a VIP through a rough location or over distances
- ✱ Investigate a mystery or a criminal case to find the truth
- ✱ Recover a lost or stolen item or piece of data
- ✱ Deliver an important item or piece of data
- ✱ Any combination of the above or make up your own

creating your runner

1 Each player chooses one of the seven Class Sheets. Each sheet consists of a front and back. Once you pick a class, it's yours and no one else can pick it, so as Kirin would say, don't be a dick about it. Also, fill in your Name and Description information. Be creative and Shadowrunny!

2 Roll 2d12 and add them up. Consult the Attribute Bonus Chart on the right to find the bonus, and then assign that bonus to whichever Attribute you'd like. Choosing "the right" Attribute can be helpful, but keep in mind combat is not much affected by your Attributes. Repeat this process until all of your Attributes have a score.

3 Select a Metatype. If you can, try to pick one that your pals haven't chosen yet. They aren't like Classes, though, so don't worry if there are multiples. Each Metatype adjusts one or more Attributes and provides some special Metatype Edges.

4 Choose one Edge from your Class at first level. You'll get to select more Edges later when you Level Up. Below is an outline of the four different types of Edges...

Constant Benefit

These Edges are passive and always on or can be used at will.

Once/Zone

Once *successfully* used in combat, you cannot use this Edge again until you move to a different combat zone. However, you can use a Karma point to activate it again in the same zone.

Once/Combat

Once *successfully* used in combat, you cannot use this Edge again until you've reached a safepoint where you can rest for good while and catch your breath. If you use two Karma points, you can use it again in the same combat.

Focus

These Edges require that you're vulnerable for a short while in combat before pulling them off.

roll 2d12...



...then consult this

Attribute Bonus Chart	
2	-2
3-4	-1
5-6	+0
7-11	+1
12-15	+2
16-19	+3
20-22	+4
23-24	+5

Choose your character's starting Weapon and Armor. You get to pick one Weapon and one Armor at 1st Level. Consult the Arsenal Sheet for a full list. Keep in mind some objects are Heavy. Every character can carry at least one Heavy item. If you have a positive Bonus for Strength, you can carry that many more Heavy items.

Pick your starting Gear, Vehicles, and Lifestyle. Each Class sheet has a unique selection to choose from and will indicate how many of each you can pick. None of the Starting Gear is considered Heavy. Note that there is a space for jotting down additional gear you find in the field. Make sure you note if the new gear is Heavy.

Select your starting Contacts, Fake Identifications, and Languages. As above, your Class Sheet will list out your options. Remember, some Metatypes give you extra Contacts. Everyone gets to pick one Language. Pick another if your Intelligence is +3 or better.

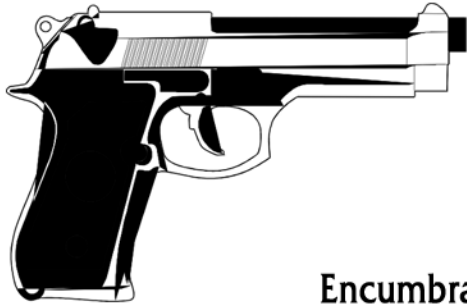
Roll your starting Nuyen, which is 1d12x1000. The primary motive for most Shadowrunners is scoring more Nuyen. It costs Nuyen to do pretty much everything, like maintaining your weapons, armor, gear, vehicles, lifestyle, and contacts. You'll also need plenty of Nuyen if you ever plan to retire. Heh, good luck..

5

6

7

8



Encumbrance

Some items and equipment are considered Heavy. Every character can carry one Heavy item, no problem. If your character has a positive bonus to their Strength, they can carry an additional number of Heavy items equal to that bonus. Some items are Very Heavy. They count as two Heavy items. If you are carrying more Heavy items than allowed, you are Encumbered. When Encumbered, you move slowly and fail all rolls automatically until you set down enough Heavy items.

Two normal-sized weapons count as one Heavy weapon. Each additional normal-sized weapon counts as a Heavy weapon. Therefore, every character can carry at least two normal-sized weapons or one Heavy weapon.

Armor can also be Heavy, or even Very Heavy. Very Heavy armor counts as two Heavy items. So you can't wear Very Heavy armor unless you have at least a +1 bonus in Strength. Armor will be covered in detail on page #.

Picking a Starting Weapon

Every character starts with one weapon at the beginning of the game. You can pick a Melee Weapon, Ranged Weapon, Explosive, or Hand Weapon. You cannot pick a Heavy Weapon or Very Heavy Weapon.

WEAPON TYPE

MELEE WEAPON

Examples: billy club, short sword, wakazashi, baseball bat, crow bar.

HEAVY MELEE WEAPON

Examples: heavy club, spiked bat, long sword, fire axe, street katana.

RANGED WEAPON

Examples: pistol, revolver, SMG, hunting rifle, composite bow.

HEAVY RANGED WEAPON

Examples: assault rifle, sniper rifle, shotgun, LMG.

EXPLOSIVE WEAPON

Examples: frag grenade, dynamite, molotov cocktail.

HEAVY EXPLOSIVE WEAPON

Examples: missile launcher, grenade launcher, RPG.

HAND WEAPON

Examples: brass knuckles, shock glove, hand spikes.

VERY HEAVY MELEE WEAPON

Examples: huge two-handed sword, nodachi, up-rooted sign post, maul

VERY HEAVY RANGED WEAPON

Examples: minigun, panther cannon

STATISTICS

Roll 3d12 to attack, drop the lowest. Attack Impact Defense. Do 1 point of damage. +2 to hit enemies in Tight Zones.

Roll 2d12 to attack. Attack Impact Defense. Do 2 points of damage. +2 to hit enemies in Tight Zones.

Go early in the round. Roll 3d12 to attack, drop the lowest. Attack Ballistic Defense. Do 1 points of damage. You can hit adjacent zones. +2 to hit enemies in Open zones.

Go early in the round. Roll 2d12 to attack. Attack Ballistic Defense. Do 2 points of damage. You can hit adjacent zones. +2 to hit enemies in Open zones.

Roll 3d12 to attack, drop the lowest. Attack Ballistic Defense. Do 1 point of damage. You can hit adjacent zones. Hit everyone in the zone. +2 to hit enemies in Dense zones.

