

## Sawbones

Player: Dave

Metatype: Ork; Female; Ethnicity: Caucasian; Age: 25; Height: 1.9m; Weight: 128kg  
Total Karma: 2; Current Karma: 2; Street Cred: 0; Notoriety: 1; Public Awareness: 0



### Attributes

Body.....	4	<input type="checkbox"/>	Essence.....	6	<input type="checkbox"/>
Agility.....	4	<input type="checkbox"/>	Edge.....	1	<input type="checkbox"/>
Reaction.....	2/4	<input type="checkbox"/>	Magic.....	6	<input type="checkbox"/>
Strength.....	6	<input type="checkbox"/>	Initiative... 4/6+3D6		<input type="checkbox"/>
Willpower.....	4	<input type="checkbox"/>	<b>Inherent Limits</b>		
Logic.....	5	<input type="checkbox"/>	[7] Physical Limit		
Intuition.....	2	<input type="checkbox"/>	[6] Mental Limit		
Charisma.....	1	<input type="checkbox"/>	[4] Social Limit		

### Active Skills

- 12 [F] Alchemy 6 (Mag)
- 9 [A] Automatics 5 (Agi)  
(Assault Rifles +2)
- 10 [?] Biotechnology\* (Log)
- 9 [?] Chemistry 4 (Log)
- 8 [A] Clubs 4 (Agi)  
(Batons +2)
- 8 [?] Cybertechnology\* (Log)
- 16 First Aid\* (Log)
- 10 [6] Medicine\* (Log)
- 7 [6] Perception 5 (Int)
- 11 [7] Running 5 (Str)
- 8 [7] Sneaking 4 (Agi)
- 12 [F] Spellcasting 6 (Mag)
- 11 [F] Summoning 5 (Mag)  
\* Biotech Group 5

### Knowledge Skills

- 8 [6] Biology 3 (Log)  
(Metahuman +2)
- 11 [6] Combat Medicine 6 (Log)

### Language Skills

- N Afrikaans
- 6 [6] English 4



### Physical 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"/>		

### 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"/>		

### 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): +3 [7]
- Ballistic Shield Parry (-5 Interrupt, vs. one melee attack): -
- Stun Baton Parry (-5 Interrupt, vs. one melee attack): +6
- [7] Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [7]
- Sensor Defense (No Action): 8

### Attribute-Only Tests

- 5 Composure
- 3 Judge Intentions
- 10 Lifting & Carrying
- 9 Memory

### Toxin Resistances

Contact	Toxin	Disease
	4	4
Ingestion	4	4
Inhalation	4	4
Injection	4	4

### Damage Resistances

- 24 Armor 18
- 24 Acid Protection 18
- 24 Cold Protection 18
- 24 Electricity Protection 18
- 24 Falling Protection 18
- 24 Fire Protection 18

### Edge Pool



### Metatype Abilities

#### Enhanced Senses: Low-Light Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes

Validation Report (0 issues): Nothing identified

## Positive Qualities

### Analytical Mind

Analytical Mind describes the uncanny ability to logically analyze information, deduce solutions to problems, or separate vital

### Mentor Spirit: Magician Powers: Bear, Magician Powers

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character

### Mystic Adept

• Mystic adepts are a combination of magicians and adepts.

## Negative Qualities

### Loss of Confidence: Cybertechnology

The Loss of Confidence quality means something has caused the character to lose confidence in himself and one of his abilities.

### Uncouth

The character with the Uncouth quality has difficulty interacting with others. He acts impulsively, overreacts to any perceived provocation,

## Adept Powers

### Combat Sense (1)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a

### Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also

## Mentor Spirit Effects

### +2 dice for Health spells

+2 dice for health spells, preparations, and health spell rituals

### +2 dice for resisting damage (not including drain)

+2 dice for resisting damage (not including drain)

### Berserk (5 (3))

You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple

## Spells

### 12 (F) Clout (Combat: Indirect)

Type: P Rng: LOS Dam: S Dur: I DV: 9 (v F-3)

### 12 (F) Detect Life (Detection: Active, Area)

Type: M Rng: T (A) Dur: S DV: 9 (v F-3)

### 14 (F) Heal (Health: Essence)

Type: M Rng: T Dur: P DV: 9 (v F-4)

