

SHADOWRUN

PERSONAL DATA

Alias	Chatter_Box	Name	Jessi Lemons		
Metatype	Elf	Magic/Resonance	Mundane		
Sex	non-binary	Height	6	Weight	190
Age		Heat	0	Reputation	0
Karma	3	Total Karma	3	Essence	3.74

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	5	5	Initiative	13	13 +2D6
Reaction	5	8	Initiative (Matrix VR)	7	7 +2D6
Strength	2	2	Initiative (Astral)	8	8 +2D6
Willpower	2	2	Defense	0	13
Logic	3	3	Composure	0	10
Intuition	5	5	Judge Intentions	0	7
Charisma	8	8	Memory	0	8
Edge	5	5	Lift / Carry	0	6

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Low-Light Vision
Ambidextrous
Toughness
First Impression

NEGATIVE

Addiction 3
Cigarettes
Bad Luck
Low Pain Tolerance

CONDITION MONITOR

Stun Healing: BOD + WIL = 6

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

Drain resist: WIL (2) + ____

Physical Healing: BOD + BOD = 8

-2 -2 -2 -4 -4 -4 -6 -6

Damage resist: BOD (4) + mod.(0) = 4

Dam. overfl. Healing: 8 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					<i>Shotguns</i>	AGI		11		Lang: City Speak (Native)
Athletics	AGI	0	4		Influence	CHA	5	13	a	Law Enforcement
Close Combat	AGI	4	9		<i>Negotiation</i>	LOG		10	a	Local Gangs
<i>Blades</i>	AGI		11		Outdoors	INT	0	4		Runner Bars
Con	CHA	0	7		Perception	INT	3	8		
Electronics	LOG	3	6		<i>Visual</i>	INT		10		
<i>Computer</i>	LOG		8		Piloting	REA	0	7		
Engineering	LOG	0	2		Stealth	AGI	0	4		
Firearms	AGI	4	9							

a) First Impression

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Shotgun Arm Implant	11	5P	9/8/4/-/-	SA	8(m)
Ingram Black Knight	9	6P	1/10/11/8/8	BF/FA	50(c)/100(belt)
Name's Sake	9	3P	10/10/6/-/-	FA	20(c)/60(d)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	9	2S	10/-/-/-		

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

ARMOR

DEFENSIVE RATING **8**

Armor	Rating	Social
Body	4	8
Armor vest	3	-1
Chemical Protection (2), Drag Handle (0), Cold Resistance (2)		
Ballistic Mask	1	-2
Flare compensation (0), Image link (0), Vision enhancement (0)		

Defensive Pools against

Defensive Pools against	Defensive Actions	
Attacks	Block (Minor)	+4
Combat spells (Indirect)	Dodge (Minor)	+0
Combat spells (Direct)	Hit the dirt (Minor)	+2
Toxin Damage	Full Defense (Major)	+2
Drain	Boosted Defense (Major)	-3

GEAR					
Name	Amount	Page	Name	Amount	Page
Autopicker	1	CRB 278			
Plasteel restraints	1	CRB 278			

Ranged weapons

SHOTGUN ARM INPLANT					
Damage	Attack Rating	Mode	Ammo		
5P	9/8/4/-/-	SA	8(m)		
This gun is installed inside of Chatter_Box's Left arm.					
Accessory:					
Modifications:					
WiFi: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Remington Roomsweeper	9/8/4/-/-	SS	9/8/4/-/-	5P	11
		SA	7/6/2/-/-	6P	11

INGRAM BLACK KNIGHT					
Damage	Attack Rating	Mode	Ammo		
6P	1/10/11/8/8	BF/FA	50(c)/100(belt)		
Accessory: Gas-vent system					
Modifications: Smartgun system (internal), Safe Firing IFF System, Folding Stock					
WiFi: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Ingram Black Knight	1/10/11/8/8	SS	1/10/11/8/8	6P	9
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (wide)	-/8/9/6/6	7P	4
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (narrow)	-/6/7/4/4	8P	9
Stock: Folded (AR -/-/1/2/-3)	-/-/-/-	FA	-/4/5/2/2	6P	9

NAME'S SAKE					
Damage	Attack Rating	Mode	Ammo		
3P	10/10/6/-/-	FA	20(c)/60(d)		
Accessory: Silencer, Concealable holster, Spare clip (2x), Laser Sight (Low Power)					
Modifications: Metahuman Adaptation, Personalized Grip					
WiFi: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Krime Chatter	8/8/6/-/-	SS	10/10/6/-/-	3P	9
Laser Sight (Low Power)	1/1/-/-/-	FA	4/4/-/-/-	3P	9
Personalized Grip	1/1/-/-/-				

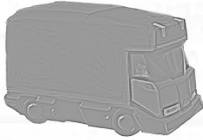
AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Holdout/L.Pistol/Mach. Pistol (10x) (APDS (Caseless))	10	CRB 262			
Holdout/L.Pistol/Mach. Pistol (10x) (Stick-n-Shock (Caseless))	8	CRB 262			
Shotgun (10x) (Flechette (Caseless))	3	CRB 262			

MELEE WEAPONS						
Unarmed	Pool	9	Damage	2S	Att.R.	10/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR		
Armor	Rating	Social
Body	4	
Armor vest	3	-1
Chemical Protection (2), Drag Handle (0), Cold Resistance (2)		
Ballistic Mask	1	-2
Flare compensation (0), Image link (0), Vision enhancement (0)		
Defensive rating	8	
*) Rating not included in defensive rating		