Roll 2d12 to attack. Attack Ballistic Defense. Do 2 points of damage. You can hit adjacent zones. Hit everyone in the zone. +2 to hit enemies in Dense zones.

Roll 2d12 to attack. Attack Impact Defense. Do 1 point of damage. +2 to hit enemies in Tight zones. If you hit, target gets -2 to their next roll.

Roll 2d12 to attack. Both dice are Critical. Attack Impact Defense. Do 2 points of damage. +2 to hit enemies in Dense zones. Counts as two Heavy Weapons.

Go early in the round. Roll 2d12 to attack. Both dice are Critical. Attack Ballistic Defense. Do 2 point of damage. You can hit adjacent zones. +2 to hit enemies in Open zones.

armory

ARMOR CLASSES *(Any of the first three can be chosen at character creation)*

NO ARMOR

Impact 10 / Ballistic 11

Examples: business clothes, tres' chic apparel, street threads

LIGHT ARMOR

Impact 12 / Ballistic 13

Examples: armored clothing, lined coat, plated vest

HEAVY ARMOR

Impact 14 / Ballistic 15

Examples: riot gear, form-fitting battle armor, security armor
Heavy armor inflicts a -2 penalty to Quickness rolls

VERY HEAVY ARMOR

Impact 16 / Ballistic 17

Examples: assault armor, heavy combat suit
Very Heavy armor inflicts a -4 penalty to Quickness rolls

UBER ARMOR*

Impact 18 / Ballistic 19

This is very special and durable armor usually only worn by dangerous enemies and powerful creatures. Not normally available to player characters. Think dragon scale.

Wearing No Armor

is seriously bad ass, so those who go through an entire fight and survive wearing no armor earn a bonus of 2 Karma points. The bonus Karma can be very useful for recharging spells and edges.

Impact Defense

is used when defending against a melee or low-velocity attack. Likewise, when you attack with an unarmed or melee weapon, roll against the target's impact defense.

Ballistic Defense

is used when defending against a ranged or high-velocity attack. Likewise, when you attack with a ranged weapon or explosive, roll against the target's ballistic defense.

Combat Zones

Shadow-hack makes use of a simple and dynamic combat system. The battlefield is broken up into distinct, abstract areas that are categorized into various types of "combat zones". The process is straight forward. Come up with an idea for a cool place to fight, and then break it up into multiple sub-areas or connect it to other cool places to fight. Each zone can be as small or as big as you like. As Kirin put it, combat zones are simply an abstract concept that means:

"A place you might fight in that's different from the places around it that you might fight in."

Creating maps for combat is as simple as creating a drawing or diagram that shows the relative positions of each of the combat zones, their Type, and which ones connect to which other ones. As mentioned, there are five different zone types:

TIGHT - These zones are usually narrow and cramped, with limited ability to move around.

OPEN - These zones are wide and flat, with little to no cover.

DENSE - These zones are full of lots of little objects that have a tendency to get in the way.

HAZARDOUS - These zones are notable because they contain traps or dangerous features.

NEUTRAL - When it doesn't fall into one of the other four categories, it's a Neutral zone.

combat rules

HOW TO ATTACK STUFF

Roll 2d12!



- ✦ Using a weapon in its preferred zone gives you +2
- ✦ Light weapons let you roll 3d12 and drop the lowest result
- ✦ Your weapon type determines if you should attack Ballistic or Impact
- ✦ Some Edges give you bonuses to your attacks

DAMAGE

If you roll equal to or higher than the target's defense score, you hit your target. A successful attack always does at least one point of damage. Use Karma Points, Heavy Weapons, or certain Edges to do more damage. You can also luck out and roll a Critical.

CRITICALS

One of your d12's should look different than the others. This is your Critical Die. Whenever you roll the maximum result of 12 on your Critical Die, you score a Critical Hit and do an extra point of damage. Some very powerful weapons are more prone to inflicting Critical damage and will have a note that says both dice should count as critical dice. In this case, each 12 you roll indicates an extra point of damage.

INITIATIVE

This is only rolled at the start of each action phase when multiple opposing combatants choose to act. Each player and each group of bad guys rolls their Quickness to determine the acting order for that action phase. Fast and simple actions like switching weapons, grabbing something, moving around within a zone, or using Karma points are typically considered "free" actions.

Each round is played in this order.

Each combatant chooses one action per round. Note that you can't choose phase 7, it's a part of phase 3.

DEFEND
OR
PROTECT

1

Taking this action means going into a reactionary stance as opposed to direct action. You get to make a **counter-attack** against anyone that successfully hits you this round.

When you **Defend**, you get +2 to both Impact and Ballistic armor values. When you **Protect**, you pick an ally in the same zone. When that ally is attacked, you get attacked instead.

SHOOT

2

If you have a ranged weapon equipped, you can fire the weapon at a target in your zone or in an adjacent zone. Remember most ranged weapons target the Ballistic defense.

You can also **Hold and Aim**, delaying your ranged attack until later in the round, when you can immediately interrupt another combatant to interrupt focus or whatever.

FOCUS
OR
IMPEDE

3

If you're using a Focus Edge (like casting a spell), you announce it in this phase and enter into a period of vulnerability before the effects go off in phase 7.

Or you can attempt to **Impede** an enemy, trying to prevent them from moving into a different zone. To do so, roll your Body vs. their Quickness. If you succeed, you can **Corner** them in phase 7.

MOVE

4

You can move around freely within a zone you're already in, but to transition to an adjacent zone, you must use the **Move** action. You can even come up with a new zone to suggest on the spot.

Moving to a difficult to get to place may require an Attribute test (like Quickness or Strength). If someone manages to **Impede** you, you get a **counter-attack** against them now.

MELEE

5

If you have a melee weapon equipped, you can attack a target in your zone. Most melee weapons target the Impact defense, which is typically easier to hit than Ballistic defense.

If you're fighting with your bare hands, treat it like you're using a hand weapon without the zone bonus or -2 to penalty to targets that you successfully hit.

PUSH
OR
THROW

6

When you **Push**, you attempt to force any number of opponents to an adjacent zone, following them if you succeed. Test your Intelligence against their Willpower. If any of them win, you fail.

You can also attempt to **Throw** a single opponent into an adjacent zone. This requires you to roll your Strength vs. either their Willpower or Body, their choice.

FOCUSED
EVENTS

7

In phase 7, any characters who declared a Focus action in phase 3 complete the action, unless they took any damage during the earlier phases of the round.


