

Clancy

Player: Dave

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg
Total Karma: 5; Current Karma: 5; Street Cred: 0; Notoriety: 0;
Public Awareness: 0



Attributes

Body..... 2 Essence 5.05
 Agility 5 Edge 3
 Reaction 2 Resonance..... 5
 Strength 1/2 Initiative 7+1D6
 Willpower 4
 Logic 5
 Intuition..... 5
 Charisma..... 5

Inherent Limits

[3] Physical Limit
[7] Mental Limit
[7] Social Limit

Active Skills

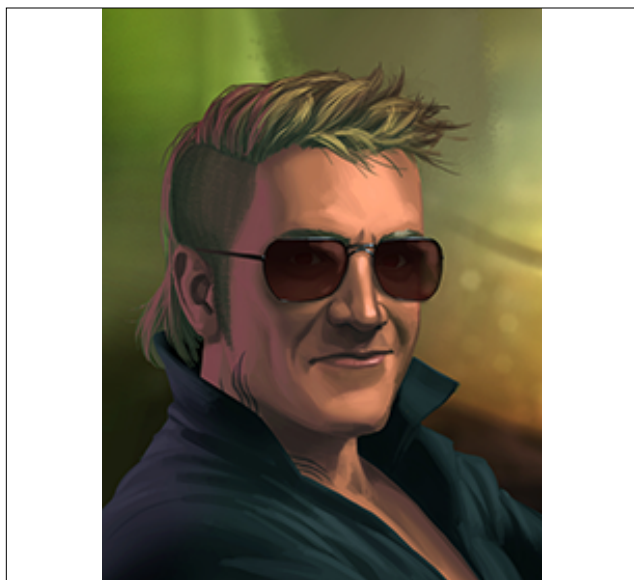
10 [L] Compiling 5 (Res)
 9 [7] Con 4 (Cha)
 9 [M] Cybercombat 4 (Log)
 9 [M] Electronic Warfare 4 (Log)
 9 [M] Hacking 4 (Log)
 7 [7] Negotiation 2 (Cha)
 7 [A] Pistols Activesoft 0 (2) (Agi)
 10 [L] Registering 5 (Res)
 7 [4] Sneaking Activesoft 0 (2) (Agi)
 9 [M] Software 4 (Log)

Knowledge Skills

10 [7] Corporate Culture 5 (Log)
 10 [7] Local Fixers 5 (Int)
 10 [7] Matrix Architecture 5 (Log)

Language Skills

N English
 9 [7] Japanese 4
 (Corp +2)



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>		

Attribute-Only Tests

9 Composure
 10 Judge Intentions
 4 Lifting & Carrying
 9 Memory

Toxin Resistances

Contact	Toxin	Disease
	2	2
Ingestion	2	2
Inhalation	2	2
Injection	2	2

Damage Resistances

10 Armor 8
 10 Acid Protection 8
 10 Cold Protection 8
 10 Electricity Protection 8
 10 Falling Protection 8
 10 Fire Protection 8

Edge Pool

Positive Qualities

Technomancer

Technomancers are metahumans with the mysterious (if not mystical) ability to connect to and manipulate the Matrix without the aid of

Defenses

Ranged Defense (No Action): 7
 Full Defense (-10 Interrupt, for the rest of the turn): +4
 Melee Defense (No Action): 7
 Full Defense (-10 Interrupt, for the rest of the turn): +4
 Dodge (-5 Interrupt, vs. one melee attack): +4 [3]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [3]
 Sensor Defense (No Action): 7

Living Persona

Device Rating : 5
 Attack: 5, Data Processing: 5, Firewall: 4,
 Sleaze: 5
 Matrix Initiative: 10
 Matrix DR : 9 (8 vs. Black IC)

Complex Forms

9 [L] Cleaner (Persona)
 Dur: P DV: 9 v L+1

Validation Report (0 issues): Nothing identified

Complex Forms

9 [L] **Puppeteer** (Device)

