

# SHADOWRUN

## PERSONAL DATA

Alias	Cacuqhta	Name	Adam RT		
Metatype	Human	Magic/Resonance	Adept		
Sex	male	Height	6	Weight	190
Age	40	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

## ATTRIBUTES

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

## EDGE / ¥

EDGE

NUYEN (¥)

## PORTRAIT

## QUALITIES

### POSITIVE

Adept  
Attribute Mastery  
*Intuition*  
Astral Chameleon  
Blandness  
Aptitude  
*Close Combat*  
Double Jointed  
Low-Light Vision

### NEGATIVE

## CONDITION MONITOR

Stun Healing: BOD + WIL = 6

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

Drain resist: WIL (3) + \_\_\_\_

Physical Healing: BOD + BOD = 6

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

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

Dam. overfl. Healing: 6 - Mod. =

## SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
<b>Trained</b>					Engineering	LOG	1	4		Lang: English (Native)
Biotech	LOG	1	4		Firearms	AGI	0	2		Lang: Nuu-chah-nulth
<b>Untrained</b>					Influence	CHA	0	1		Min Wage Hospitality Odd Jobs
Athletics	AGI	1	4	a	Outdoors	INT	4	8	b	Salish Shidhe Politics
Close Combat	AGI	7	10		Perception	INT	2	6	b, c	
<i>Unarmed Combat</i>	AGI		12		Piloting	REA	0	3		
Con	CHA	1	3		Stealth	AGI	2	5		
Electronics	LOG	0	2							

a) Double Jointed, b) Attribute Mastery, c) Combat Sense

## WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Melee weapon	Pool	Damage	Att.R.		
Shock Gloves	12	5S(e)	5/-/-/-		
Unarmed	12	3S	7/-/-/-		

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

## ARMOR

DEFENSIVE RATING **5**

Armor	Rating	Social
Body	3	2
Actioneer business clothes	2	2
Defensive Pools against	Defensive Actions	
Attacks	9	Block (Minor) +7
Combat spells (Indirect)	7	Dodge (Minor) +1
Combat spells (Direct)	7	Hit the dirt (Minor) +2
Toxin Damage	6	Full Defense (Major) +3
Drain	0	Boosted Defense (Major) 4











	Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
<b>Pilot/drive/crash</b>	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
<b>Ramming</b>	<b>Attack Rating</b>	Piloting + Sensor			Maneuvering + Sensor
	<b>Defense Rating</b>	Piloting + Armor			Maneuvering + Armor
	<b>Att Defense</b>	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
<b>Non-ramming</b>	<b>Attack Rating</b>	As weapon			
	<b>Defense Rating</b>	Piloting + Armor			
	<b>Att</b>	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	<b>Defense</b>	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
<b>Matrix DR</b>	<b>Networked</b>	Firewall + Data Processing			
	<b>Not networked</b>	Sensor * 2			
<b>Initiative</b>	Initiative		Initiative VR		Pilot * 2 + 4D6
<b>Perception</b>	Perception + Intuition				Clearsight + Sensor
<b>Stealth</b>	Stealth + Agility		Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

### RIGGER CONSOLE

Data Processing	Firewall	
Device Rating	Slaved devices	
Evade (Pil)	Cracking (Sens)	
Perception (Sens)	Pilot (Pil)	
Stealth (Pil)		
<b>Act Software</b>	<b>Description</b>	<b>Page</b>

### CONTROL RIGS

Regular Attribute	Jumped-In Attribute	
Body	⇒ Willpower	3
Strength	⇒ Charisma	2
Agility	⇒ Logic	3
Reaction	⇒ Intuition	4

### EDGE ACTIONS

<b>Minor Actions</b>		Evade Pursuit I (4)	DC 179
Command Drone	CRB 41	In the Zone (4)	DC 178
<b>Edge Actions (Cost)</b>		Pickup (4)	DC 178
Smokescreen I (1)	DC 178	Redline (4)	DC 179
Bootleg Turn (2)	DC 178	Smokescreen IV (4)	DC 178
Drafting (2)	DC 179	Up the Ante II (4)	DC 179
Equalizer (2)	DC 179	Change Environment (5)	DC 178
Focus (2)	DC 179	Dead Stop (5)	DC 179
Greaser (2)	DC 178	Point Defense (5)	DC 178
Hit the Brakes! (2)	DC 179	Aimbot (6)	DC 177
Smokescreen II (2)	DC 178	Chicken (6)	DC 178
Tokyo Drift (2)	DC 179	Crossfire (6)	DC 177
Up the Ante I (2)	DC 179	The Exit (6)	DC 178
Smokescreen III (3)	DC 178	Up the Ante III (6)	DC 179
Subtle Pilot (3)	DC 179	Evade Pursuit II (7)	DC 179
The Rigger's Advantage (3)	DC 178	<b>Boost</b>	
Attack Run (4)	DC 177	Evasive Action	DC 177
Escape! (4)	DC 179		

