

SUMMARIES

COMBAT TURN SEQUENCE

- All dice pools refresh 1.
- Determine Initiative (reaction + Initiative Dice) 2.
- 3. Characters take actions in their Combat Phase
 - (characters act in order of highest Initiative to lowest)
 - **Declare** actions A.
 - B. **Resolve** actions
 - Declare and resolve actions of remaining characters C.
 - D. Calculate the next Initiative Pass (by subtracting 10
 - from each Initiative Score)
- 4. Begin new Combat Turn

RESOLVING RANGED COMBAT

(Occurs at Step 3B of the Combat Turn)

- 1. Determine Range (TN based on Weapon Range Table)
- 2. Apply Situation Target Modifiers (Situations Modifiers Table)
- 3. Make Attacker's Success Test (Skill + Combat Pool against TN) 4. Resolve Dodge Test (Combat Pool against TN 4 plus modifiers; if defender's successes exceed attacker's, the attack misses)
- 5 Resolve Target's Damage Resistance Test (Body + Combat Pool against TN of Weapon's Power - Armor)
- Determine the Outcome (Net successes stage weapon damage) 6.
- Apply Damage 7.

(Return to Step 3C of Combat Turn)

RESOLVING MELEE/ASTRAL COMBAT

(Occurs at Step 3B of the Combat Turn)

- 1. Make Attacker's Success Test (Skill + Combat Pool against TN 4)
- Make Defender's Success Test (Skill + Combat Pool against TN 4) 2.
- 3. Compare Successes (Net successes does damage, tie goes to attacker) 4. Determine Damage (Winner does damage per net success; over D
- damage 2 successes increase weapon's power) 5. Resist Damage (Body + Combat Pool against TN of Weapon's
- Power Armor)

(Return to Step 3C of Combat Turn)

VEHICLE COMBAT TURN SEQUENCE

- 1. Determine starting distance and speeds (first Combat Turn only)
- 2. Begin Combat Turn (Steps 3, 4 and 5 take place before Initiative is rolled)
- 3. Determine Vehicle, Terrain and Speed Points for each vehicle
- Allocate Control Pool Dice 4.
- 5. Determine Driver Points and calculate the final vehicle Maneuver Scores for the Combat Turn
- 6. Begin standard Combat Turn Sequence at Step 2
- Determine changes in speed, distance or terrain for the start of the next 7. Combat Turn (end of Combat Turn Only)

RESOLVING SPELLCASTING

- (Occurs at Step 3B of the Combat Turn)
- Preparation (choose spell, Force, pool dice, targets, etc.) 1.
- 2. Sorcery Test (Sorcery + Spell Pool, TN determined by spell)
- 3. Spell Resistance Test (Target Attribute against Spell Force)
- Spell Effect (net successes determines spell's outcome; tie goes to target) 4.
- 5. Drain Resistance Test (Willpower + Spell Pool against the spell's Drain Code)

(Return to Step 3C of Combat Turn)

Tables of Note

DEFAULT TABLE

Default To:	TN Modifier	Dice Pool
Specialization	+3	= to 1/2 specialization's base skill
Skill	+2	= to $1/2$ base skill being used
Attribute	+4	No pool dice allowed

TABLE

Launch Weapons

Build/Repair Skills

Knowledge Skills

Language Skills

Small Unit Tactics

Charisma

Interrogation

Intimidation

Negotiation

Willpower

Winged Aircraft

Vector Thrust Aircraft

Lighter-Than-Air Aircraft

Mechanical Arm Operator

Rotor Aircraft

Wilderness Survival

SPECIAL ATTRIBUTES

SKILLS HILV LIIIKLV HI I KIB	UIES INBLE
PHYSICAL ATTRIBUTES	Gunnery
Body	Launch We
Athletics	Computer
Driving	Electronics
Parachuting	Biotech
Strength	Build/Repa
Edged Weapons Clubs	Knowledge
Pole Arms/Staffs	Language
Cyber-Implant Combat	Navigation
Unarmed Combat **	Small Unit
Throwing Weapons	Charisma
Projectile Weapons	Etiquette
Heavy Weapons	Instruction
Spray Weapons	Interrogatio
Underwater Combat	Intimidatio
Off-Hand Clubs	Leadership
Off-Hand Edged Weapons	Negotiation
Off-Hand Cyber-Implant Combat	- Willpowe
Quickness	Conjuring
Pistols	Sorcery *
Submachine Guns Rifles	Enchanting
Assault Rifles	Centering *
Shotguns	Divining *
Bracer † Gun Cane †	Wilderness
Gyrojet Pistol †	SPECIAL
Laser Weapons	Beaction
Whips	Bike
Stealth	Car
Blowgun	Tracks
Eye Gun	Motorboat
Oral Gun	Ship
Oral Strike	Sailboat
Off-Hand Whips	Winged Air Rotor Aircr
Lock Picking	Vector Thru
MENTAL ATTRIBUTES	 Lighter-Tha Suborbital
Intelligence	Submarine
Aura Reading	
Demolitions	Walker Mechanical
Disguise	

