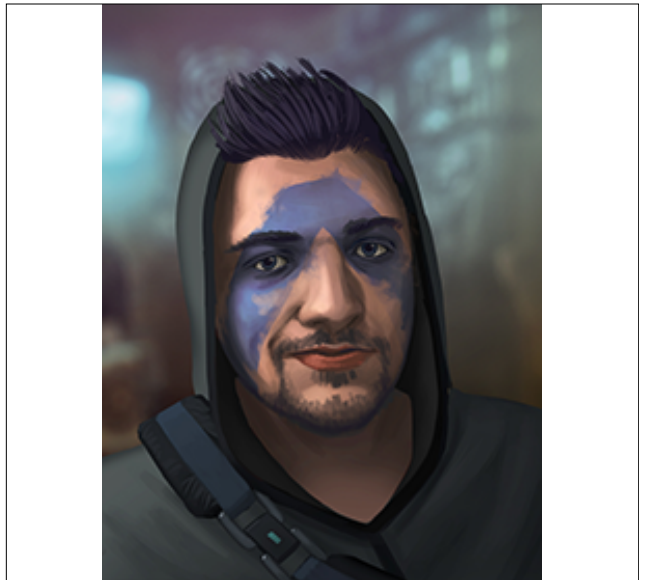


Sancho

Player: Dave

Metatype: Human; Male; Ethnicity: Mexican (NOT Aztlaner);
 Age: 26; Height: 1.73m; Weight: 81kg; Hair: Black; Eyes:
 Brown; Skin: Tan
 Total Karma: 2; Current Karma: 2; Street Cred: 0; Notoriety:
 -1; Public Awareness: 0



Attributes

Body..... 2	<input type="checkbox"/>	Essence 6	<input type="checkbox"/>
Agility 5/6	<input type="checkbox"/>	Edge 3	<input type="checkbox"/>
Reaction 5/7	<input type="checkbox"/>	Magic 6	<input type="checkbox"/>
Strength 2	<input type="checkbox"/>	Initiative .. 9/11+3D6	<input type="checkbox"/>
Willpower 3	<input type="checkbox"/>	Inherent Limits	
Logic 2	<input type="checkbox"/>	[5] Physical Limit	
Intuition..... 4	<input type="checkbox"/>	[4] Mental Limit	
Charisma..... 3	<input type="checkbox"/>	[6] Social Limit	

Movement

12m/24m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 6 [?] **Armorer 4** (Log)
(Firearms +2)
- 8 [A] **Blades 2** (Agi)
(Knives +2)
- 9 [6] **Con 5 (6)** (Cha)
(Seduction +2)
First Impression : +2 to tests during the first meeting
- 9 [5] **Disguise*** (Int)
- 7 [6] **Etiquette 2** (Cha)
First Impression : +2 to tests during the first meeting
- 6 [5] **Free Fall 4** (Bod)
- 11 [5] **Gymnastics*** (Agi)
- 7 [M] **Hardware 5** (Log)
- 7 [6] **Impersonation 4** (Cha)
First Impression : +2 to tests during the first meeting
- 12 [5] **Locksmith 6** (Agi)
- 11 [5] **Palming*** (Agi)
- 9 [4] **Perception 5** (Int)
- 9 [H] **Pilot Ground Craft 2** (Rea)
(Bike +2)
- 14 [A] **Pistols 6 (8)** (Agi)
(Revolvers +2)
- 7 [5] **Running*** (Str)
- 13 [5] **Sneaking*** (Agi)
Chameleon Suit : +2 to sneaking tests for hiding;
Chameleon Suit : [+2] to sneaking tests to hide
- 7 [5] **Swimming*** (Str)
* Athletics Group 5
* Stealth Group 5

Knowledge Skills

- 6 [4] **Local Runners 2** (Int)
- 7 [4] **Night Life 3** (Int)
- 6 [4] **Physical Security Systems 4** (Log)

Language Skills

- N English
- 7 [4] Spanish 3

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"/>		

Defenses

- Ranged attacks against you are at : +0
- Ranged Defense (No Action): 11
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Melee attacks against you are at : +0
- Melee Defense (No Action): 11
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Dodge (-5 Interrupt, vs. one melee attack): +5 [5]
- Combat Knife Parry (-5 Interrupt, vs. one melee attack): +4 [5]
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [5]
- Sensor Defense (No Action): 11 [5]

Damage Resistances

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

Validation Report (0 issues): Nothing identified

Edge Pool



Attribute-Only Tests

- 6 🎲 Composure
- 7 🎲 Judge Intentions
- 4 🎲 Lifting & Carrying
- 5 🎲 Memory

Toxin Resistances

	Toxin	Disease
Contact	5 🎲	5 🎲
Ingestion	5 🎲	5 🎲
Inhalation	5 🎲	5 🎲
Injection	5 🎲	5 🎲

Positive Qualities

Adept

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

Catlike

A character with the Catlike quality is gifted with an uncanny elegance, a stealthy gait, and an almost preternatural ability to

First Impression

The First Impression quality enables a character to slide easily into new environments, situations, groups, and jobs. Whether infiltrating

Mentor Spirit: Dragonslayer

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

Negative Qualities

Code of Honor: Warrior's Code (6 🎲 vs. 4)

The character has a binding Code of Honor when it comes to killing members of a specific group; it's a matter of unwavering principle.