(i) Illegal Actions

### SIGNATURES MANEUVERS




GEAR					
Name	Amount	Page	Name	Amount	Page
Chisel/wrecking bar	1	CRB 278	Rappelling gloves	1	CRB 280
Climbing gear	1	CRB 279	Respirator, Rating 6	1	CRB 280
Directional microphone, Rating 6	1	CRB 275	Stealth tag	1	CRB 269
Diving gear	1	CRB 279	Survival kit	1	CRB 280
Endoscope	1	CRB 274	Tools - Kit (Athletics)	1	CRB 273
Goggles, Rating 6	1	CRB 274	Tools - Kit (Biotech)	1	CRB 273
Handheld sensor housing, Rating 3	1	CRB 276	Tools - Kit (Close Combat)	1	CRB 273
Medkit, Rating 6	1	CRB 281	Tools - Kit (Con)	1	CRB 273
Medkit supplies	1	CRB 281	Tools - Kit (Engineering)	1	CRB 273
Microcamera	1	CRB 274	Tools - Kit (Outdoors)	1	CRB 273
Micro-transceiver	1	CRB 270	Tools - Kit (Perception)	1	CRB 273
Miniwelder	1	CRB 278	Tools - Kit (Stealth)	1	CRB 273
Miniwelder fuel	1	CRB 278			
Plastic straps (10)	1	CRB 278			


AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Grenade, Stun	1	CRB 263			
Mini-Grenade, Stun	1	CRB 263			

MELEE WEAPONS						
<b>Shock Gloves</b>	<b>Pool</b>	12	<b>Damage</b>	5S(e)	<b>Att.R.</b>	5/-/-/-
<b>WIFI</b>	You gain a bonus Minor Action on a turn when you activate a charge. The shock gloves recharge by induction, regaining one charge per half hour of wireless-enabled time.					
<b>Unarmed</b>	<b>Pool</b>	12	<b>Damage</b>	3S	<b>Att.R.</b>	7/-/-/-
	<b>Pool</b>		<b>Damage</b>		<b>Att.R.</b>	

ARMOR			
Armor	Rating	Social	
Body	3		
Actioneer business clothes	2	2	
Clothing (Low)	0*	0	
Clothing (Middle)	0*	0	
Clothing (Squatter)	0*	0	
<b>Defensive rating</b>	5		
*) Rating not included in defensive rating			

## Vehicles / Drones

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

YAMAHA GROWLER										
Handling	Acc	Interval	Speed	Seat						
3	15	20	180	2						
Pil	Sens	Body	Arm	DR <sup>D/A/R/J</sup>						
1	1	6	4	3/3/-/-						
Accessories/Notes			Skills	D	A	R	J			
			Evade	3	1	-	-			
			Perception	6	1	-	-			
			Pilot	3	1	-	-			
			Stealth	-	1	-	-			
Ramming			Software		Rtg					
3P	AR	0	0	-	-	P	3	0	-	-
No weapons mounted										
<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"/>

## Matrix Devices

21.08.22 12:18, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.3.0

Page 7 of 12

Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status ( 9)					

## Contacts

CON: MR. FIXIT					
Alias	Type	Loy.	Infl.	Fav.	
Mr. Fixit	Fixer	2	2	0	
<b>Description</b>					
Helpful and friends with just about everyone, the kind of guy who would lend you their truck and be volunteer fireman of the year. Helped in Cacughta's development and deployment.					

CON: PROFESSOR HUHTIK					
Alias	Type	Loy.	Infl.	Fav.	
Professor Huhtik	Local Politician + Academic Shaman	2	2	0	
<b>Description</b>					
Incredibly lucky, smart, beautiful nuuaanu Salish Shidhe woman, a professor of language revitalization and reconciliation. Possibly telepathic too. Does her best to revitalize the language, culture, and politics of her people. She gave him his name, which translates from Nu-chah-nulth (nuuaanu) roughly as 'Sasquatch' in english.					