Can be replaced with a martial art † Can only default to Pistols and Quickness

* These skills have no default. You cannot perform these actions without the actual skill.

SKILL IMPROVEMENT COST TABLE

Base Skill	Active	Knowledge/ Language
New Skill Rating is		
Less than or equal to Attribute Rating	1.5	1
Less than or equal to (2 x Attribute Rating)	2	1.5
More than (2 x Attribute Rating)	2.5	2
Specializations	Active	Knowledge/ Language
New Skill Rating is		
Less than or equal to Attribute Rating	.5	.5
Less than or equal to (2 x Attribute Rating)	1	1
More than (2 x Attribute Rating)	1.5	1.5

CHARACTER NAME	ALIASES AGE
Natural Modified Temporary Body	CONDITION MONITOR Light Moderate Serious Deadly \$\frac{1}{\text{stun}}\$ \$\frac{1}{\text{stun}}\$ \$\frac{1}{\text{stun}}\$ \$\frac{1}{\text{stun}}\$ \$\frac{1}{1} \text{ IN} \$ \$\frac{1}{2}\$ Init \$ \$\frac{1}{3}\$ Init \$ \$\frac{1}{3}\$ Init \$ \$\frac{1}{3}\$ Unc. \$ \$\frac{1}{1}\$ Init \$ \$\frac{1}{2}\$ Init \$ \$\frac{1}{3}\$ Init \$ \$\frac{1}{3}\$ Unc. \$ \$\frac{1}{3}\$ Mayoe \$ \$\frac{1}{3}\$ Unc. \$ \$\frac{1}{3}\$ Damage \$ \$\frac{1}{3}\$ Urc. \$ \$\frac{1}{3}\$ Unc. \$ \$\frac{1}{
Bio Index	DICE POOLS Quickness Intelligence Willpower Other Mods Combat Pool $+$ $+$ \div 2 $+$ $=$ $=$ Intelligence MPCP Other Mods Hacking Pool $+$ \div 3 $=$ $=$ Magic Intelligence Willpower Other Mods Spell Pool
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Modified by VCR bonuses p. 130 SR3 Reaction Initiative Dice Other Mods Datajack Piloting + + + + Initiative Only applicable when driving via datajack or virtual dashboard Notes Datajack Piloting	Only VCR modifiers apply