Social Stress: Latina elves

Whether as a result of loss or trauma or due to innate psychological makeup, the Social Stress quality burdens the

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

Improved Ability (1): Con

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

Improved Ability (2): Pistols

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

Improved Physical Attribute (1): Agility

This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your

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

Voice Control (1) (7 🎲 vs. Voice rec. x 2 or PER + INT)

You get an amazing level of control over the properties of your voice. You can change your voice's pitch, modulation and tone at

Adept Powers

Wall Running (7 🎲)

You can run up sheer walls or other vertical surfaces a limited distance. Make a Running + Strength [Magic] Test, with hits

Mentor Spirit Effects

+2 dice: Etiquette

+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

Ignacio Torres

Fake SIN

Lifestyles: (1 month) Low Lifestyle

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

License: Guns (4), Fake SIN (4)

Armor

Armor Clothing	6
Chameleon Suit	9
Respirator (6)	+0

Firearms & Heavy Weapons

Ares Light Fire 70	6S v +1	15 🎲 [10]	5/15/30/50
Ammo Usage : 16 (c):	□□□□□	□□□□□	□□□□□ □
Semi-Auto (1, simple action):	15 🎲	6S Damage	
Double-Tap (2, complex action):	15 🎲	7S Damage	
Semi-Automatic Burst (3, complex action):	15 🎲	vs. -2 Def, 6S Damage	
Recoil Compensation :	2		
Modifications:	Smartgun System, Internal		
Accessories:	Ares Light Fire Silencer, (3) Spare Clips		
Gel Rounds:	+0S v +1, ____/54		
Ruger Super Warhawk	9P v -6	17 🎲 [8]	5/20/40/60
Ammo Usage : 6 (cy):	□□□□□	□	
Single Action (1, simple action):	17 🎲	9P Damage	
Recoil Compensation :	2		
Modifications:	Smartgun System, Internal		
APDS:	- v -4, ____/30		

Melee & Other Weapons

Combat Knife	4P v -3	10 🎲 [6]	Reach: -
Unarmed Strike	2S	5 🎲 [5]	Reach: -

Matrix Devices

Hermes Ikon Commlink



Device Rating : 5

Data Processing : 5, Firewall: 5



Matrix Initiative : 9

Matrix DR : 10 🎲 (8 🎲 vs. Black IC)



Modifications : Sim Module



Matrix Devices

Meta Link Commlink



Device Rating : 1
Data Processing : 1, Firewall: 1
Matrix Initiative : 5
Matrix DR : 2 (4 vs. Black IC)



Meta Link Commlink



Device Rating : 1
Data Processing : 1, Firewall: 1
Matrix Initiative : 5
Matrix DR : 2 (4 vs. Black IC)



Meta Link Commlink



Device Rating : 1
Data Processing : 1, Firewall: 1
Matrix Initiative : 5
Matrix DR : 2 (4 vs. Black IC)



Gear (Cash: 3,245¥)

Autopicker (6)

Contacts (3)

Modifications: Image Link, Smartlink, Vision Magnification,
Electronic

Dropped to Ground

Gecko Tape Gloves

Glue Solvent

Glue Sprayer

Goggles (3)

Modifications: Flare Compensation, Low Light Vision,
Thermographic Vision

Hermes Ikon Commlink

Modifications: Sim Module

Lockpick Set

Maglock Passkey (5)

Meta Link Commlink

Meta Link Commlink

Meta Link Commlink

Sequencer (5)

Tool Kit, Armorer

Tool Kit, Disguise

Tool Kit, Hardware

Trodes

Ultra-Glide Industrial Lubricant (1)

Background & Personal Details

Ramon Delgado lost his family when Ghostwalker came to Denver in 2061. He swore to one day take revenge or die trying. Much of what he's done since, including taking work as a shadowrunner, has been to reach that goal.

His street name, "Sancho," comes from his teenage years spent climbing into girls' (or womens') bedroom windows when their fathers and husbands were gone. He found out he had a knack for climbing, and B&E. Eventually he was caught, and on that day he discovered he had a knack for shooting as well.

He realized he had been Awakened, and that the Dragonslayer had been guiding him, preparing him to eventually go against Ghostwalker.