### 12 (F) Manaball (Combat: Area, Direct)

Type: M Rng: LOS (A) Dam: P Dur: I DV: 9 (v F)

### 14 (F) Oxygenate (Health)

Type: P Rng: T Dur: S DV: 9 (v F-5)

### 12 (F) Physical Barrier (Manipulation: Area, Environmental)

Type: P Rng: LOS (A) Dur: S DV: 9 (v F-1)

### 14 (F) Stabilize (Health)

Type: M Rng: T Dur: P DV: 9 (v F-4)

## Alchemical Formulas

### 14 (F) Heal (Health: Essence)

Type: M Rng: T Dur: P DV: 9 (v F-4)

### 12 (F) Shatter (Combat: Direct)

Type: P Rng: T Dam: P Dur: I DV: 9 (v F-6)

### 14 (F) Stabilize (Health)

Type: M Rng: T Dur: P DV: 9 (v F-4)

## Identities

Identity: Specify Name

### Fake SIN

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS : Fake License: Awakened (4), Fake License: Firearms (4), Fake SIN (4)

## Armor

 <b>Armor Jacket</b>	<b>12</b>
 <b>Ballistic Shield</b>	<b>+6</b>

## Firearms & Heavy Weapons

AK-97 10S v -1 12 (7) 25/150/350/550

Ammo Usage : 38 (c):

**Semi-Auto** (simple action): 12 (10S Damage)

**Burst Fire** (simple action) or **Semi-Automatic** (complex action): 12 vs. -2 Def, 10S Damage

**Full Auto** (simple action) or **Burst Fire** (complex action): 10 vs. -5 Def, 10S Damage

**Full Auto** (complex action): 12 vs. -9 Def, 10S Damage

**Accessories**: Flashlight, Low-Light: Under, Smartgun System, External, (5) Spare Clips

**Gel Rounds**: +0S v +1, \_\_\_\_/190

## Melee & Other Weapons

Ballistic Shield	8S	1 (4)	Reach: –
Stun Baton	9S(e) v -5	10 (4)	Reach: 1
Unarmed Strike	6S	3 (7)	Reach: –

## Matrix Devices

Erika Elite Commlink



Device Rating : 4

Data Processing : 4, Firewall: 4

Matrix Initiative : 6

Matrix DR : 8 (8 vs. Black IC)



## Gear (Cash: 795¥)

Biomonitor

Dropped to Ground

Erika Elite Commlink

Goggles (2)

Modifications: Flare Compensation, Smartlink

Medkit (6)

(50x) Reagents (dram): Hermetic

Subvocal Microphone

## Contacts

Talismonger

Connection: 2 Loyalty: 3

## Positive Qualities

### Analytical Mind

Analytical Mind describes the uncanny ability to logically analyze information, deduce solutions to problems, or separate vital information from distractions and noise. It's useful in cracking cyphers, solving puzzles, figuring out traps, and sifting through data. This quality gives the character a +2 dice pool modifier to any Logic Tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles. This quality also reduces the time it takes the character to solve a problem by half.

### Mentor Spirit: Magician Powers: Bear, Magician Powers

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

**Note:** The mentor spirit is selected on the Magic tab, once you have selected this quality.

### Mystic Adept

- Mystic adepts are a combination of magicians and adepts.
- Mystic adepts never astrally project.
- Mystic adepts can astrally perceive if they purchase the Astral Perception adept power.
- Mystic adepts purchase their spells/rituals/preparations in the same way as magicians.
- Mystic adepts must purchase their Power Points with Karma (5 Karma each at character creation for a full Power Point, with a maximum number of points equal to their Magic attribute rating).
- Mystic adepts can have any skills from the Enchanting, Sorcery, or Conjuring skill groups.

## Negative Qualities

### Loss of Confidence: Cybertechnology

The Loss of Confidence quality means something has caused the character to lose confidence in himself and one of his abilities. Though a skilled decker, he failed to hack into a Stuffer Shack grid, or despite high Agility, he glitched an easy Climbing Test and fell into a dumpster - whatever the reason, he now doubts himself and his abilities. In tests involving the affected skill, the character suffers a -2 dice pool modifier. If the character has a specialization with the skill, the character cannot use that specialization while suffering a loss of confidence. The skill chosen for the character to have a Loss of Confidence must be one that the character prides himself in and has invested in building. Only skills with a rating 4 or higher may suffer the Loss of Confidence quality. Edge may not be used for tests involving this skill when the character is suffering Loss of Confidence.