CON: IYAA					
Alias	Type	Loy.	Infl.	Fav.	
iyaa	Artist	1	1	0	
<b>Description</b>					
Definitely not creatively bankrupt, an imaginative two spirited nuuaanu story teller and problem solver who is deeply loyal. Cacughta is inspired by their stories and kindness, which helped him through his training.					

CON: WEST COAST INSURANCE MAN					
Alias	Type	Loy.	Infl.	Fav.	
West Coast Insurance Man	Unarmed Sensei	1	1	0	
<b>Description</b>					
A kind mentor in the ways of unarmed combat and insurance policies in Salish-Shidhe. Just a nice family guy who really likes teaching self defense, good looking too.					

## SINs

ADAM RT (SALISH-SHIDHE) - QUALITY 6	
From a remote rural place few remember but guides	
<b>Licenses</b>	
Adept abilities 6, Driver 6, Hunting License 6, Skilled Trade 6	

## Lifestyles

RENTED ROOM (SEATTLE)			
Type	Low	Cost	4000¥
Month	2	SIN	Adam RT (Salish-Shidhe)
Practically a closet			
<b>Options</b>			
keine			

ABANDONED BED + BREAKFAST...			
Type	Squatter	Cost	1000¥
Month	2	SIN	Adam RT (Salish-Shidhe)
Someone thought they could start fresh, they were wrong			
<b>Options</b>			
keine			

## Notes



## Edge Boost

<b>Add 3 to your Initiative Score</b> (CRB46)	
+3 to Initiative	
<b>Reroll one die</b> (CRB46)	
Reroll one die	
<b>+1 to a single die roll</b> (CRB46)	
+1 to a single die roll	
<b>Double Down I</b> (DC177)	
Add 1 wild die	
<b>Give ally 1 Edge</b> (CRB46)	
Give ally 1 Edge	
<b>Negate 1 Edge of a foe</b> (CRB46)	
Negate 1 Edge of a foe	
<b>Buy one automatic hit</b> (CRB47)	
Buy one automatic hit	
<b>Heal one box of Stun damage</b> (CRB47)	
Heal 1 Stun damage	
<b>Add Edge to your dice pool</b> (CRB47)	
+Edge to pool and explode	
<b>Double Down II</b> (DC177)	
Add 2 wild dice	
<b>Heal 1 point of Physical damage</b> (CRB47)	
Heal 1 Physical damage	
<b>I Saw It in a Trid Once</b> (FS96)	
Use unlearned martial arts technique	
<b>Reroll all failed dice</b> (CRB47)	
Reroll all failed dice	
<b>Count 2s as glitches for the target</b> (CRB47)	
2s are glitches for the target	
<b>Create special effect</b> (CRB47)	
Discuss with your GM	
<b>Recover</b> (FS96)	
Major Action to remove/reduce own status	
<b>Double Down III</b> (DC177)	
Add 3 wild dice	

## Combat

<b>Anticipation</b> (CRB47)	
Double dice pool to split for attacks	
<b>Blinding strike</b> (FS92)	
Hits>AGI, target status Blind I	
<b>Called Shot (Disarm)</b> (CRB47)	
Attack does no damage, Disarms Opponent	
<b>Called Shot (Vitals)</b> (CRB47)	
Add 3 damage if attack hits	
<b>Called Shot: Break Weapon</b> (FS93)	
DV>Struct/2, reduce weapon AR	
<b>Called Shot: Incapacitate</b> (FS93)	
Hits>REA, target status Dazed	
<b>Charge</b> (FS93)	
Move 5m, convert hits to movement	
<b>Cover Fire</b> (FS93)	
BF produces +2 Cover, instead DV	