He had temporarily given up his womanizing ways when he met Araceli. She was the most beautiful woman he'd ever seen, even by elf standards. They fell in love, they were getting ready to bring a son into the world when she had gotten horribly addicted to bliss. She lost the child, and left Sancho to shack up with her dealer. Although she cost him his second family, he intended to get her back out and off the bliss, but the dealer's compound was too well protected, he was far outgunned. He relocated to Seattle, preparing himself for that one last run before going after the dragon.

Vehicles

Suzuki Mirage

Contacts

Basquiat (Fixer)

Connection: 4 Loyalty: 2

Basquiat's had Sancho go on a couple runs for him since he came to

Syndi (Bartender)

Connection: 2 Loyalty: 4

Syndi, Sancho's friend-with-occasional-benefits, is a bartender at the

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.

Catlike

A character with the Catlike quality is gifted with an uncanny elegance, a stealthy gait, and an almost preternatural ability to move without making a sound. They also claim they land on their feet when dropped, though they tend not to let people test this. This quality adds a +2 dice pool modifier to Sneaking skill tests.

First Impression

The First Impression quality enables a character to slide easily into new environments, situations, groups, and jobs. Whether infiltrating a gang, making contacts in a new city, or wrangling an invite to a private meet, the character gains a temporary +2 dice pool modifier for relevant Social Tests such as Negotiation and Con during the first meeting. This modifier does not apply to second and subsequent encounters.

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.

Negative Qualities

Code of Honor: Warrior's Code (6 vs. 4)

The character has a binding Code of Honor when it comes to killing members of a specific group; it's a matter of unwavering principle. The character with the Code of Honor quality chooses a specific group that they will not kill or allow others to kill. Examples of this group could include women, children, innocent bystanders, or a specific metatype. A character can choose to protect specific paracritters, but only if the specified paracritter possesses the Sapience power.

The gamemaster must approve the group that the character designates as being "off limits." If the group (such as children) is not regularly encountered in campaigns, the gamemaster can reject the choice. If the player feels strongly about his choice, the gamemaster may allow the player to take two groups they will not harm, (i.e., women and children), one of which must be likely to be encountered in the campaign. A magician can legitimately choose to not destroy any type of spirit from which their Mentor Spirit bestows a bonus for summoning. This Code of Honor respects their Mentor Spirit and is worthy of the Karma. Characters can't pick an obscure or non-existent group to acquire this quality - you can't acquire Karma by vowing to never kill sapient hamsters, for example.

Any time anyone attempts to kill a member of the character's protected list, the character must make a Charisma + Willpower (4) Test. A failed roll means the character must immediately put a stop to the violence against the member of their protected group. If the situation forces the character to take action against any of his protected group, he will always choose non-lethal methods. Killing a member of the group he has sworn to protect is a line he will not cross for any reason.

There are drawbacks to having a Code of Honor. For example, it can leave witnesses behind. For each person in the protected group the character leaves alive and who is in a position to remember them, increase the character's Public Awareness by 1. The character's job options are also limited - he will not take a job if the objective is the death of a member of his protected group and will have reservations about taking part in a mission with a high probability of causing collateral harm to members of his protected group.

There is always a chance things will go wrong whenever non-lethal force is used. A person may have a life-threatening allergic reaction to a usually harmless knockout drug, or a heart condition that makes a taser shock deadly. For this reason, each time the character takes a violent action or allows others to take violent action against a member of his chosen group, the gamemaster makes a secret roll of 1D6. On a roll of 1, there is an unforeseen complication from the use of non-lethal force. With a metahuman it could be a life-threatening medical condition; with a spirit, an attempt to banish rather than destroy may in fact set the spirit free. When a complication arises, the gamemaster makes a secret Perception (4) Test for the character to notice if anything has gone wrong.

If a person in the character's chosen group is killed, whether intentionally or inadvertently, the character loses a point of Karma for that adventure for each person in their "protected group" that is killed.

The Code of Honor can take other forms as well. For example:

- **Assassin's Creed:** A character never kills anyone that they are not paid to kill. Being precise as an assassin, not leaving collateral damage, and being invisible are important hallmarks of those who believe in the Assassin's Creed. Characters who take this version of Code of Honor lose 1 point of Karma for every unintentional and/or unpaid murder they commit, and their Public Awareness goes up by 1 for each such death.
- **Warrior's Code:** The character who follows a Warrior's Code maintains a strict sense of personal honor. In 2075, this likely means a character will not kill an unarmed person, take lethal action against an opponent who is unaware or unprepared for an attack (i.e., a guard who doesn't know the runner is there), or knowingly take an action that could kill someone who is defenseless

Negative Qualities

Social Stress: Latina elves

Whether as a result of loss or trauma or due to innate psychological makeup, the Social Stress quality burdens the character with emotions that interfere with his ability to interact with others. A specific cause and trigger for the Social Stress must be established. For example, if his Social Stress is caused by survivor's guilt after the loss of a close friend, unexpectedly encountering someone who looks similar to the lost friend will heighten stress. When a character is using Leadership or Etiquette skills, reduce the number of 1s required to glitch the test by 1. Gamemasters should call for more Social Tests for characters with Social Stress to determine how a character reacts to others, particularly if a situation related to the cause of their stress arises.