Dur: I DV: 9 v L+4

9 [L] **Resonance Spike** (Device)

Dur: I DV: 9 v L

9 [L] **Resonance Veil** (Device)

Dur: S DV: 9 v L-1

9 [L] **Transcendent Grid** (Self)

Dur: I DV: 9 v L-3

Contacts

Street Doc

Connection: 2 Loyalty: 3

Identities

Identity: Specify Name

Fake SIN

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS: Fake License: Augmentations (4), Fake SIN (4)

Armor

Actioneer Business Clothes 8

Firearms & Heavy Weapons

Colt America L36 7P 7 [7] 5/15/30/50

Ammo Usage: 11 (c):

Semi-Auto (simple action): 7, 7P Damage

Semi-Automatic (complex action): 7 vs. -2 Def, 7P Damage

Accessories: (5) Spare Clips

Regular Ammo: -, ____/55

Melee & Other Weapons

Unarmed Strike 2S 4 [3] Reach: -

Matrix Devices

Erika Elite Commlink

Device Rating: 4

Data Processing: 4, **Firewall:** 4

Matrix Initiative: 9

Matrix DR: 8 (8 vs. Black IC)

Cyberware (Essence: 0.75)

Skilljack (Used) (3) Essence: 0.38

Programs: Activesoft: Pistols (2), Activesoft: Sneaking (2)

Skillwires (Used) (3) Essence: 0.38

Bioware (Essence: 0.2)

Muscle Augmentation (1) Essence: 0.2

Gear (Cash: 1,000¥)

Dropped to Ground

Erika Elite Commlink

Contacts

Bartender

Connection: 2 Loyalty: 3

Fixer

Connection: 3 Loyalty: 2

Positive Qualities

Technomancer

Technomancers are metahumans with the mysterious (if not mystical) ability to connect to and manipulate the Matrix without the aid of technology. They not only have this seemingly supernatural aptitude, but they have the ability to do things that no computer can do or *should* be able to do. Scientists and magical researchers haven't figured out what makes a technomancer tick, but they agree that it isn't science or magic. As you'd suspect, this makes a lot of people very nervous around technomancers. The fact that a lot of people believe that it might be fun for researchers to cut open a technomancer's brain to see how it works tends to make technomancers nervous around other people, especially megacorporate Matrix engineers.

Technomancers live in a world filled with the ebb and flow of data. They feel datastreams and empathize with icons. The Matrix is just part of the world they live in, as natural for them as walking is for mundane folks. Even technomancers don't really know how they do it - they just do it.

With their intuitive grasp of computers and the Matrix, almost all technomancers are wiz programmers. Most employers won't hire them, though, because the world just doesn't trust technomancers. In the public view, technomancers are creepy and unnatural. They communicate through the Matrix (*subverting* it, they say) with a thought, so suspicions of a global conspiracy abound. Whenever something goes wrong in the Matrix, especially if there are fatalities, the specter of the technomancer menace rises again in the media and news outlets. GOD can't track technomancers as cheaply as they can track deckers, and so they give little leeway or mercy in cases where a technomancer is involved. There is still a bounty on technomancers in some territories, and technomancy is punishable by death in a handful of places around the world. The end result of this is that technomancers hide their abilities and identities, and some even their talent with programming, to avoid harassment and threats.

This is not to say that all technomancers are bad or out to twist the Matrix to their own ends. Most just want to live their lives in peace. Very few are actually hackers, and only a few of those are talented enough to be shadowrunners.

Complex Forms

Cleaner

(Persona) Duration: Permanent **DV:** L+1
Illegal actions leave traces in the Matrix, but the Resonance can erase a few of them. Make a Simple Software + Resonance [Level] test. For each hit, reduce the target's Overwatch Score by 1.

