

Shift

Player: Dave

Metatype: Human; Male; Ethnicity: African-American; Age: 25;
Height: 1.8m; Weight: 78kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0;
Public Awareness: 0



Attributes

Body.....	3	<input type="checkbox"/>	Essence.....	6	<input type="checkbox"/>
Agility.....	5	<input type="checkbox"/>	Edge.....	3	<input type="checkbox"/>
Reaction.....	6/9	<input type="checkbox"/>	Magic.....	6	<input type="checkbox"/>
Strength.....	3	<input type="checkbox"/>	Initiative .10/13+4D6		<input type="checkbox"/>
Willpower.....	3	<input type="checkbox"/>	Inherent Limits		
Logic.....	3	<input type="checkbox"/>	[6] Physical Limit		
Intuition.....	4	<input type="checkbox"/>	[5] Mental Limit		
Charisma.....	5	<input type="checkbox"/>	[7] Social Limit		

Active Skills

7 [?] Automotive Mechanic 4 (Log)
 11 [7] Con 4 (Cha)
 (Seduction +2)
 7 [6] Gymnastics* (Agi)
 8 [5] Perception 2 (Int)
 18 [H] Pilot Ground Craft 6 (9) (Rea)
 (Wheeled +2)
 9 [A] Pistols 4 (Agi)
 (Semi-Automatics +2)
 5 [6] Running* (Str)
 10 [6] Sneaking 5 (Agi)
 5 [6] Swimming* (Str)
 9 [A] Unarmed Combat 4 (Agi)
 * Athletics Group 2

Knowledge Skills

6 [5] Professional Racing 2 (Int)
 7 [5] Smuggling Routes 3 (Int)
 7 [5] Street Layout 3 (Int)
 (Back Alleys +2)

Language Skills

N English
 6 [5] Italian 2
 7 [5] Japanese 3

Attribute-Only Tests

8 Composure
 9 Judge Intentions
 6 Lifting & Carrying
 6 Memory

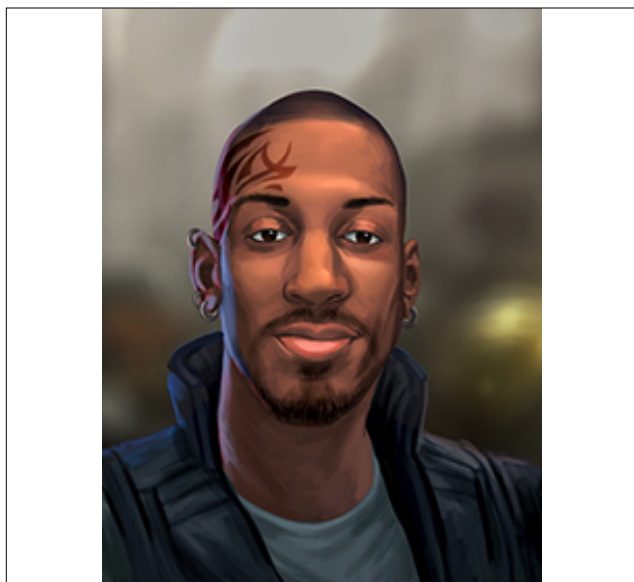
Toxin Resistances

Contact	Toxin	Disease
Ingestion	3	3
Inhalation	3	3
Injection	3	3

Damage Resistances

12 Armor 9
 12 Acid Protection 9
 12 Cold Protection 9
 12 Electricity Protection 9
 12 Falling Protection 9
 12 Fire Protection 9

Edge Pool



Physical Damage

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Defenses

Ranged Defense (No Action): 13
 Full Defense (-10 Interrupt, for the rest of the turn): +3
 Melee Defense (No Action): 13
 Full Defense (-10 Interrupt, for the rest of the turn): +3
 Dodge (-5 Interrupt, vs. one melee attack): +2 [6]
 Shock Glove Block (-5 Interrupt, vs. one melee attack): +4 [6]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [6]
 Sensor Defense (No Action): 10 [6]

Positive Qualities

Adept

• Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much

Gearhead

The Gearhead is who you look for when it's time to stomp on the gas and move. She's a natural-born driver or pilot.

Mentor Spirit: Dragonslayer

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

Validation Report (0 issues): Nothing identified

Positive Qualities

Will to Live (2)

For each rating point in Will to Live, the character gains 1 additional **Damage Overflow Box** (p. 101). These additional boxes

Adept Powers

Danger Sense (1)

You are instinctively sensitive of your surroundings and of impending threats that may not be immediately visible. It's the bad

Enhanced Accuracy: Pistols

A weapon in your hands becomes an extension of your body. When you buy this power, choose a Combat Skill (Pistols, Clubs, Heavy

Enhanced Perception (2)

This power sharpens all your senses. Add +1 die per level to all Perception Tests and Assensing Tests.

Improved Ability (3): Pilot Ground Craft

This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need

Improved Reflexes (3)

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: Con

+2 dice for tests with one Social skill of choice.