If you successfully used the Impede action during phase 3 and managed not to take any damage since then, the Impede turns into a **Cornering**, so they can't take the move action next round either.

getting your hands dirty

TAKING HITS

When the shadows bite back and the GM starts dishing out damage, you'll track the damage on your character with health boxes. When you take enough damage to mark off the "Messed Up" health box, you roll 1d12 to see if your Knocked Out, Bleeding Out, or dead.

MESSED UP?



ROLL 1d12

IF YOU ROLL A 6 OR HIGHER

You're Knocked Out. This means you're unconscious and must sit the rest of the combat out recovering. When the combat is over, you pick yourself up again and uncheck a box. An ally may heal you during combat to get you back in the fight.

IF YOU ROLL A 2, 3, 4, OR 5

You're Bleeding Out and in serious trouble. If you don't get some healing before the end of the combat, you must make a Body roll of 12 or higher to survive. If you succeed, you need immediate hospitalization. If you fail, you die.

IF YOU ROLL A 1

Sorry chummer. You flatline immediately!

GETTING PATCHED UP

If you're Knocked Out or Bleeding Out, an ally in your zone can give up their action during a round to heal you in phase 7. If someone heals you while you're knocked out, you uncheck a box and you wake up ready to continue. If you get healed while your bleeding out, they change your status to knocked out for the remainder of the combat.

HEALING AFTER COMBAT

"JUST A SCRATCH" OR BETTER

A light beating but you've dealt with worse. If you can pull off a scene in the game where you can get some R&R for a few hours, maybe some grub, you're back to full.

"NOW IT HURTS" OR WORSE


You're got some serious wounds. You'll need a few days of serious rest to recover. Hospital attention is probably a good idea.

LEGWORK AND GENERAL DANGER

Life on the streets can be difficult and dangerous. Good thing you're an accomplished product of those streets. During the game, you'll be presented with opportunities to test your Attributes against various challenges from the GM. Whether you're chasing down a target through the back alleys of Seattle, holding a door shut against an onslaught of ghouls, researching a key piece of info for your next mission, performing an ancient ritual, deceiving a pair of suspicious surcity guards, or whatever the situation demands, you'll be relying on your Attributes to see you through.

TESTING AN ATTRIBUTE

- 1 You and GM agree on what Attribute is being tested by the situation.
- 2 The GM then decides which Attribute will resist the action. If your going up against a situation or the environment, the GM picks an appropriate modifier.
- 3 Roll 2d12, adding or subtracting the Attribute bonus. The GM rolls 2d12 and adds the chosen modifier. If you roll equal to or above the GM's roll. You succeed.



karma and leveling

THE KARMA CYCLE

In the middle of the game table is a bowl of tokens (or whatever you decide to use to represent karma). This is the **Karma Pool**. Every time you start up a game session, put a number of tokens into this bowl equal to five times the number of players in the game.

You can earn these karma points by doing awesome things, accomplishing important goals, defeating dangerous enemies, being a good participant in the game, or just making everyone laugh their asses off. Whenever someone does something awesome in the game that makes everyone go “hell yeah!”, anyone at the table can grab a karma token out of the Karma Pool and award it to that player.

You can spend these karma points in various ways, outlined below. When you spend the karma point, you hand it over to the GM and it becomes GM Karma. The GM can use his own stack of karma to affect the game in all sorts of Game-Mastery-ways. When the GM uses a karma point, they toss it back into the Karma Pool.

This is the Karma Cycle.

SOME WAYS TO SPEND KARMA

Get a +2 bonus to any Attribute roll.
Have something handy or nearby within reach.
Add a slick effect to an Attack or Attribute Roll. **1 POINT**

Do an extra point of damage after a successful attack.
Heal a single point of damage that you've just taken. **2 POINT**

Use an Edge from your class that you don't have yet.
Create a new contact for your character. **3 POINT**

LEVELING UP

As a group, the player characters Level Up when **everyone** has used and checked off twelve Karma Points. Sometimes a few players will be lagging behind. Just know that it's your job to award them with Karma and it's their job to do something awesome to earn it.

When the final Karma Point is spent, everyone will usually be eager to go ahead and level their characters up, but keep in mind that the character must reach a resting point to reflect on their new-found capabilities, so go ahead and finish up that combat or whatever you were in to, **then** level up.

TWO THINGS HAPPEN WHEN YOU LEVEL UP

improve an attribute

Choose one of your six Attributes and improve the written bonus by +1

select a new edge

Pick a new edge from your class sheet, or...

Be sure to check off your level on your character sheet and erase those spent karma marks.

Level 1st 2nd 3rd 4th 5th

Pick an edge from another class under these conditions:

- ✳ You cannot have more cross-class skills than class skills
- ✳ If someone is playing the class you wish to take that edge from, you must get their permission first

LEFT OVER KARMA

At the end of a game session, if you have any karma left, you can bank that karma for next session. Just make a note of how much karma you ended the game with.

GM KARMA

The GM can spend their karma to do dastardly things like pump up an enemy's damage, add some crazy special move to a villain, heal the bad guys, add convenient obstacles, or otherwise make things difficult for the runners above and beyond the norm.

running the shadows

The previous pages of this book have been mostly geared toward the players. Now, let's look at things from the point of view of the GM.

By now, you should know that combat is organized into multi-phased rounds, and that the combat map is separated into Combat Zones of various types. But how does the GM create these maps?

Firstly, come up with a cool and diverse location to have a fight. Try to come up with something that can be broken up into various combat zone types. Here are a few examples I thought of:

- a vast laboratory in a corporate research facility
- a crumbling bridge above a raging river
- an active factory with dangerous machinery all around
- the open roof-top of a skyscraper
- a dangerous mountain pass
- or any other place that would be awesome for a fight scene

Once you've come up with your main idea, figure out how to take it and divide it up into sub-areas that can be categorized into combat zones. We recommend using tokens to track characters and enemies on your maps.

Remember, your map doesn't have to be extremely detailed. It can be as simple as a quickly sketched out diagram of labeled circles with connecting lines. It could be an overhead map with notes on which areas are which and how they interconnect. It could even be a side-view of a multi-leveled location. The important thing is that everyone has an idea of what each zone is like, how they can move about on the map, and who is currently where. Also, don't forget that players can and should suggest new zones on the fly.