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PRIMARY RANGED WEAPOT		PRIMARY RANGED WEAPON	T		
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	Weight				
Short				Long	Extreme
Range/TNs		Range/TNs			Extreme
Accessories and Modificat	ions	Accessories and Modification	s		
Smartlink Smartlink-		Smartlink Smartlink-2		ser Sight	
Silencer Sound Sup	opressor Gas Venting (Rating	_) Silencer Sound Suppre		s Venting (Rating—
AMMUNITION	AMMUNITION	AMMUNITION	AMMUNIT	'ION	
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MELEE WEAPONS Weapon Reach	Damage Notes	Construction of the second	S M	L* 6(8)	E*
	Damage Notes	Standard		6 (8)	9
	Damage Notes	Construction of the second	S M 4 5		
	Damage Notes	_ Standard _ Laser Sight † _ Smart Goggles ** _ Smartlink	S M 4 5 3 4 3 3 2 3	6 (8) 5 (7) 5 (7) 4 (6)	9 8
	Damage Notes	_ Standard _ Laser Sight † _ Smart Goggles ** _ Smartlink _ Smartlink-2 w/ Range Finder	S M 4 5 3 4 3 3	6 (8) 5 (7) 5 (7)	9 8 8
	Damage Notes	_ Standard _ Laser Sight † _ Smart Goggles ** _ Smartlink _ Smartlink-2 w/ Range Finder _ Image Magnification	S M 4 5 3 4 3 3 2 3 2 3	6 (8) 5 (7) 5 (7) 4 (6) 3 (5)	9 8 7 7
	Damage Notes	Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1	S M 4 5 3 4 3 3 2 3 2 3 4 4	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6)	9 8 7 7 7 6 (8)
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4)	9 8 7 7 6 (8) 5
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 4	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6)	9 8 7 7 7 6 (8)
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 4	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4)	9 8 7 7 6 (8) 5
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 1 Level 1 Level 2	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 4 5 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3)	9 8 7 7 6 (8) 5 4
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 1 Level 2 Level 3	S M 4 5 3 4 3 3 2 3 2 3 2 3 4 4 4 4 4 4 4 4 4 4 5 3 3 3 3 3 3 3 3 3	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3)	9 8 7 7 6 (8) 5 4 4 4 3
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 1 Level 2 Level 3 * Number in paranthesis is for gr missile launchers. Only applicable	S M 4 5 3 4 3 3 2 3 2 3 2 3 4 4 4 4 4 4 4 4 4 4 5 3 3 3 3 3 3 3 2 3 3 3 2 3 3 3 3 3 3 3 5 3 5 3 5 3 5 3 5 3 5 3 5	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3) ers, mortar	9 8 7 7 6 (8) 5 4 4 3 s, and
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 3 * Number in paranthesis is for gr missile launchers. Only applicable modifier from a smartlink-2 syste	S M 4 5 3 4 3 3 2 3 2 3 2 3 4 4 4 4 4 4 4 4 4 4 5 Sight 3 3 3 3 9 enade launchi e modifier to i m.	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3) ers, mortar indirect fire	9 8 7 7 6 (8) 5 4 4 4 3 5, and is the -1
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 1 Level 2 Level 3 * Number in paranthesis is for gr missile launchers. Only applicable	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 4 4 4 4 4 5 3 3 3 3 9 10 10 10 10 10 10 10 10 10 10	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3) ers, mortar indirect fire	9 8 7 7 6 (8) 5 4 4 4 3 5, and is the -1
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 3 Mage Magnification with Lase Level 3 * Number in paranthesis is for gr missile launchers. Only applicable modifier from a smartlink-2 syste † Standard laser sights have an e	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 3 3 3 enade launch e e modifier to i m. ffective range aser sights are	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3) ers, mortar indirect fire of 50 meter e 150/500.	9 8 7 7 6 (8) 5 4 4 4 3 5, and is the -1
Weapon Reach		Standard Laser Sight † Smart Goggles ** Smartlink Smartlink-2 w/ Range Finder Image Magnification Level 1 Level 2 Level 3 Image Magnification with Lase Level 3 Image Magnification with Lase Level 3 * Number in paranthesis is for gr missile launchers. Only applicable modifier from a smartlink-2 syste t Standard laser sights have an e daylight; 150 at night. Extended la	S M 4 5 3 4 3 3 2 3 2 3 4 4 4 4 4 4 4 3 3 3 enade launch e e modifier to i m. ffective range aser sights are	6 (8) 5 (7) 5 (7) 4 (6) 3 (5) 5 (6) 4 (4) 4 (4) 4 (4) 3 (3) 3 (3) ers, mortar indirect fire of 50 meter e 150/500.	9 8 7 7 6 (8) 5 4 4 4 3 5, and is the -1

ARMOR		ATHLETICS		
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NANOWARE Nanoware	Туре	Percentage Lost		Notes	
GENETECH Genetech			Notes		

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ALLY SPIRIT		BOUND SPIRIT
Name	Native Plane	Name Great Form (Y/N)
B Q S C I B Q S C I Initiative	Avaidpent die het	B Q S C I W E R Force Initiative Astral Initiative Attack Dice Pools Astral Combat Combat Astral Combat Great Form Bonus
Appearance 1 2 3 Skills/Rating Spells/For		Weaknesses
WATCHER SPIRITS Number Force L	ength of Life	B Q S C I W E R Force Initiative Astral Initiative
ASTRAL BARRIERS & WARDS Type Rating	Notes	