Puppeteer

(Device) Duration: Instant **DV:** L+4
You push Resonance commands into a target, forcing it to perform a Matrix action. Pick a target and a Matrix action for it to perform. Make a Software + Resonance [Level] v. Willpower + Firewall test with a threshold based on the type of action: 1 for a Free Action, 2 for Simple, and 3 for Complex. If you succeed, the target performs that Matrix action as its next available action.

Resonance Spike

(Device) Duration: Instant **DV:** L
You send a spike of raw destructive Resonance into the target, causing errors and mayhem. Make a Software + Resonance [Level] v. Willpower + Firewall test. Your target takes 1 box of Matrix damage per net hit, with no chance to resist.

Resonance Veil

(Device) Duration: Sustained **DV:** L-1
This complex form lets you make the target believe something has happened in the Matrix. It's a convincing illusion if you can succeed in a Software + Resonance [Level] v. Intuition + Data Processing test. Even if the target has reason to believe what it's seeing is fake, it needs to make a Matrix Perception Test with a threshold equal to your net hits to see through the illusion.

Complex Forms

Transcendent Grid

(Self) Duration: Instant **DV:** L-3
You broaden your connection to the Matrix and connect to all grids at once. You take no penalty for acting across grids (because you're on all of them), but neither do others targeting you. You also don't take a penalty from the public grid. Make a Simple Software + Resonance [Level] Test. The effect persists for one minute for every hit you get. When you run out of hits, the complex form ends.

Contacts

Bartender

Connection Rating: 2
Loyalty Rating: 3
Uses: Information, additional contacts, back rooms for private meets
Places to Meet: Any bar/nightclub
Similar Contacts: Bar/nightclub owner, bouncer, waitress, stripper

Bartenders serve drinks. They also serve as counselor and crying shoulder to nearly everyone who comes into their joint. They see and hear just about everything, which is why it's so very important to make his acquaintance and make his tip jar a little heavier.

Bartenders know everyone, so they'll be able to let you know who hasn't been in for a while, whose kid has run away from home this time, whose wife is screwing some other guy - just about anything you might need to know. He can also connect you to the local rumor mill, and he might have something juicy that one of his clients let slip in a haze of gin and tonic. He can guide newbies to suppliers of a variety of goods and services. It'll all cost you, of course - sometimes straight-up cred, sometimes a round for the house to keep the good will flowing.

He's known for his discretion, however. He won't just spill to anyone without a really good reason. Like we said, it'll cost you but it's usually worth it to keep him (and sometimes his other customers) happy.

Fixer

Connection Rating: 3
Loyalty Rating: 2
Uses: Jobs and cred, information, gear, additional contacts
Places to Meet: Local bars or clubs, coffee shops, street corners where surveillance is next to impossible
Similar Contacts: Fence, loan shark, Mr. Johnson

If you know nobody else, make the acquaintance of a fixer. They are the center of the shadowrunning universe, and they know everyone you might need to know. Find one, get on his good side, and you'll have a shot at prospering in the shadows. He can get you anything you need ... for a price. After all, nothing's free in the shadows.

Fixers are only as good as their connections, which they go to great lengths to cultivate. They're a one-man combination of employment agency, procurement firm, and fence. They make their living on whom and what they know, and by how well they can make deals between interested parties looking to buy or sell goods and services. A shadowrunner has something hot that he needs to unload pronto? The fixer's the man he needs to see. Mr. Johnson needs a team to extract someone from a competitor's compound? The fixer's the man who sets up the meeting. A team needs a specialist to pull off a tricky run? You guessed it; the fixer knows who to call.

These kinds of services don't come cheap, however. A fixer takes a percentage from every transaction, and the better he is, the bigger that cut is going to be. Once you've found a quality fixer, stay on his good side. You might get a discount if he likes you, and even better, you might get another job without having to relocate to another city and start all over again.