COMBAT ZONE EXAMPLES

Tight - narrow alleys, small rooms, staircases, balconies, tunnels, closets, cubicals

Open - roof-tops, large rooms, open sky or water, sparse lobby, open road, flat land

Dense - store aisles, thick forest, crowded dance floor, cluttered alleyway, store room or warehouse

Hazardous - busy street, active factory, broken planks over steep drop, murky swamp, foggy or smokey room with poor visibility

Neutral - anything that doesn't fit the above four

HAZARDOUS ZONES

Characters that find themselves in a hazardous zone usually must make an Attribute roll at the beginning of the round to avoid damage or some kind of negative effect. Taking some of the examples above, one could say that if you fail a Quickness roll on a busy street you might get clipped by a car and take a point of damage. Or, if you fail a Intelligence roll in a murky swamp, you could get stuck in the mud and become effectively Impeded. Use your imagination!

MISSION KARMA

When the players successfully complete (or survive) a shadowrun, they end up a little more seasoned. Award the players three or four Karma points when they complete a mission.

OTHER ACTION TYPES

Sometimes players want to do things that aren't covered by the standard actions. Here are some guidelines:

IS IT COMPLICATED OR SLOW?
(its probably a focus action)

DOES IT REQUIRE AIM?
(make it a shoot action)

IS IT PHYSICALLY AGGRESSIVE?
(most likely a melee action)

If you can't figure it out, decide if it's worth losing a round over, then either let the player just do it for free or use your best guess as to which phase it should happen in.



enemies and critters

ENEMIES AND CRITTERS COME IN 4 VARIETIES

GOONS AND VERMIN

These are 1 hit-point minions that you can feel free to flood into a combat scene in large numbers. Up to twice as many as the players is safe. They typically wear no or light armor. The weapons they carry are weak and never get a zone bonus (though they might be ranged). They roll 1d12 to attack (not a critical die), so they are usually harmless by themselves.

However, they like to gang up! When you roll for two or more goons attacking the same character, they can pool their attacks. Roll 1d12 for each goon and take the two best rolls. If it's a hit, they collectively manage to do 1 damage to the player, or if you're feeling violent you can feed the Karma Pool to boost the damage to 2 points.

HEAVIES AND CREATURES

These are stronger enemies that generally have between 2 and 4 hit points and carry better equipment. You can usually drop a few of these guys into a combat to give the players a challenge.

Often times, grunts will be accompanied by a handful of goons and will usually let the goons rush in first. They wear light or even sometimes heavy armor and will carry light or heavy weapons (complete with zone bonus).

BOSSES, MONSTERS, AND MASTERMINDS

These villains are much tougher than heavies and they probably have a Move or two that gives them special bonuses or nasty effects. They usually pack six to ten hit points and defend themselves with heavy or uber armor. They almost always carry heavy weapons with special characteristics. Often times, they have names and important parts in the story.

CRAZY BIG ENEMIES

Now we're talking epic combat scenes with things like dragons or attack helicopters. These types of enemies are difficult to take down with something like 15 hit points. They always have very heavy weapons and can usually attack any adjacent zone without restraint. They have multiple Moves and can sometimes act in more than one phase. Save these for when the players have more karma than they know what to do with.

PLACE HOLDER

FEEDING THE KARMA POOL

When the players start wiping the floor with your bad guys, don't forget you can "feed the pool" by spending two GM karma for one of these effects:

- ✦ increase the damage with an awesome description or heal a bad guy
- ✦ inflict some kind of status effect on the player with a successful attack (movement restrictions, stun, disarm)
- ✦ bring in reinforcements (2 points usually)
- ✦ anything else that would be awesomely cool and challenging

FAQ

PLACE HOLDER

The Street Samurai

Trained in the art of bushido and decked out with the latest cybernetic enhancements, your job is to engage the enemy, usually getting up close and personal with your team's opposition.

Street Name: _____ Real Name: _____
 Description: _____

Karma

Level 2nd 3rd 4th 5th

metatype: choose one when you make your runner

human (+1 Intelligence or +1 willpower)
adaptability
 Once/zone, get a +1 to any roll if your last action was a Move Action
blend in
 Get +3 to Intelligence when trying to not to get noticed in a crowd of mostly humans.

elf (+1 charisma or +1 quickness)
elven grace
 Once/rest, you can reroll a failed Quickness or Charisma roll.
sperethiel bloodline
 You speak the unique elven language in addition to your other languages. You get +1 to Charisma rolls when dealing with other elves. Also, you get an elven contact.

dwarf (+1 to body and +1 to any other for picking a dwarf)
advanced metabolism
 Big things come in small packages. You get +1 to Body when resisting poison/disease. Also, you get +1 when you roll after getting Messed Up. You still die on a 1 though (damn).
sturdy
 So you're a bit on the short side, but you're like an anchor and cannot be Pushed out of a zone (Thrown, yes). Also, when you Defend in combat, get an extra +2 to your Armor values.

ork (+1 to strength)
temper
 Once/zone, as long as you took some damage last round, you can invoke your orkish rage to get +1 to an attack against the enemy that damaged you. On a hit, do +1 damage.
ork connections
 You, inevitably, have ties to the Ork Underground. You never have to roll to pay black market prices as long as you're buying something for yourself. Also, you get an ork contact.

troll (+1 to strength and +1 to body)
massive
 You're massive. You do +1 damage with all melee weapons and have an extra hit point. Unfortunately, you don't always fit into small places like sports cars or port-o-potties. Lucky for you, whatever vehicle you start with is troll-sized already!

Inherent: Bushido
 Yeah, you're a stone-cold ass kicker, but your Bushido roots encourage you to find non-violent solutions to situations. You get +1 to any roll that has the purpose of avoiding violence. You must protect your honor though. That may mean spilling blood.

limitation: Walking Razor (watch your sides...)
 You're sporting a ton of cyberware, which great when the lead starts flying around, but you tend to draw a lot of attention from law enforcement and security systems. For instance, you always set off security scanners that detect metal, cyber, or weaponry.

