

SHADOWRUN

PERSONAL DATA					
Alias	Backstop	Name	Johnathan Adams		
Metatype	Human	Magic/Resonance	Adept		
Sex	male	Height	183	Weight	81
Age	50	Heat	0	Reputation	0
Karma	3	Total Karma	3	Essence	6.00

EDGE / ¥

EDGE

NUYEN (¥)



ATTRIBUTES					
	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	5
Agility	3	3	Initiative	11	11 +4D6
Reaction	3	6	Initiative (Matrix VR)	8	8 +2D6
Strength	2	2	Initiative (Astral)	10	10 +2D6
Willpower	4	4	Defense	0	11
Logic	5	5	Composure	0	12
Intuition	5	5	Judge Intentions	0	9
Charisma	7	8	Memory	0	10
Edge	2	2	Lift / Carry	0	7
Magic	6	6			

QUALITIES	
POSITIVE	NEGATIVE
Adept	Prejudiced
Attribute Mastery	Humanis
Charisma	Sinner
Exceptional Attribute	Renraku
Charisma	Impaired 2
Inspire confidence	Strength

CONDITION MONITOR

Stun Healing: BOD + WIL = 7

Physical Healing: BOD + BOD = 6

Dam. overfl. Healing: 6 - Mod. =

Drain resist: WIL (4) + ____

Damage resist: BOD (3) + mod.(0) = 3

SKILLS										
Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Firearms	AGI	2	5		Lang: English (Native)
Biotech	LOG	1	6		Influence	CHA	6	14	c, a,	Lang: Japanese (Exp.)
Untrained					Leadership	CHA		16	c, a,	Gaming
Athletics	AGI	2	5		Outdoors	INT	0	4		Small Unit Tactics
Close Combat	AGI	2	5		Perception	INT	2	7		Sports
Con	CHA	5	13	a, ~	Piloting	REA	1	7		
Electronics	LOG	1	6		Stealth	AGI	1	4		
Engineering	LOG	0	4							

a) Attribute Mastery, c) Commanding Voice

WEAPONS						
Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo	
Defiance Super Shock	5	6S(e)	12/8/-/-	SS	4(m)	
Melee weapon						
Melee weapon	Pool	Damage	Att.R.			
Extendable baton	5	2S	7/-/-/-			
Defiance Super Shock (as Club)	5	6S(e)	8/-/-/-			
Unarmed	5	2S	8/-/-/-			
Urban Tribe Tomahawk MK II	5	2P	12/9/-/-			
Urban Tribe Tomahawk MK II	5	2P	12/9/-/-			

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR			DEFENSIVE RATING	9
Armor	Rating	Social		
Body	3	8		
Mortimer o.L. Crimson Sky Suit	3	5		
Helmet	1	-4		
SecureTech Invisi-Shield Armor	2	0		
Defensive Pools against		Defensive Actions		
Attacks	11	Block (Minor)		+2
Combat spells (Indirect)	10	Dodge (Minor)		+2
Combat spells (Direct)	9	Hit the dirt (Minor)		+2
Toxin Damage	7	Full Defense (Major)		+4
Drain	0	Boosted Defense (Major)		6

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)			

GEAR		
Name	Amount	Page
Antidote patch	5	CRB 282
Binoculars (Optical)	1	CRB 274
Biomonitor	1	CRB 281
Camera, Rating 6	1	CRB 274
Chem patch	5	CRB 282
Climbing gear	1	CRB 279
Contacts, Rating 3 (3 Accessories)	1	CRB 274
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Gas mask	1	CRB 279
Long Haul	2	CRB 125
Medkit, Rating 6	1	CRB 281
Medkit supplies	5	CRB 281
Respirator, Rating 6	1	CRB 280
Stim patch, Rating 2	5	CRB 282
Stim patch, Rating 4	5	CRB 282
Stim patch, Rating 6	6	CRB 282
Tranq patch, Rating 12	1	CRB 282
Trauma patch	2	CRB 282