<b>Entanglement</b> (FS93)	
Melee: Hits>AGI, target status Hobbled	
<b>Fake Out</b> (FS93)	1
Lower target DR for next round	
<b>Fire from Cover</b> (CRB47)	1
Attack from cover /wo minor action	
<b>Hamstring</b> (FS93)	2
Hits>AGI, target status Hobbled	
<b>Imposing Stone</b> (FS94)	2
Hits>AGI, target stops, otherw. slowed	
<b>Intimidating Presence</b> (FS94)	2
Infl+STR/WIL+STR: Reduce target AR	
<b>Karmic Escape</b> (FS94)	2
Minor Act, Avoid status, but more damage	
<b>Knockout Blow</b> (CRB47)	3
Damage>WIL fill target stun cond. monitor	
<b>Knuckle Breaker</b> (FS94)	3
-4 dice pool, success disables limbs	
<b>Leaf on the Wind</b> (FS94)	4
Use hits to get cover while sprinting	
<b>Pin</b> (FS94)	4
Hits>DR, target Status Immobilized	
<b>Playing Possum</b> (FS94)	4
Infl. check, dice pool +net hits next attack	
<b>Protect the Principal</b> (FS95)	4
Ally only 1 Min.Act. away, take DMG instead	
<b>Right Back At Ya!</b> (FS95)	4
Knock grenade away, Athletics check (2)	
<b>Riposte</b> (FS95)	5
Melee: pty. conv. rcvd. DV into target DMG	
<b>Rolling Clouds</b> (FS95)	5
Athletics slows down fall if environ. allows	
<b>Rooted</b> (FS95)	5
Athletics: BOD+Hits when avoid knockdown	
<b>Shank</b> (CRB48)	6
Called shot with only -2 penalty.	
<b>Sucker Punch</b> (FS95)	
Net Hits>WIL, inflict Fatigued status	
<b>Tactical Roll</b> (CRB48)	4
Ignore prone penalty for attacks for 2 rds	
<b>Taunt</b> (FS95)	4
Influence: Net Hits incr. ally's DR	
<b>Threatening Edge</b> (FS95)	5
Repl. own DR with weapon AR for encount.	
<b>Throat Strike</b> (FS96)	5
Melee: Net Hits>AGI, inflict Muted status	
<b>Throw Person</b> (FS96)	5
Melee to throw grappled opponent prone	
<b>Thunder Palm</b> (FS96)	5
Net Hits>WIL, inflict Deafened status	
<b>Tuck and Roll</b> (FS96)	4
When rcv. Prone status, move 1m away	
<b>Tumble</b> (CRB48)	3
If Damage > Body then target prone	

<b>Weapon Flash</b> (FS96)	3
Quick draw any melee weapon	2
<b>Weapon Spread</b> (FS96)	2
2xMelee: Close range=2m during encounter	1
<b>Wrest</b> (CRB48)	2
During melee, evtl. disarm opponent	1
<b>Yielding Force</b> (FS96)	3
Athletics as defense, NH>AGI opp. prone	3

## Position

<b>Freerunning</b> (FS93)	2
While moving horiz. also move vertical.	2
<b>Monkey Climb</b> (FS94)	2
+ 0.2 climb distance per hit	2
<b>Matrix</b>	2
<b>Emergency Boost</b> (CRB175)	4
Increase one matrix attrib. for 1 test	1
<b>Hog</b> (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
<b>Signal Scream</b> (CRB175)	3
Ignore noise penalty for next action	2
<b>Technobabble</b> (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
<b>Under the Radar</b> (CRB175)	2
Next action does not increase OS	3

## Social

<b>Big Speech</b> (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
<b>Bring the Drama</b> (CRB47)	2
Gain 200ny on a quick con, +20% on long	2

## Driving

<b>Aimbot</b> (DC177)	1
If >=1 net hit, add sensor rat. hits	6
<b>Attack Run</b> (DC177)	2
Add rank piloting to gunnery test	4
<b>Bootleg Turn</b> (DC178)	1
Adjust range category by 1	2
<b>Change Environment</b> (DC178)	1
Choose Open, Restricted, Tight	5
<b>Chicken</b> (DC178)	1
Chase: Driver with lower net hits crashes	6
<b>Crossfire</b> (DC177)	1
Defense: Net hits damage on other vehicle	6
<b>Dead Stop</b> (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
<b>Drafting</b> (DC179)	2
Move one category closer to chased target	2
<b>Equalizer</b> (DC179)	1
Ignore targets position advantage	2
<b>Escape!</b> (DC179)	1
Test: Escape all followers at extreme range	4

