

# Wukong

Player: Dave

Metatype: Human; Female; Ethnicity: Chinese; Age: 25; Height: 1.75m; Weight: 78kg  
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1; Public Awareness: 0



## Attributes

Body..... 2	<input type="checkbox"/>	Essence ..... 3.95	<input type="checkbox"/>
Agility ..... 3/4	<input type="checkbox"/>	Edge ..... 5	<input type="checkbox"/>
Reaction ..... 3	<input type="checkbox"/>	Initiative ..... 7+1D6	<input type="checkbox"/>
Strength ..... 1/2	<input type="checkbox"/>	<b>Inherent Limits</b>	
Willpower ..... 4	<input type="checkbox"/>	[3] Physical Limit	
Logic ..... 5/7	<input type="checkbox"/>	[10] Mental Limit	
Intuition..... 4	<input type="checkbox"/>	[4] Social Limit	
Charisma..... 2	<input type="checkbox"/>		



## Active Skills

- 10 [?] **Armorer 3** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 10 [?] **Chemistry 3** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 12 **Computer\*** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 12 **Cybercombat 5** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 10 [?] **Demolitions 3** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 12 **Electronic Warfare 5** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 12 **Hacking 5** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 12 **Hardware\*** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 7 [10] **Perception 3** (Int)
- 9 [A] **Pistols 5** (Agi)
- 7 [3] **Sneaking 3** (Agi)
- 12 **Software\*** (Log)  
Juryrigger: +2 to mechanical tests when juryrigging gear
- 6 [A] **Unarmed Combat 2** (Agi)  
(Cyber-Implants +2)  
\* Electronics Group 5

## Knowledge Skills

- 11 **Cocktails 5** (Int)
- 10 **Explosives 4** (Int)
- 8 [10] **Weapon Design 2** (Int)  
(Firearms +2)

## Language Skills

- N Chinese
- 12 **English 6**

## Physical Damage

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

## Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<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 [3]
- Shock Hand Block (-5 Interrupt, vs. one melee attack): +4 [3]
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [3]
- Sensor Defense (No Action): 7 [3]

## Damage Resistances

- 11 **Armor 9**
- 11 **Acid Protection 9**
- 11 **Falling Protection 9**
- 11 **Cold Protection 9**
- 11 **Fire Protection 9**
- 11 **Electricity Protection 9**

## Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Attribute-Only Tests

- 6 **Composure**
- 6 **Judge Intentions**
- 4 **Lifting & Carrying**
- 13 **Memory**

## Toxin Resistances

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

Validation Report (0 issues): Nothing identified

## Positive Qualities

### Codeslinger: Hack On The Fly

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action

### Juryrigger

Juryrigger gives a character an intuitive grasp of the inner workings and underlying principles of mechanical and electronic devices. She

## Negative Qualities

### Prejudiced, Specific (Biased): Technomancers

With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman

### Weak Immune System

A character with a Weak Immune System has reduced resistance to infections and disease. Increase the Power of any disease by +2 for

## Identities

Jerry Chu

#### Fake SIN

Lifestyles: (4 months) Middle Lifestyle

Licenses & SINs : Fake License: Augmentations (4), Fake License: Concealed Carry (4), Fake License: Cyberdeck (4), Fake License: Firearms (4), Fake SIN (4)

## Armor

 <b>Gas Mask</b>	<b>+0</b>
 <b>Urban Explorer Jumpsuit</b>	<b>9</b>

## Firearms & Heavy Weapons

**Light Cyber Pistol** 7P 11 [8] 5/15/30/50

**Ammo Usage** : 10 (m):

**Semi-Auto** (simple action): 11 [8], 7P Damage

**Semi-Automatic** (complex action): 11 [8] vs. -2 Def, 7P Damage

**Modifications**: Silencer/Suppressor, Smartgun System, Internal

APDS: - v -4, \_\_\_\_/10

**Regular Ammo**: -, \_\_\_\_/50

Stick-n-Shock: -2S(e) v -5, \_\_\_\_/30

**Remington Roomsweeper** 9P(f) v +4 11 [6] 5/20/40/60

**Ammo Usage** : 8 (m):

**Narrow Spread** :

**Semi-Auto** (simple action): 11 [6] vs. -1 Def, 9P(f) Damage

**Semi-Automatic** (complex action): 11 [6] vs. -3 Def, 9P(f) Damage

**Modifications**: Smartgun System, Internal

Explosive Rounds: +1 v -1, \_\_\_\_/20

**Flechette Rounds** : +2(f) v +5, \_\_\_\_/30

## Melee & Other Weapons

**Shock Hand** 9S(e) v -5 8 [3] Reach: -

**Unarmed Strike** 3P 6 [3] Reach: -

## Matrix Devices

Renraku Tsurugi



**Device Rating** : 3

**Attribute Array** : 6 5 5 3

currently assigned as:



**Attack**: 6, **Data Processing** : 5, **Firewall**: 4,

**Sleaze**: 5



**Matrix Initiative** : 9

**Matrix DR** : 7 (8 vs. Black IC)

**Modifications**: Sim Module, Modified for Hot Sim



**Programs** (5/5): Baby Monitor, Encryption, Exploit, Hammer, Virtual Machine

## Cyberware (Essence: 0.95)

Cyber Lower Arm (Obvious) (Main Hand) Essence: 0.45

**Modifications**: Cyberlimb Agility (4), Cyberlimb Strength (3)

**Weapons**: Light Cyber Pistol, Shock Hand

Cybereyes (1) Essence: 0.2

**Modifications**: Flare Compensation, Image Link, Smartlink

Data Lock (6) Essence: 0.1

Datajack Essence: 0.1

Datajack Essence: 0.1

Light Cyber Pistol

**Modifications**: Silencer/Suppressor, Smartgun System, Internal

Shock Hand

## Bioware (Essence: 1.1)

Cerebral Booster (2) Essence: 0.4

Mnemonic Enhancer (2) Essence: 0.2

Muscle Augmentation (Used) (1) Essence: 0.25

Muscle Toner (Used) (1) Essence: 0.25

## Gear (Cash: 2,100¥)

Dropped to Ground

Jammer, Area (4)

(10x) Jazz

Renraku Tsurugi

**Modifications**: Sim Module, Modified for Hot Sim

**Programs** (5/5): Baby Monitor, Encryption, Exploit, Hammer, Virtual Machine

Shop, Armorer

Shop, Chemistry

Shop, Demolitions

Shop, Hardware

Tool Kit, Armorer

Tool Kit, Hardware

## Programs

Agent (4)

Armor

Biofeedback

Biofeedback Filter

Blackout

Browse

Configurator

Decryption

Defuse

Demolition

Edit

Fork

Guard

Lockdown

Mugger

Shell

Signal Scrub

Sneak

Stealth

Toolbox

Track

Wrapper

## Contacts

### Bartender

Connection: 3 Loyalty: 2

## Contacts

### Street Doc

Connection: 2 Loyalty: 3

## Positive Qualities

### Codeslinger: Hack On The Fly

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action (which she selects when she selects this quality) and receives a +2 dice pool modifier to that Matrix action. This can only be selected for Matrix Actions (p. 237) that have a test associated with them.

### Juryrigger

Juryrigger gives a character an intuitive grasp of the inner workings and underlying principles of mechanical and electronic devices. She knows how to repair the broken, rejuvenate the worn, improve a device's efficiency, or coax it into doing things it's designers hadn't intended. Characters with the Juryrigger quality receive a +2 dice pool modifier for Mechanical Tests when juryrigging gear. If the gamemaster decides what the character wants to accomplish is in fact possible, he determines the threshold for her success using the **Build/ Repair Table** (p. 146) as a guideline, then reduces the threshold for the test by 1. While a successful Mechanics Skill Test enables the Juryrigger to perform amazing technical feats, everything she devises is temporary. Examples of what a character may be able to do with Juryrigger include:

- Juryrig a destroyed device so that it will operate just one more time (for 1D6 minutes).
- Tweak an electronic device to function at a rating one higher than normal for 1D6 Combat Turns.
- Temporarily coax extra performance from a vehicle's or drone's components, increasing its Sensor or Handling by +1 (if combined with bonuses from Gearhead, the vehicle's or drone's critical components completely burn out at the end of the duration from being pushed well beyond their limits; at that point, the vehicle or drone becomes a big paperweight).
- Improvise a one-shot device or weapon from disparate components (the gamemaster has final say on whether suitable parts are available).
- Devise an impromptu means to bypass a security measure, such as a trip beam or pressure plate.

