

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: 0; Current Karma: 0; Street Cred: 0; Notoriety:
 -1; Public Awareness: 0



Attributes

Body..... 3	<input type="checkbox"/>	Essence 6	<input type="checkbox"/>
Agility 5/6	<input type="checkbox"/>	Edge 3	<input type="checkbox"/>
Reaction 4/6	<input type="checkbox"/>	Magic 6	<input type="checkbox"/>
Strength 2	<input type="checkbox"/>	Initiative .. 8/10+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)
- 9 [6] **Con 5 (6)** (Cha)
(Seduction +2)
- First Impression** : +2 to tests during the first meeting
- 9 [5] **Disguise*** (Int)
- 6 [6] **Etiquette 3** (Cha)
First Impression : +2 to tests during the first meeting
- 7 [5] **Free Fall 4** (Bod)
- 13 [5] **Gymnastics*** (Agi)
- 6 [M] **Hardware 4** (Log)
- 9 [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)
- 8 [H] **Pilot Ground Craft 2** (Rea)
(Bike +2)
- 14 [A] **Pistols 6 (8)** (Agi)
(Semi-Automatics)
- 9 [5] **Running*** (Str)
- 11 [5] **Sneaking*** (Agi)
Chameleon Suit : +2 to sneaking tests for hiding;
Chameleon Suit : +2 to sneaking tests to hide
- 7 [5] **Swimming*** (Str)
- 9 [A] **Unarmed Combat 3** (Agi)
 - * 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

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Defenses

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

Damage Resistances

- 14 **Armor 11**
- 14 **Acid Protection 11** 14 **Falling Protection 11**
- 14 **Cold Protection 11** 14 **Fire Protection 11**
- 14 **Electricity Protection 11**

Validation Report (0 issues): Nothing identified

Edge Pool



Attribute-Only Tests

- 6 🌀 Composure
- 7 🌀 Judge Intentions
- 5 🌀 Lifting & Carrying
- 5 🌀 Memory

Toxin Resistances

	Toxin	Disease
Contact	6 🌀	6 🌀
Ingestion	6 🌀	6 🌀
Inhalation (6 / 6)	12 🌀	12 🌀
Injection	6 🌀	6 🌀

Positive Qualities

Adept

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

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

Natural Athlete

A character with this quality has an innate combination of physical fitness, spatial awareness, and natural athletic or gymnastic talent.

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) (9 🌀 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: Impersonation

+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	11
Modifications: Gel Packs	
Respirator (6)	+0

Firearms & Heavy Weapons

Ares Light Fire 70	6S v +1	17 🌀 [10]	5/15/30/50
Ammo Usage : 16 (c):	□□□□ □□□□ □□□□ □		
Semi-Auto (1, simple action):	17 🌀	6S Damage	
Double-Tap (2, complex action):	17 🌀	7S Damage	
Semi-Automatic Burst (3, complex action):	17 🌀 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		
Savalette Guardian	8P v -5	17 🌀 [8]	5/20/40/60
Ammo Usage : 12 (c):	□□□□ □□□□ □□		
Semi-Auto (1, simple action):	17 🌀	8P Damage	
Double-Tap (2, complex action):	17 🌀	9P Damage	
Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action):	17 🌀 vs. -2 Def,	8P Damage	
Aimed Burst (3, complex action):	17 🌀	9P Damage	
Long Burst (6, complex action):	15 🌀 vs. -5 Def,	8P Damage	
Recoil Compensation :	3		
Modifications:	Smartgun System, Internal		
Accessories:	Silencer/Suppressor, (3) Spare Clips		
APDS:	- v -4, _____/32		

Melee & Other Weapons

Combat Knife	4P v -3	5 🌀 [6]	Reach: -
Unarmed Strike	2S	9 🌀 [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



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: 1,055¥)

Autopicker (6)

(8x) Chem Patch

Modifications: Narcoject

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 (l)

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

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.