	THE .		Model	M. holl	Armor/	ană Trance	Туре			
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	Active Memory			ICCM Masking Rating +	ASIST Sleaze Rating ÷2=	Reality Filter Detection Factor
VBERDECK yberdeck Hardening MPCP () ()			Speed Response Increase	ICCM Masking Rating +	ASIST Sleaze Rating ÷2=	Reality Filter Detection Factor
IATRIX INITIATIVE CALCULAT ase Reaction Manual controls (Reaction) Pure DNI (Intelligence) ase Initiative unning Pure DNI eality Filter Active esponse Increase sing 'trodes inal Matrix Intiative	Reaction +2 +2	+1D6 +1D6 +1D6	MPCP	Serious +3 TN ating		hed Ratin
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ADEPT POWER Power	5 Rating	Notes	Power	Rating	Notes
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CHARACTER HISTORY AND BACKGROUND	CHARACTER SKETCH
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MPORTANT DATES AND FUN FACTS	
Date Created Date First Playe	d Date Retired
Biggest debt Corps with bounties on your head	Number of cities lived in
Biggest corps you've run against	Number of runs undertaken
Biggest corps you've run for	
Biggest critters you've squared off with	
Largest Karma award for single game session	
Largest debt collected	
Most nuyen acquired at one time	
Most people killed in a single firefight	Final fate

Most people killed in a single firefight

Character Information

HEALING TABLE Damage Level Deadly Serious Moderate Light	Base Time 30 days	Minimum Time			
	20 days 10 days 24 hours	3 days 2 days 1 day 2 hours	Body Test TN 10 8 6 4	Minimum Hospita Hig Mido Lov	alized h dle
DOCTORING TABLE Situation Intensive Care (hospital o Long-term magical care Conditions (only one app Not in hospital or clinic Bad conditions Terrible conditions Patient is magician Patient is magician Patient's natural Body is: Patient's natural Willpowe	lies) 1–3 4–6 7–9 10 or more er is: 1–3 4–6 7–9 10 or more TES	Modifier -2 -2 +2 +3 +4 +2 +0 -1 -2 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -1 -2 -3 -3 -3 -3 -2 -3 -3 -3 -2 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3	FIRST AID TABLE Damage Level Light Moderate Serious Deadly FIRST AID TARGET NUN Situation Patient is Awakened Bad conditions Terrible Conditions Patient's Body Attribut No medkit available ATTRIBUTE STRESS Strength Intelligence Willpower Reaction	te is 1–3 te is 4–6 te is 7–9 te is 10 or more	Treatment Time 5 Combat Turns 10 Combat Turns 15 Combat Turns Special Modifer +2 +1 +3 +0 -1 -2 -3 +4 Permanent Stress
ESSENCE OR BIO INDEX SL Slot 1	UT5		Slot 4		Para Destantivation
Slot 2 Slot 3	ni hau Anizanaki smiri Ani Aniza dina dina Mani Anizanaki Mani Anizanaki	i sati to record n otio in mornal empire in record n ovor in record escrit in action of	Slot 5 Slot 6	e on you have a on against a me for ye squared off sain boots sindle game	oreas with bounds togeth come source forest come you's togeth comes you way some and

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CREDITS

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SUMMARY OF ACTIONS

The following actions are described in SR3, Rigger 3, Matrix, Magic in the Shadows and the Critters book in the SR3 GM Screen.

FREE

GENERAL Activate Cyberware Delay Action Drop Object Drop Prone Gesture Observe Speak a Word

Сомват

Call a Shot Change Smartgun Fire Mode Eject Smartgun Clip

CRITTER

Cold Aura Corrosive Saliva Fading Flame Aura Magical Guard Shadow Cloak

DECKING

Allocate Utility Pool (SKs and Als Only) Analyze IC or Icon Jack Out Maintain Monitored Operation Notice New Icon Terminate Download/Upload Unload Program from Active Memory Unsuppress IC

MAGIC

Allocate Spell Defense/Reflecting/ Shielding dice Centering (Metamagic) Deactivate Focus Drop Deliberate Masking (Metamagic) Drop Sustained Spell End Manifestation Missile Parry (Adept Power)

RIGGING/VEHICLE

Activate/Deactivate Rigged Autonav/Sensors/ECM/ECCM/ECD Arm/Disarm a Rigged Weapon System Call Up a Status Report Suppress CCSS Automatic Alarms

SIMPLE GENERAL

Change Position Observe in Detail Pick Up/Put Down Object Use Reflex Trigger (Activate/ Deactivate Wired Reflexes) Use Simple Object