## Negative Qualities

### Prejudiced, Specific (Biased): Technomancers

With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman sapient critters, or some other group. The character is not merely intolerant - he is outspoken about his beliefs and may actively work against the target of his prejudice. Depending upon the degree of prejudice, this quality can get the character into trouble for expressing his views or when forced to confront the targets of his prejudice.

The Karma bonus granted by this quality varies depending upon how common the hated group is, how often the character is likely to encounter members of the group, and the degree to which the character is openly antagonistic toward them. Refer to the **Prejudiced Table** to determine the Karma value of the quality based on the prevalence of the hated group and the degree of prejudice.

When dealing with the target of their prejudice, a character receives a -2 dice pool modifier per level of severity of the Prejudiced quality for all Social Tests. If negotiations are a part of the encounter, the target receives a +2 modifier per level of the Prejudiced quality. So if a character who is radical in their prejudiced views against the Awakened tries to negotiate with the target of their prejudice, they receive a -6 to their Negotiation Test while the target receives a +6 dice pool modifier.

#### Prevalence of target group: Karma Value

Common target group (e.g, humans, metahumans): 5 Karma

Specific target group (e.g, the Awakened, technomancers, shapeshifters, aspected magicians): 3 Karma

#### Degree: Karma Value

Biased (e.g, closet meta-hater): 0 Karma

Outspoken (e.g, typical member of Humanis): 2 Karma

Radical (e.g, racial supremacist): 5 Karma

### Weak Immune System

A character with a Weak Immune System has reduced resistance to infections and disease. Increase the Power of any disease by +2 for every Resistance Test. A character with Weak Immune System cannot take the Natural Immunity or Resistance to Pathogens/Toxins qualities. A Weak Immune System often results from immune-suppression treatments used in cybersurgery and biogenetic procedures, so it is reasonable to believe that characters that have undergone extensive body modifications are more likely to acquire this quality.

## Contacts

### Bartender

**Connection Rating** : 3

**Loyalty Rating** : 2

**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.

### 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

### Datajack

A datajack gives you a direct neural interface (p. 222), which can be handy in a lot of situations. It also comes with a retractable spool of micro-cable (about a meter long) that lets you directly interface with any electronic device via a universal access cable. Datajacks are equipped with their own cache of storage memory for downloading or saving files. Two datajack users can string a fiberoptic cable between themselves to conduct a private mental communication immune to radio interception or eavesdropping.

*Wireless*: The datajack gives you Rating 1 noise reduction.

## Cyberware

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## Equipment

### Gas Mask

This air-supplied re-breather completely covers your face and gives you immunity to inhalation- vector toxin attacks ( **Toxins, Drugs, and BTLs**, p. 408). It comes with a one-hour clean-air supply (replacements cost 40 nuyen) and can be attached to larger air tanks. It cannot be combined with a regular respirator.

*Wireless*: The gas mask analyzes and gives you information about the surrounding air that you're *not* breathing.

### Jammer, Area (4)

This device floods the airwaves with electromagnetic jamming signals to block out wireless and radio communication. The jammer generates noise equal to its Device Rating. The area jammer affects a spherical area - its rating is reduced by 1 for every 5 meters from the center (similar to the blast rules for grenades). The directional jammer affects a conical area with a 30-degree spread - its rating is reduced by 1 for every 20 meters from the center. The jammer only affects devices (and personas on those devices) that are within the jamming area, but it affects all of them. Walls and other obstacles may prevent the jamming signal from spreading or reduce its effect (gamemaster's discretion).

*Wireless*: You can set your jammer to not interfere with devices and personas you designate.

### Remington Roomsweeper

This is really more of a short-barreled shotgun than a pistol. When loaded with shot rounds (flechette) rather than solid slugs, it uses Heavy Pistol ranges but shotgun rules ( **Shotguns**, p. 180).

*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.

### Renraku Tsurugi

If you were a decker and someone swung a monofilament claymore at you, you'd protect your cyberdeck with your body, and not the other way around. This isn't just because the things are fraggin' expensive - cyberdecks (or decks) are a decker's life's blood, an all-in-one ticket to hacking the planet. The most common form of a deck is a smooth, flat, elongated rectangle, slim with plenty of display space for touch controls, although they can take many forms. For more information about them, see **Cyberdecks**, p. 227.

All cyberdecks include illegal hot-sim modules right out of the box.

*Wireless*: Your persona is connected to the matrix