Body
 endurance, stamina, constitution, resistance to disease and poison. toughness

Quickness
 dodge, stealth, drive/pilot, movement, acrobatics, agile athletics, tumbling, escaping

Strength
 extra heavy things you can carry, muscle mass, power athletics, bend bars/lift gates

Charisma
 charm, deceive, negotiate, etiquette, disguise, seduce, inspire, lead, perform, instruct

Intelligence
 smarts, savvy, knowledge, investigate, detect, rigging, decking, first aid, build/repair, blend in

Willpower
 essence, confidence, dedication, spirit, conviction, intimidation, social resolve, magic resistance, guts

-2 quickness in heavy armor -4 in very heavy armor

Armor Description: _____
 none light heavy very heavy
 Impact Use vs. Melee Ballistic Use vs. Ranged

Health
 no sweat it hurts a lot
 (bonus hp) roll with it messed up ↓
 (bonus hp) just a scratch now it hurts
Roll 1d12. On an 6 or higher, you're Knocked Out. On a 5 or less, you're Bleeding Out. On a 1, it's a bag and tag for you, chummer.

Edges choose one at first level...

dermal plating (constant benefit)
 These are heavy metal plates are installed just under your skin. Gain two more hit points. Plus, you're getting used to watching your team's back. When you Protect, get +2 to your Armor values.

cybernetic arms w/ snap blades (constant benefit)
 You've got cybernetic arms with long metal blades that snap in and out on silent command. You can never be fully disarmed (unless they literally dis-arm you). They're concealable, weightless Fist Weapons. Also, you get +2 to bend bars/lift gates.

cyber-eyes w/ smartlink (once/zone)
 Chromed out cyber eyes? Check. Smartlink means once/zone reroll any attack. Also, they have low-light and thermo vision modes.

wired reflexes (once/combat)
 You're a little jittery, sure, but you get +4 to Initiative rolls.

aikido (once/zone)
 Once per zone, when you successfully attack with with an unarmed weapon (like your snap blades), you can do +1 damage and Throw that enemy into an adjacent zone. Sensei would be proud.

gun lugger (constant benefit)
 You can carry an additional two Heavy Items. Also get +1 to attacks with Ranged Weapons.

Gear

starting gear (choose 5 at first level...)

- simple comlink with earpiece, gps, and camera
- armored courier case, slick mirror shades, and a pack of smokes
- backpack with battery and arc torch
- chemsuit, gasmask, and detox sprays
- cybernetics repair kit
- wetsuit and air-mask
- survival kit
- restraints and distance-triggered shock collar
- medkit with stim-patches
- doc-wagon contract

additional gear (choose one at first level...)

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Vehicle

choose one at first level...

- harley-davidson scorpion chopper (speed +2, handling +2, dangerous)
- ford ameriac sedan (speed +1, handling +1, reliable, passengers)
- general motors dingo SUV (durable +2, heavy, 4x4, passengers)

Lifestyle (it's two grand a month after the first month)

choose one at first level...

- smallish, middle-class apartment downtown near a big park
- spacious, low-class house on the outskirts of the city by a stuffer shack
- large, grimey workshop in abandoned factory with a cot in the corner

Weapons choose one at first level...

- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____

Fake Identities choose one at first level...

- name:** _____
Cover: A former Urban Brawl star turned high-lifer.
Quote: "What, you don't recognize me?"
- name:** _____
Cover: _____
Quote: _____

Notes and Missions

Contacts choose one at first level...

- arms dealer (alias: _____)**
The arms dealer can hook you up with new equipment, fix or modify stuff, or even fense the gear you find in the field.
- lone-star dispatch agent (alias: _____)**
You have an inside contact with lone-star. If you're willing to pay, they can send the brass in the wrong direction.
- street doc (alias: _____)**
Need a bullet pulled out without the fuzz catching wind? Need that new piece of hot gear installed without a license? He's your man.
- elf contact* (alias: _____)**
If you are an elf, define your contact:
- ork contact* (alias: _____)**
If you are an ork, define your contact:
- contact (alias: _____)**
Description: _____
- contact (alias: _____)**
Description: _____

Languages pick one language at first level pick another if you have Intelligence +3 or better

- chinese italian spanish
- city speak japanese sperethiel (elf)
- english korean turkish
- french portuguese other: _____
- german russian other: _____

Nuyen and Valuables start with 1d12x1000 nuyen

nuyen: _____ ¥

other valuables: _____

The Decker

You've been called hacker, ghost, console cowboy, bit jockey, and plenty of other crap, but you always just preferred the old school term. You're a decker. The Matrix is your playground.

Street Name: _____ Real Name: _____
 Description: _____

Karma

Level 2nd 3rd 4th 5th

metatype: choose one when you make your runner

human (+1 Intelligence or +1 willpower)
adaptability
 Once/zone, get a +1 to any roll if your last action was a Move Action
blend in
 Get +3 to Intelligence when trying to not to get noticed in a crowd of mostly humans.

elf (+1 charisma or +1 quickness)
elven grace
 Once/rest, you can reroll a failed Quickness or Charisma roll.
sperethiel bloodline
 You speak the unique elven language in addition to your other languages. You get +1 to Charisma rolls when dealing with other elves. Also, you get an elven contact.

dwarf (+1 to body and +1 to any other for picking a dwarf)
advanced metabolism
 Big things come in small packages. You get +1 to Body when resisting poison/disease. Also, you get +1 when you roll after getting Messed Up. You still die on a 1 though (damn).
sturdy
 So you're a bit on the short side, but you're like an anchor and cannot be Pushed out of a zone (Thrown, yes). Also, when you Defend in combat, get an extra +2 to your Armor values.

ork (+1 to strength)
temper
 Once/zone, as long as you took some damage last round, you can invoke your orkish rage to get +1 to an attack against the enemy that damaged you. On a hit, do +1 damage.
ork connections
 You, inevitably, have ties to the Ork Underground. You never have to roll to pay black market prices as long as you're buying something for yourself. Also, you get an ork contact.

troll (+1 to strength and +1 to body)
massive
 You're massive. You do +1 damage with all melee weapons and have an extra hit point. Unfortunately, you don't always fit into small places like sports cars or port-o-potties. Lucky for you, whatever vehicle you start with is troll-sized already!

Inherent: Elite Hacker
 As a Decker, you carry a sophisticated cyberdeck to access the Matrix and hack into computer networks, wreaking havoc, stealing data, altering files, or whatever the job calls for. You can roll your Intelligence to accomplish things in the Matrix.