Vehicles / Drones

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

TOYOTA ADVENTURE											
Handling	Acc	Interval	Speed	Seat							
5/6	5/15	5/25	140	12							
Pil	Sens	Body	Arm	DR ^{D/A/R/J}							
1	1	10	6	5/5/-/-							
Accessories/Notes			Skills		D A R J						
Amenities (Low), Searchlight - Low Light, Armor - Ceramic, Rating 4, Anti-theft system - Rating 2, Off-Road Run-Flat Tires			Evade	7	1	-	-				
			Perception	8	1	-	-				
			Pilot	7	1	-	-				
			Stealth	-	1	-	-				
Ramming			Software		Rtg						
5P	AR	0 0 - -	D A R J	D A R J	P 7 0 - -						
No weapons mounted											
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -4	<input type="checkbox"/> -4

Matrix Devices

COMMLINK									
Model	Renraku Sensei								
Level	3	Data processing	2	Firewall	0				
Programs (concurrent 1)									
Accessory									
Biometric reader, Subvocal microphone									
Matrix status (10)									
<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: BUCKSHOT					
Alias	Type	Loy.	Infl.	Fav.	
BuckShot	Cleaner	6	3	0	
Description					
BuckShot is the Street Sam that Chatter_Box used to run with. While they don't actively run together anymore, Buckshot has become more of a 'Cleaner' of sorts for various endeavors that Chatter_Box has embarked on.					

CON: LOWJ4K					
Alias	Type	Loy.	Infl.	Fav.	
lowj4k	Decker	6	4	0	
Description					
The Decker that Chatter_Box used to run with. No bad blood between them, as long as you don't bring up the time that soycaf was spilled on someone's keyboard.					

CON: DANTE					
Alias	Type	Loy.	Infl.	Fav.	
Dante	Fixer	3	5	0	
Description					
Chatter_Box is working to become more of a fixer himself, and while doing that has picked up another fixer contact.					

CON: OFFICER MICHAEL REGAL					
Alias	Type	Loy.	Infl.	Fav.	
Officer Michael Regal	Seattle Police	4	3	0	
Description					
Over the years Officer Regal and Chatter_Box have had several run-ins. These days the relationship is a bit more personal with Regal bringing Chatter_Box into the fold as a Criminal Informant.					

CON: STATIC					
Alias	Type	Loy.	Infl.	Fav.	
Static	Info Broker	2	6	0	
Description					
Static being an Info Broker with Genesis by Stefan & Anja Prella, SR6-Version: 2.3.0					

CON: PICKUP					
Alias	Type	Loy.	Infl.	Fav.	
PickUp	Drone Rigger	4	2	0	
Description					
Drone Rigger that Chatter_Box used to run with. They work together at this point on a job project basis!					

SINs

JAKE JACKSON - QUALITY 5

Jake Jackson is an upstanding citizen with no criminal record. Jake doesn't have a super well paying job, and lives out of his van.
Licenses attached.

Licenses

Cyberware 5, Driver 5, Firearms License 5, Concealed Carry License 5

Lifestyles

CHATTER_BOX'S VAN

Type	Squatter	Cost	500¥
Month	1	SIN	Jake Jackson

Chatter_Box lives out of his van.

Options

keine

Notes

Edge Boost

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

Combat

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

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

Weapon Flash (FS96)	3
Quick draw any melee weapon	2
Weapon Spread (FS96)	2
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	2
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	3
Athletics as defense, NH>AGI opp. prone	3
Position	2
Freerunning (FS93)	2
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	2
+ 0.2 climb distance per hit	2
Matrix	2
Emergency Boost (CRB175)	4
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	3
Ignore noise penalty for next action	2
Technobabble (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	2
Next action does not increase OS	3
Social	3
Big Speech (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	2
Gain 200ny on a quick con, +20% on long	2
Driving	2
Aimbot (DC177)	1
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	2
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	1
Adjust range category by 1	2
Change Environment (DC178)	1
Choose Open, Restricted, Tight	5
Chicken (DC178)	1
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	1
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	2
Move one category closer to chased target	2
Equalizer (DC179)	1
Ignore targets position advantage	2
Escape! (DC179)	1
Test: Escape all followers at extreme range	4

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

Qualities

POSITIVE

LOW-LIGHT VISION

You did not provide a description yet.
(Key quality.low_light_vision.desc)
see Core rules, p.72

AMBIDEXTROUS

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

TOUGHNESS

You did not provide a description yet.
(Key quality.toughness.desc)
see Core rules, p.73

FIRST IMPRESSION

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

NEGATIVE

ADDICTION: CIGARETTES

You did not provide a description yet.
(Key quality.addiction.desc)
see Core rules, p.74

BAD LUCK

You did not provide a description yet.
(Key quality.bad_luck.desc)
see Core rules, p.75

LOW PAIN TOLERANCE

You did not provide a description yet.
(Key quality.low_pain_tolerance.desc)
see Core rules, p.78

Augmentation

CYBERWARE

IMPLANTED SHOTGUN

You did not provide a description yet.
(Key item.cyber_shotgun.desc)
see Core rules, p.290

REACTION ENHANCERS

You did not provide a description yet.
(Key item.reaction_enhancers.desc)
see Core rules, p.287

RETINAL DUPLICATION

You did not provide a description yet.
(Key item.retinal_duplication.desc)
see Core rules, p.285

Creation

Variant
Standard

Priorities
DAEBC

Karma to Nuyen
0

Extra Karma
0

REWARDS FOR CHATTER_BOX