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
John Francis	Cleaner/Doc	2	4	0
Sally Freemon	Reporter	7	7	0
Justin Lapinski	Fixer	7	7	0
Nethanel the bosses kid, aka James Tiberous, aka 'HIM'	Fence	7	7	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
My first apartment in town	Low	2000¥	1

SINS	
Name	Quality
Danny Sullivan	4
Johnathan Adams	Original

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Transys Avalon	3	3	1	-	-
<i>Armor, Browse, Signal Scrubber, Toolbox</i>					

CURRENCY
Nuyen (¥): 980

VEHICLES / DRONES											
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat	
BMW Sparkler	Bikes	5/3	20	30	160	1	4	2	1	1	
Drones	Count										

COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutiple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

EDGE Boosts and Actions

1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Shank (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Tactical Roll (I)	CRB 48	Protect the Principal (I)	FS 95	4 EDGE	
Taunt (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Threatening Edge (I)	FS 95	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Throat Strike (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tuck and Roll (I)	FS 96	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Tumble (I)	CRB 48	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Weapon Spread (I)	FS 96	3 EDGE		Throw Person (I)	FS 96
Wrest (I)	CRB 48	Cover Fire (I)	FS 93	5 EDGE	
2 EDGE		Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fake Out (I)	FS 93	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 11

2. Distribute Edge

Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

a) Choose either Pre- or Post Roll Edge actions

b) Roll dice

c) Check for glitches

d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (3) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	
Defense Rating	Intuition + innate armor + mod.	
Initiative	Logic + Intuition +2D6	
Dice Pools		
Unarmed combat	Astral + Willpower	
Weapon foci	Close Combat + Willpower	
Spellcasting	Sorcery + Magic	
Defense	Intuition + Logic	
Damage Resistance	Willpower	
Damage Values		
Unarmed	Tradition attribute/2 (round up)	
Weapon focus	As weapon	

ADEPT POWERS			
Adept power	Act	Cost	Page
Commanding Voice 1	pass.	1.5	Wyrd 78
Cool Resolve 2	pass.	0.5	Wyrd 78
Improved Mental Attribute (Charisma) 1	pass.	1.0	Wyrd 81
Improved Reflexes 3	pass.	3.0	CRB 157
Kinesics	pass.	0.25	CRB 157
Kinesics Mastery 1	pass.	0.25	Wyrd 81
Linguistics	pass.	0.25	Wyrd 81
Vocal Control	pass.	0.5	CRB 158

FOCI			
Name	Rtg	Choice	Page
Qi focus	1	Linguistics	CRB 155

INITIATION		GRADE	1
Metamagic	Page		
Power Points	CRB 168		

SPELL CASTING
1. Adjust Spell
a) Amp Up (Combat Spells)
For each additional point base damage drain will increased by 2
b) Increase Area
For each increase of radius by 2 metres the drain will be increased by 1
c) Shift Area
Sustained spell area can be moved within range. Requires a minor action. No additional drain.
2. Roll Spellcasting Test
Sorcery + Magic = (6)
3. Deal with drain
Drain: Spell Drain + Drain caused by adjustments
Resistance test: Willpower (4) + (0)
If result is greater or equal drain value no drain damage is taken.
If result is lesser than drain the difference between drain and hits is drain damage taken.