<b>Driving</b>			
<b>Evade Pursuit I</b> (DC179)			
Increase range to followers by 1	4		
<b>Evade Pursuit II</b> (DC179)			
Increase range to followers by 2	7		
<b>Evasive Action</b> (DC177)			
Add Pilot rank to veh. defense test	4		
<b>Focus</b> (DC179)			
Vehicle Handling -1 for one test	2		
<b>Greaser</b> (DC178)			
Oil slick: Target may not spend Edge	2		
<b>Hit the Brakes!</b> (DC179)			
All followers one category closer	2		
<b>In the Zone</b> (DC178)			
Ignore handling penalties for 1 test	4		
<b>Pickup</b> (DC178)			
Pickup target while driving	4		
<b>Point Defense</b> (DC178)			
Attack incoming missile w. ranged weapon	5		
<b>Redline</b> (DC179)			
+2 range categories for 4P dmg - or prevent	4		
		<b>Smokescreen I</b> (DC178)	
		Gain 1 level or Cover status	
		<b>Smokescreen II</b> (DC178)	
		Gain 2 level or Cover status	
		<b>Smokescreen III</b> (DC178)	
		Gain 3 level or Cover status	
		<b>Smokescreen IV</b> (DC178)	
		Gain 4 level or Cover status	
		<b>Subtle Pilot</b> (DC179)	
		+pilot rank on stealth test	
		<b>The Exit</b> (DC178)	
		When piloting, exit vehicle safely	
		<b>The Rigger's Advantage</b> (DC178)	
		Add control rig rating to hits	
		<b>Tokyo Drift</b> (DC179)	
		Chased: Drift action prevents opp. get closer	
		<b>Up the Ante I</b> (DC179)	
		Tight: Add 1 handling for everyone	
		<b>Up the Ante II</b> (DC179)	
		Tight: Add 2 handling for everyone	
		<b>Up the Ante III</b> (DC179)	
		Tight: Add 3 handling for everyone	
		<b>Other</b>	
		<b>Assembled with Love and Bondo</b> (DC170)	
		Mod last net hits hours, then broken	2
		<b>Black Thumb</b> (DC170)	
		Rush job on moving vehilce	2
		<b>Change Environment</b> (DC178)	
		Choose Open, Restricted, Tight	5
		<b>Equalizer</b> (DC179)	
		Ignore targets position advantage	2
		<b>Escape!</b> (DC179)	
		Test: Escape all followers at medium range	4
		<b>Focus</b> (DC179)	
		Athletics threshold-1 for one test	2
		<b>Sudden Insight</b> (CRB48)	
		No penalty for skill without rank	1
		<b>Up the Ante I</b> (DC179)	
		Tight: Add 1 threshold for everyone	2
		<b>Up the Ante II</b> (DC179)	
		Tight: Add 2 threshold for everyone	4
		<b>Up the Ante III</b> (DC179)	
		Tight: Add 3 threshold for everyone	6

## Adept powers

### COMBAT SENSE 1

You did not provide a description yet.  
(Key adeptpower.combat\_sense.desc )  
see Core rules, p.156

### CRITICAL STRIKE 1

You did not provide a description yet.  
(Key adeptpower.critical\_strike.desc )  
see Core rules, p.156

### DANGER SENSE

You did not provide a description yet.  
(Key adeptpower.danger\_sense.desc )  
see Core rules, p.156

### DIRECTION SENSE

You did not provide a description yet.  
(Key adeptpower.direction\_sense.desc )  
see Core rules, p.156

### IMPROVED REFLEXES 1

You did not provide a description yet.  
(Key adeptpower.improved\_reflexes.desc )  
see Core rules, p.157

### KILLING HANDS

You did not provide a description yet.  
(Key adeptpower.killing\_hands.desc )  
see Core rules, p.157

### SIDE STEP 1

You did not provide a description yet.  
(Key adeptpower.side\_step.desc )  
see Street Wyrd, p.83

## Qualities

### POSITIVE

#### ADEPT

You did not provide a description yet.  
(Key quality.adept.desc )  
see Core rules, p.66

#### ATTRIBUTE MASTERY: INTUITION

You did not provide a description yet.  
(Key quality.attribute\_mastery.desc )  
see Double Clutch, p.168

#### ASTRAL CHAMELEON

You did not provide a description yet.  
(Key quality.astral\_chameleon.desc )  
see Core rules, p.70

#### BLANDNESS

You did not provide a description yet.  
(Key quality.blandness.desc )  
see Core rules, p.70

#### APTITUDE: CLOSE COMBAT

You did not provide a description yet.  
(Key quality.aptitude.desc )  
see Core rules, p.70

#### DOUBLE JOINTED

You did not provide a description yet.  
(Key quality.double\_jointed.desc )  
see Core rules, p.71

#### LOW-LIGHT VISION

You did not provide a description yet.  
(Key quality.low-light\_vision.desc )  
see Core rules, p.72



**Creation**

**Variant**  
Standard

**Priorities**  
EBACD

**Karma to Nuyen**  
0

**Extra Karma**  
0

**REWARDS FOR CACUQHTA**