## Negative Qualities

### Uncouth

The character with the Uncouth quality has difficulty interacting with others. He acts impulsively, overreacts to any perceived provocation, and tends to do whatever pops into his head without considering the consequences (i.e., flipping off Mr. Johnson, calling a drunk troll a "Trog," or responding to casual trash talk from a rival runner by punching her in the face). All Social Tests made by the character to resist acting improperly or impulsively receive a -2 dice pool modifier.

Additionally, the cost for learning or improving Social Skills is double for Uncouth characters (including at character creation), and they may never learn any Social skill groups. Uncouth characters are treated as "unaware" in any Social skills that they do not possess at Rating 1 or higher (see **Skill Ratings**, p. 129). The gamemaster may require the character to make Success Tests for social situations that pose no difficulty for normal characters.

## Adept Powers

### Combat Sense (1)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a +1 dice pool bonus to defense tests per level of this power. Adepts with this power are always allowed a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.

### Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also affects Initiative) and +1D6 Initiative Die (to a maximum of 5D6). The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with other technological or magical increases to Initiative.

## Metatype Abilities

### Enhanced Senses: Low-Light Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

## Mentor Spirit Effects

### +2 dice for Health spells

+2 dice for health spells, preparations, and health spell rituals

### +2 dice for resisting damage (not including drain)

+2 dice for resisting damage (not including drain)

### Berserk (5 (3))

You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you incapacitate the target(s) before the time is up, the berserk fury dissipates.

## Spells

### Clout

**Combat** (Indirect) **Type:** Physical **Range:** Line-of-Sight  
**Damage:** Stun **Duration:** Instant **DV:** F-3

These spells smack the target(s) with invisible psychokinetic force, similar to a bruising punch, that inflicts Stun damage. Punch requires you to touch the target. Clout affects a single target, while Blast is an area spell.

### Detect Life

**Detection** (Active, Area) **Type:** Mana **Range:** Touch (A)  
**Duration:** Sustained **DV:** F-3

The subject detects all living beings (but not spirits) within range of the sense and knows their number and relative location. In a crowded area, the spell is virtually useless, picking up a blurred mass of traces of life.

### Heal

**Health** (Essence) **Type:** Mana **Range:** Touch  
**Duration:** Permanent **DV:** F-4

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

### Manaball

**Combat** (Area, Direct) **Type:** Mana **Range:** Line-of-Sight (A)  
**Damage:** Physical **Duration:** Instant **DV:** F

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. The damage inflicted is similar to massive cellular die off from radiation or necrotizing fasciitis, but without the continuing effects. But still, ick. Since they are mana spells, spells in this group only affect living and magical targets and are resisted with Willpower. Death Touch requires the magician to touch the target. Manabolt affects a single target, Manaball is an area-effect spell.

### Oxygenate

**Health** **Type:** Physical **Range:** Touch **Duration:** Sustained  
**DV:** F-5

This spell oxygenates the blood of a voluntary subject, providing extra Body dice (1 die for every hit) to resist suffocation, strangulation, the effects of inhaled gas, or any other effect of oxygen deprivation. The spell also allows the subject to breathe underwater.

### Physical Barrier

**Manipulation** (Area, Environmental) **Type:** Physical **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** F-1

This spell creates a glowing, translucent force field with 1 point of both Armor and Structure rating per hit. You can form the barrier as a dome with a radius and height equal to the spell's normal radius. Alternately, you can use it to form a wall with a height equal to the spell's Force and a length equal to its Force x 2.

Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. The wall is translucent but shimmers, the equivalent of Light Fog (p. 175). The barrier does not impede spellcasting (other than visibility penalties), except for spells with physical components like indirect combat spells. The barrier can be brought down by physical attacks, but as long as you sustain it will regenerate all of its Structure Rating at the beginning of each Combat Turn. If the barrier is reduced to Structure Rating 0, it collapses and the spell ends.