Сомват

Change Gun Mode Fire Weapon (SS, SA or BF) Insert Clip Quick Draw Ready Weapons Remove Clip Set Up Bipod/Tripod Take Aim Throw Weapon

CRITTER

Concealment Magic Sense Materialize/Dematerialize Mimicry Sense Link Telepathic Link

DECKING

Analyze Operation Analyze Security or Subsystem Attack Decrypt Access, File or Slave Download Data Edit File Encrypt Access, File or Slave Improvise Attack Locate Tortoise User Monitor Slave Perform Combat Maneuver **Relocate Trace** Scan Icon Send Data Suspend Icon Operations Swap Memory **Upload Data**

MAGIC

Activate/Deactivate Focus Call Nature Spirit Command a Spirit Deliberately Mask the Aura (Metamagic) Issue Mental Command (Control Manipulation Spells) Manifest Astral Form on Physical Plane Observe Spell for Design Inspiration Read an Aura Rooting (adept power)

Shift to/from Astral Perception

RIGGING/VEHICLE

Activate/Deactivate Non-rigged Autonav/Sensors/ECM/ECCM/ECD Affiliate/Disaffiliate a Drone Jump into a Primary Drone Monitor Radio Traffic Perform the Same Free Action on Multiple Drones Return to Captain's Chair

COMPLEX

GENERAL Use Complex Object Use Skill COMBAT Attempt to Break Free from Grapple/Entanglement Fire Automatic Weapon (FA) Make Spotter Test for Indirect Fire Melee/Unarmed Attack Reload Firearm

CRITTER Accident

Aid Power Animal Control Animal Form Animal Gateway Binding Blindness Compulsion Confusion **Desire Reflection** Dispell Empathy Engulf **Essence** Drain Fear Glamour Guard Human Form Hypnotic Song Influence Innate Spell Mist Form Movement **Noxious Breath** Paralyzing Touch/Howl Petrifying Gaze Possession **Psychokinesis** Search Silence Sonic Projection Spraying Storm Wealth Weather Control

DECKING

Abort Host Shutdown Alter Icon Analyze Host Block System Operation Control Slave Crash Application or Host Decoy Decompress a file or program Disarm Data Bomb Disinfect Dump Log Edit Slave Freeze Vanishing SAN Graceful Logoff

Infect

Intercept Data Invalidate Account Jack Out Under Attack from Black IC Locate Access Node, Decker, File, Frame, IC, Paydata or Slave Logon to Host, LTG or RTG Make Comcall Null Operation Redirect Datatrail Switch Modes Tap Comcall Use Medic or Restore Utility Validate Account

MAGIC

Activate Sustaining Focus Astrally Project or Return **Banish Spirit** Call Elemental/Ally Cast Spell Cleansing (Metamagic) **Divination** (Metamagic) **Conjure Spirit Control Spirit Create Wards Dispel a Spell Erase Astral Signature** Heal Spirit Link Spell to Anchoring Focus Move Area of Effect of a Sustained Illusion/Manipulation Spell Possession (Metamagic) Quicken a Spell (Metamagic) **Remove Self from Ritual Team Ritual Sorcery** Struggle to Change Course of Action (Dog Shamans Only) Suppress Astral Barrier Use Expendable Spell Focus

RIGGING/VEHICLE

Accelerating/Braking Break Missile Target Lock **Conduct Signal Interception** Conduct MIJI Control a Room through CCSS Disengage from a CCSS System Engage a Security Rigger in CCSS Combat Fire Mounted or Vehicle Weapon Hiding Issue a Command Make a Sensor Test for Gunnery Target Lock Observe through a Secondary Drone **Operate a Drone** Positioning Ramming Reconnect a Lost Carrier **Reduce Footprint Regenerate Channel Degradation** Turn On/Off Device through CCSS

Summary of Actions

CHARACTER DOSSIER More Data Than Your Rap Sheet

Your shadowrunner has more safehouses than a slumlord, more false identities than a schizophrenic and a criminal record that takes up more memory than a Black Hammer utility.

So where do you keep track of all that info?

The Shadowrun Character Dossier provides 16 pages to record all of your character's details, from skills to implants to spells.

All of the archetypes are covered, from adepts to riggers to otaku, and space is included for edges and flaws, Karma expenditures, character background and more.

The Dossier also features handy reference tables to make combat, skill use and healing run more smoothly.

Store your runner's info here and put Mr. Johnson's files to shame!





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