MAGIC GEAR		
Name	Amount	Page

RITUALS				
Ritual	Features	Th.	Notes	Page

SPELLS							ATTACK RATING	BASE COMBAT SPELL DAMAGE					
Spell	Type	Dur.	Range	Drain	Page	Notes	Spell	Type	Dur.	Range	Drain	Page	Notes

Type: P = Physical, M = Mana Duration: I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special Range: LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

GEAR					
Name	Amount	Page	Name	Amount	Page
Antidote patch	5	CRB 282	Gas mask	1	CRB 279
Binoculars (Optical)	1	CRB 274	Long Haul	2	CRB 125
Biomonitor	1	CRB 281	Medkit, Rating 6	1	CRB 281
Camera, Rating 6	1	CRB 274	Medkit supplies	5	CRB 281
Chem patch	5	CRB 282	Respirator, Rating 6	1	CRB 280
Climbing gear	1	CRB 279	Stim patch, Rating 2	5	CRB 282
Contacts, Rating 3	1	CRB 274	Stim patch, Rating 4	5	CRB 282
<i>Image link</i>		CRB 275	Stim patch, Rating 6	6	CRB 282
<i>Flare compensation</i>		CRB 275	Tranq patch, Rating 12	1	CRB 282
<i>Thermographic vision</i>		CRB 275	Trauma patch	2	CRB 282
Earbuds, Rating 3	1	CRB 275			
<i>Audio enhancement</i>		CRB 276			
<i>Select sound filter, Rating 2</i>		CRB 276			

Ranged weapons

DEFIANCE SUPER SHOCK					
Damage	Attack Rating	Mode	Ammo		
6S(e)	12/8/-/-/-	SS	4(m)		
Accessory: Laser Sight (High Power), Defiance Super Shock (as Club), Concealable Quick Draw Holster, Spare clip (2x), Speed loader					
Modifications: Gecko Grip, Personalized Grip					
WIFI: A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Defiance Super Shock	10/6/-/-/-	SS	12/8/-/-/-	6S(e)	5
Laser Sight (High Power)	1/1/1/1/1				
Personalized Grip	1/1/-/-/-				

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Taser (10x) (Regular (Caseless))	5	CRB 262			


MELEE WEAPONS						
Weapon	Pool	Amount	Damage	Att.R.	Rating	Social
Extendable baton	5	5	2S	Att.R.	7/-/-/-	
Modifications	Zapper Coating, Spikes, retractable					
Defiance Super Shock (as Club)	5	5	6S(e)	Att.R.	8/-/-/-	
Unarmed	5	5	2S	Att.R.	8/-/-/-	
Urban Tribe Tomahawk Mk II	5	5	2P	Att.R.	12/9/-/-	
Urban Tribe Tomahawk Mk II	5	5	2P	Att.R.	12/9/-/-	

ARMOR		
Armor	Rating	Social
Body	3	
Mortimer o.L. Crimson Sky Suit	3	5
Ares Securetech SkinShield	2*	0
Helmet	1	-4
SecureTech Invisi-Shield Armor	2	0
Defensive rating	9	
*) Rating not included in defensive rating		

Vehicles / Drones

Abbreviations: D=driven, A=autonomous, R=via RCC, J=jumped in; P=Pool

BMW SPARKLER

Handling	Acc	Interval	Speed	Seat	
5/3	20	30	160	1	
Pil	Sens	Body	Arm	DR _(D/A/R/J)	
1	1	4	2	3/1/-/-	

Accessories/Notes	Skills	D	A	R	J
	Evade	7	-	-	-
	Perception	7	-	-	-
	Pilot	7	-	-	-
	Stealth	-	-	-	-

Ramming	2P	AR	2	0	-	-	D	A	R	J	D	A	R	J	Software	Rtg

No weapons mounted

-1 -1 -1 -2 -2 -2 -3 -3

Matrix Devices

COMMLINK

Model	Transsys Avalon				
Level	6	Data processing	3	Firewall	1
Programs (concurrent 3)					
Armor	Browse		Signal Scrubber		
Toolbox					
Accessory	Trodes, Subvocal microphone, AR gloves, Trid projector, Biometric reader				
Matrix status (11)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				

Contacts

CON: JOHN FRANCIS

Alias	Type	Loy.	Infl.	Fav.
John Francis	Cleaner/Doc	2	4	0

Description

John, John, John... Where do I begin with him. When I first met him he was one of the away team's club house managers that I would come in contact with during our away games. Over the years I learned he cleaned up any mess that occurred in his club house, wither it was the away team or the home team that caused it. But it didn't stop there. His team would send him out to clean up any of the messes the players would cause so that it wouldn't hit the news the next day. Over time we became friends and hopefully I never have to call on him to clean up after me while I am out here.