Limitation: Bit Brain
 After spending long periods of time in the Matrix, upon returning to meat-space you tend to be disorientated and sluggish. Also, keep in mind you're physical body is vulnerable while you're in the Matrix. Better have some backup!

Body
 endurance, stamina, constitution, resistance to disease and poison. toughness

Quickness
 dodge, stealth, drive/pilot, movement, acrobatics, agile athletics, tumbling, escaping

Strength
 extra heavy things you can carry, muscle mass, power athletics, bend bars/lift gates

Charisma
 charm, deceive, negotiate, etiquette, disguise, seduce, inspire, lead, perform, instruct

Intelligence
 smarts, savvy, knowledge, investigate, detect, rigging, decking, first aid, build/repair, blend in

Willpower
 essence, confidence, dedication, spirit, conviction, intimidation, social resolve, magic resistance, guts

-2 quickness in heavy armor -4 in very heavy armor

Armor Description: _____
 none light heavy very heavy
 Impact Use vs. Melee Ballistic Use vs. Ranged

Health
 no sweat it hurts a lot
 (bonus hp) roll with it messed up ↓
 (bonus hp) just a scratch now it hurts
Roll 1d12. On an 6 or higher, you're Knocked Out. On a 5 or less, you're Bleeding Out. On a 1, it's a bag and tag for you, chummer.

Edges choose one at first level...

net detective (constant ability)
 You've learned how to scrounge the Matrix for information that most people would never be able to find. When you roll Intelligence to use the Matrix to find some key info, take a +1 and reroll your first failed attempt.

first aid expert (once/zone)
 No one expected the Decker to be the combat medic. When you take the Protect action, you have a choice: you can heal one point of damage to you or an ally in the same zone, or you can take a chance and roll Intelligence. If you succeed, you heal 2 boxes. If you fail the roll, you heal nothing.

ghost (constant benefit)
 You get +2 to your Intelligence rolls when hacking a network from the inside as well as +2 to your Quickness rolls when used for stealthiness.

shifty (once/combat, immediate interrupt)
 If an enemy successfully attacks you, you can cancel it and Move for free.

sneak attack (once/zone)
 You're just as sneaky in meat-space as you are in the Matrix. If you attack any enemy that has attacked someone else this round, you get +1 to your attack roll and do an extra 1 point of damage if you hit.

connections (constant benefit)
 You always "know a guy who knows a guy." When spending karma to create a new NPC contact, you only have to spend 2 karma, not 3.

The Rigger

Anyone can be an ordinary wheelman. You're something else though. Outfitted with a sophisticated control-rig, you can operate vehicles and drones with your mind.

Street Name: _____ Real Name: _____
 Description: _____

Karma

Level 2nd 3rd 4th 5th

metatype: choose one when you make your runner

human (+1 Intelligence or +1 willpower)
adaptability
 Once/zone, get a +1 to any roll if your last action was a Move Action
blend in
 Get +3 to Intelligence when trying to not to get noticed in a crowd of mostly humans.

elf (+1 charisma or +1 quickness)
elven grace
 Once/rest, you can reroll a failed Quickness or Charisma roll.
sperethiel bloodline
 You speak the unique elven language in addition to your other languages. You get +1 to Charisma rolls when dealing with other elves. Also, you get an elven contact.

dwarf (+1 to body and +1 to any other for picking a dwarf)
advanced metabolism
 Big things come in small packages. You get +1 to Body when resisting poison/disease. Also, you get +1 when you roll after getting Messed Up. You still die on a 1 though (damn).
sturdy
 So you're a bit on the short side, but you're like an anchor and cannot be Pushed out of a zone (Thrown, yes). Also, when you Defend in combat, get an extra +2 to your Armor values.

ork (+1 to strength)
temper
 Once/zone, as long as you took some damage last round, you can invoke your orkish rage to get +1 to an attack against the enemy that damaged you. On a hit, do +1 damage.
ork connections
 You, inevitably, have ties to the Ork Underground. You never have to roll to pay black market prices as long as you're buying something for yourself. Also, you get an ork contact.

troll (+1 to strength and +1 to body)
massive
 You're massive. You do +1 damage with all melee weapons and have an extra hit point. Unfortunately, you don't always fit into small places like sports cars or port-o-potties. Lucky for you, whatever vehicle you start with is troll-sized already!

Inherent: Motorhead
 Instead of picking one vehicle, you get all three options, and a garage to keep them in, and some drones to boot. They can all be remote controlled from within about 100 yards. Also, you can use Intelligence for driving when controlling your vehicles.

limitation: Circuitry
 Your control-rig is invasive brainware. Long periods of time spent in VR leads to disorientation when you return to meat-space. Oh, it also freaks people out a little bit when you drive with your brain. Some people think it's cool.

Body
 endurance, stamina, constitution, resistance to disease and poison. toughness

Quickness
 dodge, stealth, drive/pilot, movement, acrobatics, agile athletics, tumbling, escaping

Strength
 extra heavy things you can carry, muscle mass, power athletics, bend bars/lift gates

Charisma
 charm, deceive, negotiate, etiquette, disguise, seduce, inspire, lead, perform, instruct

Intelligence
 smarts, savvy, knowledge, investigate, detect, rigging, decking, first aid, build/repair, blend in

Willpower
 essence, confidence, dedication, spirit, conviction, intimidation, social resolve, magic resistance, guts

-2 quickness in heavy armor -4 in very heavy armor

Armor Description: _____
 none light heavy very heavy
 Impact Use vs. Melee Ballistic Use vs. Ranged

Health
 no sweat hurts a lot
 (bonus hp) roll with it messed up ↓
 (bonus hp) just a scratch Roll 1d12. On a 6 or higher, you're Knocked Out. On a 5 or less, you're Bleeding Out. On a 1, it's a bag and tag for you, chummer.
 (bonus hp) hurts a little

Edges choose one at first level...

spy drone (constant benefit)
 You can deploy this small drone to fly around and do surveillance for you. It is silent and has a video feed with digital zoom and nightvision.

combat drone (one/combat, focused action)
 The Timberwolf is a pure ground-combat machine. It possesses four wheeled legs and a turret weapon mount. You deploy it into your zone. You can forgo your own turn to control the drone that round instead. It has 4 hit boxes and is equipped with a heavy ranged weapon and heavy armor. If it is destroyed, you can repair it with 500 nuyen and a day of work.

take cover (constant benefit)
 You have an innate ability to not get shot. Whenever you take the Defend or Protect action, the first point of damage is ignored.

double time (once/combat)
 Spend a karma point to get two actions this round. They can't be the same.

hold together baby (constant benefit)
 You can keep a vehicle going even when it's taken so much damage it should have exploded long ago. As long as you keep the thing moving, it'll hold together. As soon as you stop and walk away, it goes up in flames.

get away driver (constant benefit)
 They're crazy if they think they're going to catch you. You get +3 to your Intelligence rolls when controlling a rigged vehicle and being chased.