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.

Improved Ability (1): Con

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 Ability (2): Pistols

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 Physical Attribute (1): Agility

This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.

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.

Adept Powers

Voice Control (1) (7 🎲 vs. Voice rec. x 2 or PER + INT)

You get an amazing level of control over the properties of your voice. You can change your voice's pitch, modulation and tone at will, as well as increase your volume. You can mask your voice and imitate sounds within the normal range of metahuman vocalization (no infrasound or ultrasound) and mimic the voices of others. If you use this trick to fool a person or a voice recognition system, make an Opposed Test using your Impersonation + Charisma [Mental] against the voice recognition system's Rating x 2, or against the Perception + Intuition of characters the adept is attempting to fool, adding the level of this power as a bonus to your dice pool.

You can also adjust your voice to generate positive social effects, giving you +1 per level to your Social limit.

Wall Running (7 🎲)

You can run up sheer walls or other vertical surfaces a limited distance. Make a Running + Strength [Magic] Test, with hits indicating the number of meters you may climb up in an action phase. If you want to run up longer distances, you'll need steps, ledges, or somewhere you can stop and then use this power again. If you want to run across a vertical surface instead of up it, you can do so by combining this power with a Sprint action (p. 162). At the end of your movement, you fall off the wall, whether you made it as far as you wanted or not.

Mentor Spirit Effects

+2 dice: Etiquette

+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

Basquiat (Fixer)

Connection Rating: 4

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

Basquiat's had Sancho go on a couple runs for him since he came to Seattle, and he's done good enough to maybe get some better jobs.

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.

Syndi (Bartender)

Connection Rating: 2

Loyalty Rating: 4

Uses: Information, additional contacts, back rooms for private meets

Places to Meet: Any bar/nightclub

Similar Contacts: Bar/nightclub owner, bouncer, waitress, stripper

Syndi, Sancho's friend-with-occasional-benefits, is a bartender at the Infinity night club, and is always interested in spending some alone time with him and sharing what she's heard.

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.

Equipment

Ares Light Fire 70

The Ares Light Fire 70 is one of the most common pistols on the market. A special barrel-mounted silencer developed exclusively for the Light Fire 70 is available that gives you an additional -1 dice pool modifier to the usual -4 (for a total of -5); this silencer costs 750¥.

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.

Autopicker (6)

This lockpick gun is a quick and effective way of bypassing mechanical locks. The autopicker's rating is added to your limit when picking a mechanical lock.

Wireless: Having access to a huge online database of mechanical locks lets you add the autopicker's rating as a dice pool modifier to your test when picking a mechanical lock.

Chameleon Suit

This full-body suit has a smart ruthenium polymer coating supported by a sensor suite; the technology allows it to scan its surroundings and replicate the images at the proper perspectives. Add 2 to your limit when you make Sneaking tests to hide. A chameleon suit is also armored for the wearer's protection.

Wireless: The suit uses the extra information about your surroundings and also gives you a +2 dice pool bonus to Sneaking Tests for hiding.

Gecko Tape Gloves

The outer layer of these gloves is made of a special dry adhesive that incorporates millions of fine microscopic hairs that bond to other surfaces. Individually, these bonding forces are tiny, but combined they're strong enough to attach a troll, upside down, to the ceiling. Gecko tape gloves come as a set that includes gloves, kneepads, and slip-on-soles. You get to use assisted climbing (p. 134) when you're wearing the set. Gecko tape gloves are useless when they're wet.

Wireless: The adhesive outer layer can be temporarily neutralized with a wireless signal, useful for getting the gloves on and off without getting them stuck to yourself or each other.

Hermes Ikon 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

Maglock Passkey (5)

This maglock "skeleton key" can be inserted into any cardreader's maglock, cleverly fooling it into believing that a legitimate passkey has been swiped. See **Maglocks**, p. 363.

Wireless: The passkey receives a +1 bonus to its Rating.

Equipment

Meta Link 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.

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Wireless: Your commlink is connected to the matrix

Ruger Super Warhawk

This revolver is as loud as a jet liner and twice as shiny. It's also one of the scariest handguns in the world. The cased ammo variant is popular for the sheer thrill of swinging open the cylinder gate one handed and dumping spent brass.

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.

Sequencer (5)

An electronic device required to defeat keypad-maglocks. See **Maglocks**, p. 363.

Wireless: The sequencer receives a +1 bonus to its Rating.