Promises

If you break a promise, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you make good on your

Identities

K'Neivel George

Fake SIN

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS : Fake License: Concealed Carry (4), Fake License: Gun (4), Fake SIN (4)

Armor

 **Urban Explorer Jumpsuit**

9

Firearms & Heavy Weapons

Ares Predator V 8S 12 [8] 5/20/40/60

Ammo Usage : 15 (c):

Semi-Auto (simple action): 12 [8], 8S Damage

Semi-Automatic (complex action): 12 [8] vs. -2 Def, 8S Damage

Modifications: Smartgun System, Internal

Accessories: (8) Spare Clips

Gel Rounds: +0S v +1, ____/45

Regular Ammo: -, ____/75

Melee & Other Weapons

Shock Glove 8S(e) v -5 9 [6] Reach: -

Unarmed Strike 3S 9 [6] Reach: -

Matrix Devices

Transys Avalon Commlink

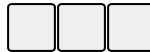


Device Rating: 6

Data Processing: 6, **Firewall:** 6

Matrix Initiative: 10

Matrix DR: 12 [9] (9 [9] vs. Black IC)



Gear (Cash: 2,452.5¥)

Concealable Holster

Contacts (2)

Modifications: Flare Compensation, Smartlink

Dropped to Ground

Subvocal Microphone

Transys Avalon Commlink

Vehicles

Hyundai Shin-Hyuang

Contacts

Bartender

Connection: 3 Loyalty: 1

Fixer

Connection: 3 Loyalty: 3

Mechanic

Connection: 2 Loyalty: 4

Positive Qualities

Adept

- Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
- Adepts never astrally project (p. 313).
- Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
- Adepts can learn the Assensing skill only if they have the Astral Perception power.
- Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
- Adepts can follow mentor spirits (p. 320).
- Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

Gearhead

The Gearhead is who you look for when it's time to stomp on the gas and move. She's a natural-born driver or pilot. When she's at the wheel/stick/controls of a vehicle or drone, she has an intuitive understanding of its limitations and its capabilities and is able to coax whatever machine she's controlling to perform at its best. During vehicle or chase combat, a Gearhead can increase the Speed of her vehicle or drone by 20 percent or increase the Handling modifier by +1 (player's choice). She also receives a +2 dice pool modifier when attempting difficult maneuvers or stunts in the vehicle. This bonus lasts for 1D6 minutes. The player can choose to make this bonus last up to an additional 1D6 minutes if she wants. Doing so pushes the vehicle or drone well beyond its design limits and risks catastrophic damage. For each minute the character pushes the vehicle past its initial bonus period, the vehicle automatically takes one point of stress damage (unresisted)

Note: To apply the effects of this quality, you can add "Gearhead" adjustments on the Adjust tab of your vehicle, so that you can choose whether you are currently adding the acceleration bonus or the handling bonus.

Mentor Spirit: Dragonslayer

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.

Will to Live (2)

For each rating point in Will to Live, the character gains 1 additional **Damage Overflow Box** (p. 101). These additional boxes only allow the character to sustain additional damage before dying; they do not raise the threshold at which the character becomes unconscious or incapacitated, nor do they affect modifiers from the damage the character has taken.

Adept Powers

Danger Sense (1)

You are instinctively sensitive of your surroundings and of impending threats that may not be immediately visible. It's the bad feeling that the character gets before walking into a trap, the gut instinct that makes them jump an instant before trouble hits. For each level of this power, you get +1 die on Surprise Tests.

Enhanced Accuracy: Pistols

A weapon in your hands becomes an extension of your body. When you buy this power, choose a Combat Skill (Pistols, Clubs, Heavy Weapons, etc.). When you use the skill, add 1 to the Accuracy of the weapon you're using. This power cannot be used with Unarmed Combat, but it can be purchased multiple times with a different skill each time.

Enhanced Perception (2)

This power sharpens all your senses. Add +1 die per level to all Perception Tests and Assensing Tests.

Improved Ability (3): Pilot Ground Craft

This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

Improved Reflexes (3)

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.

Mentor Spirit Effects

+2 dice: Con

+2 dice for tests with one Social skill of choice.

Reminder: You must add the skill this applies to on the Active tab before you can choose which skill this advantage applies to.

Promises

If you break a promise, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you make good on your promise.

Contacts

Bartender

Connection Rating: 3

Loyalty Rating: 1

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.

Contacts

Fixer

Connection Rating: 3

Loyalty Rating: 3

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.

Mechanic

Connection Rating: 2

Loyalty Rating: 4

Uses: Repair services, used wheels, and other vehicles

Places to Meet: Local garage, gas station, automobile chop shop, usedcar lot, aircraft hangar

Similar Contacts: Tech Wizard

Sometimes, the only thing between a shadowrunner and disaster is a vehicle that moves like a scalded cat. To keep your vehicles in that category, it's good to know a mechanic. A good mechanic can fix what's broken and improve what's not. Given sufficient time and cash, he can make the worst junkyard refugee into a serviceable vehicle. The more miraculous the work, of course, the more it's going to cost you. As often as not, "hopeless case" can simply be read as "very expensive."

He also doubles as a car salesman, or at least an agent for one. If you need a quick, cheap set of wheels, a new drone, or that sweet new motorcycle you've been lusting over, he knows someone who can get it for you.

Equipment

Ares Predator V

The newest iteration of the most popular handgun in the world, especially with mercenaries and shadowrunners. Upgraded with improved ergonomics and handling features, the Ares Predator V includes a smartgun system. Some say that the Ares Predator V isn't better than other guns in its class, but no one can argue that it has better brand recognition.

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, Internal: 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.

Equipment

Shock Glove

These electrically insulated gloves have a wire mesh that discharges electric current with a punch or a simple touch. The gloves deal **electricity damage** (p. 170) and are good for ten charges before they need to be plugged in and recharged (at a rate of one charge per ten seconds). Attacks with shock gloves use the Unarmed Combat skill.

Wireless: The shock gloves recharge by induction, regaining one charge per full hour of wireless-enabled time.

Transys Avalon 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