The Mage

A practitioner of Hermetic magic, you weave the threads of mana to your whim, casting spells and divining secrets. Every team benefits from the presence of a mage.

Street Name: _____ Real Name: _____
 Description: _____

Karma

Level 2nd 3rd 4th 5th

metatype: choose one when you make your runner

human (+1 Intelligence or +1 willpower)
adaptability
 Once/zone, get a +1 to any roll if your last action was a Move Action
blend in
 Get +3 to Intelligence when trying to not to get noticed in a crowd of mostly humans.

elf (+1 charisma or +1 quickness)
elven grace
 Once/rest, you can reroll a failed Quickness or Charisma roll.
sperethiel bloodline
 You speak the unique elven language in addition to your other languages. You get +1 to Charisma rolls when dealing with other elves. Also, you get an elven contact.

dwarf (+1 to body and +1 to any other for picking a dwarf)
advanced metabolism
 Big things come in small packages. You get +1 to Body when resisting poison/disease. Also, you get +1 when you roll after getting Messed Up. You still die on a 1 though (damn).
sturdy
 So you're a bit on the short side, but you're like an anchor and cannot be Pushed out of a zone (Thrown, yes). Also, when you Defend in combat, get an extra +2 to your Armor values.

ork (+1 to strength)
temper
 Once/zone, as long as you took some damage last round, you can invoke your orkish rage to get +1 to an attack against the enemy that damaged you. On a hit, do +1 damage.
ork connections
 You, inevitably, have ties to the Ork Underground. You never have to roll to pay black market prices as long as you're buying something for yourself. Also, you get an ork contact.

troll (+1 to strength and +1 to body)
massive
 You're massive. You do +1 damage with all melee weapons and have an extra hit point. Unfortunately, you don't always fit into small places like sports cars or port-o-potties. Lucky for you, whatever vehicle you start with is troll-sized already!

Inherent: astral projection
 You can step out of your physical form (leaving it vulnerable) and project your mind into the astral realm. Your spirit can fly and pass through solid objects except earth. You are not visible in the physical realm. You can see the essences of living beings and perceive magic in its pure form. Great for surveillance.

limitation: Demons
 You have many personal demons. A life dedicated to the art of sorcery has ruined your personal life time and time again. You're estranged from your family and don't have many friends. Oh, also there are actual demons who hate you and want you dead.

Body
 endurance, stamina, constitution, resistance to disease and poison. toughness

Quickness
 dodge, stealth, drive/pilot, movement, acrobatics, agile athletics, tumbling, escaping

Strength
 extra heavy things you can carry, muscle mass, power athletics, bend bars/lift gates

Charisma
 charm, deceive, negotiate, etiquette, disguise, seduce, inspire, lead, perform, instruct

Intelligence
 smarts, savvy, knowledge, investigate, detect, rigging, decking, first aid, build/repair, blend in

Willpower
 essence, confidense, dedication, spirit, conviction, intimidation, social resolve, magic resistance, guts

-2 quickness in heavy armor -4 in very heavy armor

Armor Description: _____
 none light heavy very heavy
 Impact Use vs. Melee Ballistic Use vs. Ranged

Health
 no sweat hurts a lot
 (bonus hp) roll with it messed up ↓
 (bonus hp) just a scratch Roll 1d12. On an 6 or higher, you're Knocked Out. On a 5 or less, you're Bleeding Out. On a 1, it's a bag and tag for you, chummer.
 (bonus hp) hurts a little

Edges choose one at first level...

morph self (constant benefit, use out of combat)
 For up to one hour, you can completely change the way you look. You can change your face, body shape, and even change your voice. Other mages will see you for who you really are, though.

summon elemental (once/combat, focused spell)
 You can summon an elemental to perform various tasks for you or fight your enemies. When summoned, it appears in your zone. Give up your turn to take an action on behalf of the elemental. It has 2 HP and functionally operates with light weapons and armor.

mend (once/combat, focused spell)
 By laying your hands upon yourself or an ally in the same zone, you can heal 3 boxes of damage. Who needs a medic anyhow?

mages armor (once/combat, immediate interrupt)
 Throw up a mana shield and immediately ignore one damage.

mana caster (once/combat, focused spell)
 Sling a mana bolt at a single target or a mana ball hitting a zone and enemies inside. Roll 2d12 to hit each target. The bolt does 2 damage and the ball does 1 damage to all enemies in the zone.

web (once/combat, focused spell)
 You trap your enemy in a sticky web. They cannot use the Move action until they spend a Focus action to get out of the web.

The Fixer

Bullets, spells, and tech can't solve every problem. A few well placed words can do so much. Not only are you an expert in the social realm, you know how to coordinate your crew to devastating effect.

Street Name: _____ Real Name: _____
 Description: _____

Karma

Level 2nd 3rd 4th 5th

metatype: choose one when you make your runner

human (+1 Intelligence or +1 willpower)
adaptability
 Once/zone, get a +1 to any roll if your last action was a Move Action
blend in
 Get +3 to Intelligence when trying to not to get noticed in a crowd of mostly humans.

elf (+1 charisma or +1 quickness)
elven grace
 Once/rest, you can reroll a failed Quickness or Charisma roll.
sperethiel bloodline
 You speak the unique elven language in addition to your other languages. You get +1 to Charisma rolls when dealing with other elves. Also, you get an elven contact.

dwarf (+1 to body and +1 to any other for picking a dwarf)
advanced metabolism
 Big things come in small packages. You get +1 to Body when resisting poison/disease. Also, you get +1 when you roll after getting Messed Up. You still die on a 1 though (damn).
sturdy
 So you're a bit on the short side, but you're like an anchor and cannot be Pushed out of a zone (Thrown, yes). Also, when you Defend in combat, get an extra +2 to your Armor values.

ork (+1 to strength)
temper
 Once/zone, as long as you took some damage last round, you can invoke your orkish rage to get +1 to an attack against the enemy that damaged you. On a hit, do +1 damage.
ork connections
 You, inevitably, have ties to the Ork Underground. You never have to roll to pay black market prices as long as you're buying something for yourself. Also, you get an ork contact.

troll (+1 to strength and +1 to body)
massive
 You're massive. You do +1 damage with all melee weapons and have an extra hit point. Unfortunately, you don't always fit into small places like sports cars or port-o-potties. Lucky for you, whatever vehicle you start with is troll-sized already!