## Spells

### Stabilize

**Health** **Type:** Mana **Range:** Touch **Duration:** Permanent  
**DV:** F-4

When applied to a character with a filled Physical damage track, this spell stabilizes all vital functions and prevents the character from dying. The spell's Force must equal or exceed the overflow damage already taken when the spell starts. The full time must be taken for the spell to become permanent before the character is truly stabilized; hits reduce the time it takes by 1 Combat Turn each. If successful, the spell prevents the character from taking further damage from Physical Damage Overflow (p. 209).

## Alchemical Formulas

### Heal

**Health** (Essence) **Type:** Mana **Range:** Touch  
**Duration:** Permanent **DV:** F-4

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

### Shatter

**Combat** (Direct) **Type:** Physical **Range:** Touch  
**Damage:** Physical **Duration:** Instant **DV:** F-6

These spells channel destructive magical power into the targets causing Physical damage. The target is cooked from the inside, like magically microwaving a hot dog. As physical energies, they can affect both living and non-living targets and are resisted by the target's Body. Shatter requires you to touch the target, Powerbolt affects a single target, and Powerball is an area spell.

### Stabilize

**Health** **Type:** Mana **Range:** Touch **Duration:** Permanent  
**DV:** F-4

When applied to a character with a filled Physical damage track, this spell stabilizes all vital functions and prevents the character from dying. The spell's Force must equal or exceed the overflow damage already taken when the spell starts. The full time must be taken for the spell to become permanent before the character is truly stabilized; hits reduce the time it takes by 1 Combat Turn each. If successful, the spell prevents the character from taking further damage from Physical Damage Overflow (p. 209).

## Contacts

### Talismonger

**Connection Rating** : 2

**Loyalty Rating** : 3

**Uses** : Magical items, magic-related information, additional contacts

**Places to Meet** : Talismonger's shop, occult library, coffee shop

**Similar Contacts** : Fixer, Street mage/shaman, corporate wagemage

The Awakened are exceedingly rare, but they're still like other consumers. They have their special needs: magical foci, fetishes, ritual supplies and components. Fortunately, there are people out there equipped to meet those needs.

Talismongers see just about everyone in the area with any sort of magical talent pass through their shops sooner or later. This makes them a great source of not just magical equipment, but vital information about what's going on in the local Awakened community. It also means they're the ones to go to if you need the services of a good street mage.

Many talismongers are also enchanters, enabling them to provide shadowrunners with custom magical gear. They can also be good to have around when you need to know if that talisman you lifted on your last job is real or a mass-produced geegaw from a sweatshop in Hong Kong. One word of advice, though: Don't piss them off.

They're great people to have on your side, but you make them mad and you might just find your last purchase has run out of mojo right when you really need it.

## Equipment

### AK-97

The AK-97 is a legendary weapon with storied reliability - you can bury it for ten years, dig it up, and fire it immediately without a single problem. When all of the nano-fabricated AK-174s melted to slag, the AK-97s kept functioning just fine.

*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.

**Smartgun System, External** : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

### Biomonitor

This compact device measures life signs - heart rate, blood pressure, temperature, and so on. The biomonitor can also analyze blood, sweat, and skin samples. Used by medical services and patients who need to monitor their own health, biomonitors can be worn as an armband or wristband or integrated into clothing or commlinks.

*Wireless*: The biomonitor shares information with other wireless devices you designate and can auto-alert DocWagon or another ambulance service if your life signs reach certain thresholds.

## 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 trid-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

### Medkit (6)

The medkit includes drug supplies, bandages, tools, and a (talkative) doctor expert system that can advise the user on techniques to handle most typical medical emergencies (including fractures, gunshot wounds, chemical wounds, and poisoning, as well as offering advice for the treating of shock, handling blood loss, and of course performing resuscitations). Add the medkit's rating to your limit on First Aid tests. A medkit of Rating 3 or lower fits in a pocket; at Rating 4+ it's a handheld case. The medkit needs to be restocked after every (Rating) uses.

*Wireless*: The Medkit provides a dice pool bonus equal to its rating to First Aid + Logic tests, or can operate itself with a dice pool of Medkit Rating x 2 and a limit equal to its Rating.

### Stun Baton

A standard riot-control weapon, viewed as a tool and symbol of corporate-government oppressors but pragmatically useful to runners. It has ten charges and regains one charge per ten seconds when plugged in.

*Wireless*: The stun baton recharges by induction, regaining one charge per full hour of wireless-enabled time.