Contacts

Street Doc

Connection Rating: 2

Loyalty Rating: 3

Uses: Medical care, information, additional contacts, gear (drugs)

Places to Meet: Local clinic, body shop

Similar Contacts: EMT, Ambulance driver, street mage/shaman

Traditional medical treatment, for a shadowrunner, is not always a convenient choice. There's a great deal of paperwork, after all. It's times like this when knowing a street doc can be the difference between breathing for another day and becoming ghoulish chow.

Street docs operate out of local clinics and body-mod shops, and they don't ask a lot of questions. They have comparatively reasonable rates. They might not have an actual medical degree. Street docs are, often as not, med-school dropouts, nurses, or former combat medics. Beggars can't be choosers in the shadows, though, and if you're bleeding profusely and legitimate medical care is out of the question, your choice is pretty clear.

Not only will they put you back together, but many street docs will also rebuild you. Many of them have cyberware installation as one of their income streams. It's often used ware, salvaged from runners who didn't make it, but it's usually a pretty good deal in terms of price.

Keep your street doc happy. He'll cut you a better deal, you'll get treated better, and he'll be a lot less likely to kill you on the table and sell your parts to organleggers and other shadowrunners.

Cyberware

Skilljack (Used) (3)

This hardware interprets knowsofts and linguasofts for your brain so you can use them as though they were your own. It can also run activesofts, but they only act as Knowledge Skills unless you have skillwires (p. 455). The total of all skills running on a skilljack cannot exceed its Rating x 2, and the maximum Rating for a skill is the skilljack's Rating. Starting skills from storage and stopping skills is a Free Action. You can't use Edge with skills you have through a skilljack. If you have more than one skilljack, only one of them can operate at a time.

Note: The restriction on multiple skilljacks has been implemented by only using the rating of the highest-rated one and ignoring the rest.

Wireless: The extra boost from the Matrix increases the total Rating limit to the skilljack's Rating x 3.

Skillwires (Used) (3)

Skillwires are a system of neuromuscular controllers that overlie the body's natural nervous system; they are capable of aiding or completely overriding muscular movement, controlled by the "muscle memory" played through a skilljack (p. 452). This system allows you to use activesofts with a rating up to your skillwire's rating, but only if that activesoft is running on your implanted skilljack. Skillwires are incompatible with reflex recorder bioware.

Wireless: With the skillwire's memory cache expanded, all the skills you use with it receive +1 to the relevant inherent Limit (Physical, Mental, or Social).

Equipment

Colt America L36

A venerable pistol with a great reputation. This basic firearm is cheap, easily concealed, and nearly ubiquitous. A perfect throwaway weapon.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Equipment

Erika Elite Commlink

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro triid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Living Persona

Technomancers have a **living persona** they use in the Matrix. Your living persona's icon can be pretty much anything you like, following the rules for persona icons.

You can change your icon with the Change Icon action, like normal persona users. Since your living persona is just a persona, not a device, you don't have any onboard storage; this is easy enough to deal with because you can store files in nearby devices.

Your living persona's Device Rating is equal to your Resonance. Your Matrix attributes are calculated from your Mental attributes as listed on the Living Persona table. You cannot reconfigure your living persona or run programs, as those are abilities unique to commlinks and cyberdecks. You are not a device, so you cannot be a slave or master, nor can you be part of a PAN or WAN.

As a technomancer, you can only use AR and hot-sim VR (the only way you can use cold-sim VR is by using a cyberdeck or commlink - ew). Since you're in hot-sim naturally, you may add your Resonance to your dice pool for all Addiction Tests for using hot-sim. You use your Mental and Matrix attributes when calculating your Initiative, and your Initiative Dice use the normal rules for AR or hot-sim VR use. Since you're so intimately connected to the Matrix, you get a +2 dice pool bonus to all Matrix Perception Tests.

You don't have a separate Matrix Condition Monitor.

Instead, any boxes of Matrix damage you would take hit you directly as Stun damage.

Wireless: Your living persona is connected to the matrix