Inherent: The Face
 You are at the center of a web of connections. You start with a bunch of contacts right out of the gate. Also, it only costs you two karma points to create a new contact for yourself. When you deal with one of your contacts, get +2 to your Charisma rolls.

limitation: Recognizable
 One of the draw backs of knowing so many people is that so many people know you. When in your stomping ground, there's always a good chance that someone will recognize you, usually when you're trying to go unnoticed. Inconvenient? You bet.

Body
 endurance, stamina, constitution, resistance to disease and poison. toughness

Quickness
 dodge, stealth, drive/pilot, movement, acrobatics, agile athletics, tumbling, escaping

Strength
 extra heavy things you can carry, muscle mass, power athletics, bend bars/lift gates

Charisma
 charm, deceive, negotiate, etiquette, disguise, seduce, inspire, lead, perform, instruct

Intelligence
 smarts, savvy, knowledge, investigate, detect, rigging, decking, first aid, build/repair, blend in

Willpower
 essence, confidense, dedication, spirit, conviction, intimidation, social resolve, magic resistance, guts

-2 quickness in heavy armor -4 in very heavy armor

Armor Description: _____
 none light heavy very heavy
Impact Use vs. Melee
Ballistic Use vs. Ranged

Health
 no sweat it hurts a lot
 (bonus hp) roll with it messed up ↓
 (bonus hp) just a scratch Roll 1d12. On an 6 or higher, you're Knocked Out. On a 5 or less, you're Bleeding Out. On a 1, it's a bag and tag for you, chummer.
 (bonus hp) now it hurts

Edges choose one at first level...

spy master (constant benefit)
 When attempting to disguise yourself, you get +2 to your rolls and you get to reroll the first failed attempt. Also, you can use Charisma instead of Intelligence when trying to blend into a big crowd.

called shot (once/zone)
 You point to an enemy and shout a command for your comrade to strike. Make an attack with an ally as the effective source. The ally must be in the same zone as you. You roll as if they were attacking, but you get +1 to the roll. If you hit, that ally gets a +1 to their next attack against that enemy.

geek the fool! (once/combat)
 You designate a target for your allies to focus on. Choose one enemy. For the remainder of combat, everyone gets +1 to attack that enemy.

team coordination (constant benefit)
 You've got impeccable timing. You and your allies get +1 to Initiative.

move into position (once/combat)
 You deliver a quick order and direct your crew to move like a pack of wolves. When you use the Move action, your allies get to take a free Move action that round as well, unless they are Impeded.

it's just business (constant benefit3)
 You're a beast at the bargaining table. You get +2 to Charisma rolls when negotiating and +2 to Willpower rolls for social resolve.

Gear

starting gear (choose 3 at first level...)

- simple comlink with earpiece, gps, and camera
- très chic outfit, expensive running shoes, and bitchin' shades
- surveillance/counter-surveillance kit
- disguise kit
- voice mutator and subvocal mic
- medkit with stim-patches
- doc-wagon contract

additional gear (choose one at first level...)

- _____
- _____
- _____
- _____

Languages

pick one language at first level
pick another if you have Intelligence +3 or better

- | | | |
|-------------------------------------|-------------------------------------|---|
| <input type="checkbox"/> chinese | <input type="checkbox"/> italian | <input type="checkbox"/> spanish |
| <input type="checkbox"/> city speak | <input type="checkbox"/> japanese | <input type="checkbox"/> sperethiel (elf) |
| <input type="checkbox"/> english | <input type="checkbox"/> korean | <input type="checkbox"/> turkish |
| <input type="checkbox"/> french | <input type="checkbox"/> portuguese | <input type="checkbox"/> other: _____ |
| <input type="checkbox"/> german | <input type="checkbox"/> russian | <input type="checkbox"/> other: _____ |

Vehicle

choose one at first level...

- eurocar westwind (speed +3, passenger, flashy, dangerous)
- yamaha growler treaded bike (handling +2, durable +2, off-road)
- chrysler-nissan coyote coup (speed +2, handling +2, passengers)

Lifestyle

 (it's two grand a month after the first month)

choose one at first level...

- smallish, middle-class condo downtown near the hottest clubs
- spacious, low-class flat in the outskirts near the airport
- large, grungy aircraft hanger in the barrens outside of gang territory

Weapons

 choose one at first level...

- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____
- weapon type:** _____
damage _____ zone bonus _____

Nuyen and Valuables

start with 1d12x1000 nuyen

nuyen: _____ ¥

other valuables: _____

Fake Identities

 choose one at first level...

- name:** _____
Cover: Famous Porn Star
Quote: "I make adult films. Want to be in one?"
- name:** _____
Cover: _____
Quote: _____

Notes and Missions

Contacts

 get the first four, choose a custom at first level...

- smuggler** (alias: _____)
This chick knows how to sneak pretty much anything in to or out of the city. That includes hot tech, data, or even people.
- fense** (alias: _____)
Need to offload some gear quickly and quietly? The fense is willing to buy and sell, no questions asked.
- dirty cop** (alias: _____)
Dirty cop? Damn straight! You wouldn't have them any other way. They're greedy though, so watch out.
- government official** (alias: _____)
Corruption is such a beautiful thing. With a little grease on the palm, this guy can accomplish a lot in the community.
- drug dealer** (alias: _____)
From illegal narcotics to banned prescription drugs to better-than-life SimSense chips, this scumbag proudly serves them up.
- elf contact*** (alias: _____)
If you are an elf, define your contact: _____
- ork contact*** (alias: _____)
If you are an ork, define your contact: _____
- contact** (alias: _____)
Description: _____
- contact** (alias: _____)
Description: _____
- contact** (alias: _____)
Description: _____
- contact** (alias: _____)
Description: _____
- contact** (alias: _____)
Description: _____