CON: SALLY FREEMON

Alias	Type	Loy.	Infl.	Fav.
Sally Freeman	Reporter	7	7	0

Description

I want to say we are dating but that would imply we have had more ins then outs. We met when she was a young reporter sent to report on, 'The new arm of the Mets', Through her investigation she realized that I had a direct hand in it. Well she asked me out on an interview which quickly turned into a night of passion. We started to date for a while but then our professional lives would get in the way. To this day we are still date but only until our lives separate again. Who knows maybe one day we both can settle down. Hell I know she has started to think about it as she has hinted at it multiple times with, 'You are not getting any younger sweetie.' Oh that elven ass knows how to rub it in, well in more ways then I'd like to speak of in polite company.

CON: JUSTIN LAPINSKI

Alias	Type	Loy.	Infl.	Fav.
Justin Lapinski	Fixer	7	7	0

Description

Justin is my long term agent who has been with me through thick and thin. He always had the connections I needed to get the pay I deserved for a comfortable life style. A part of him always wondered why I never let him push for me to go further to be a player in minor or major league and why I "settled to be just a coach in the minors". In the beginning it was because I was afraid if he found out about my magical side I would be shunned from him much like the league does to players who show magical aptitude. But that lil bastard knew all along and wanted to see how long it would take for me to tell him. When I did finally come clean to him he handed me a drink and pulled out a contract. It was to be a coach for the NY Mets pitching staff. He had been holding it for a while waiting for trust to finally be shown. I worked as a pitching coach for 25 years until I retired. I will be honest though I really missed playing the game. So when I opened up to Justin about that feeling once again he handed me a drink and pulled out a folder. "I knew you would want to play again so I have an idea but you will have to relocate to do it." A chance to be a team member again and lead those teams? How could I turn it down.

CON: NETHANEL THE BOSSES KID, AKA JAMES TIBEROUS, AKA 'HIM'

Alias	Type	Loy.	Infl.	Fav.
Nethanel the bosses kid, aka James Tiberous, aka 'HIM'	Fence	7	7	0

Description

Justin... Why so long ago when I needed something you sent me to a kid? I mean don't get me wrong he is really good at his job. Finding things I need, selling things I don't need and perhaps those items you might not find at your local Renraku Microcenter. Hell he found me that Roku 29 Extreme HD Ultra Band 22.1 surround with everything unlocked in what felt like 5 blinks. Kids very obsessed with code names but like I have known him for a long time. Like first one was James Tiberous or well just JimmyT but when I pointed out I've seen old Star Trek Episodes that's when he changed his persona to 'him' ooooooooooo. So dark yet so scary. I am probably the only person in this world who can get away with teasing him like that to be honest. He would probably drone strike anyone else but here is the secret. It's my old bosses kid after all that I watched grow up. I will say though his 'him' persona and that vocal program he uses way better then the cracking voice of a Nethanel the 14 year old.

SINs

DANNY SULLIVAN - QUALITY 4

Licenses

Adept abilities 4, Concealed Carry License 4, Driver 4, Firearms License 4, Hunting License 4, Other Foci 4

JOHNATHAN ADAMS - QUALITY ORIGINAL

Licenses

Lifestyles

MY FIRST APARTMENT IN TO...

Type	Low	Cost	2000¥
Month	1	SIN	Johnathan Adams
Options	keine		

Notes

Creation

Variant
Standard

Priorities
DACBE

Karma to Nuyen
26

Extra Karma
0

REWARDS FOR BACKSTOP