

SHADOWRUN

PERSONAL DATA

| | | | | | |
|-----------------|----------|------------------------|--------------|-------------------|------|
| Alias | Clean-Up | Name | Andrew Lewis | | |
| Metatype | Human | Magic/Resonance | Adept | | |
| Sex | male | Height | 0 | Weight | 0 |
| Age | 24 | Heat | 0 | Reputation | 0 |
| Karma | 5 | Total Karma | 5 | Essence | 6.00 |

ATTRIBUTES

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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Adept
Attribute Mastery
Agility
Exceptional Attribute
Agility
Mentor Spirit
Eagle

NEGATIVE

Allergy (common, mild)
Pollutants
Incompetent
Firearms
Impaired 2
Logic
Honorbound
Whit Hat

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

| | | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
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|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|

Drain resist: WIL (4) + ____

Physical Healing: BOD + BOD = 10

| | | | | | | | | | |
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Damage resist: BOD (5) + mod.(0) = 5

Dam. overfl. Healing: 10 - Mod. =

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|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|

SKILLS

| Skill | Attr. | Rtg | Pool | Notes | Skill | Attr. | Rtg | Pool | Notes | Language/Knowledge |
|------------------|-------|-----|------|-------|---------------------|-------|-----|------|-------|-------------------------|
| Untrained | | | | | Influence | CHA | 2 | 6 | | Lang: English (Native) |
| Athletics | AGI | 6 | 14 | a | <i>Intimidation</i> | CHA | | 8 | | Spirits...And cocktails |
| Close Combat | AGI | 5 | 13 | | Outdoors | INT | 0 | 2 | | Sports |
| <i>Clubs</i> | AGI | | 15 | | Perception | INT | 3 | 6 | b, c | |
| Con | CHA | 0 | 3 | | Piloting | REA | 3 | 9 | | |
| Electronics | LOG | 0 | 1 | | Stealth | AGI | 3 | 11 | a | |
| Engineering | LOG | 0 | 1 | | | | | | | |
| Firearms | AGI | 0 | 7 | | | | | | | |

a) Attribute Mastery, b) Eagle, c) Combat Sense

WEAPONS

| Ranged weapon | Pool | Damage | Att.R. | Mode | Ammo |
|----------------------------|------|--------|----------|------|------|
| Improvised Throwing Weapon | 14 | 1S | -/-/-/- | - | |
| | | | | | |
| | | | | | |
| | | | | | |
| Melee weapon | Pool | Damage | Att.R. | | |
| Club (Weapon focus) | 16 | 3S | 13/-/-/- | | |
| Extendable baton | 15 | 2S | 14/-/-/- | | |
| Unarmed | 13 | 2S | 11/-/-/- | | |

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

ARMOR

DEFENSIVE RATING **13**

| Armor | Rating | Social |
|--------------------------------|--------|---------------------------|
| Body | 5 | 4 |
| Armor jacket | 4 | -3 |
| Helmet | 1 | -4 |
| Mystic Armor | 1 | 0 |
| SecureTech Invisi-Shield Armor | 2 | 0 |
| Defensive Pools against | | Defensive Actions |
| Attacks | 10 | Block (Minor) +5 |
| Combat spells (Indirect) | 10 | Dodge (Minor) +6 |
| Combat spells (Direct) | 7 | Hit the dirt (Minor) +2 |
| Toxin Damage | 9 | Full Defense (Major) +4 |
| Drain | 0 | Boosted Defense (Major) 6 |

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 = 9

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 (5) 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

Bartitsu FS 98

Parry, Precision Strikes (Clubs)

| 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 |
| Combat Sense 1 | pass. | 0.0 | CRB 156 |
| Enhanced Accuracy | pass. | 0.5 | CRB 157 |
| Improved Physical Attribute (Agility) 1 | pass. | 1.0 | CRB 157 |
| Improved Reflexes 3 | pass. | 3.0 | CRB 157 |
| Missile Mastery | pass. | 1.0 | Wyrd 82 |
| Mystic Armor 1 | pass. | 0.25 | CRB 157 |
| Power Throw 1 | pass. | 0.5 | Wyrd 83 |
| Quick Draw | pass. | 0.25 | Wyrd 83 |
| Rapid Healing 1 | pass. | 0.5 | CRB 158 |

| FOCI | | | |
|--------------|-----|--------|---------|
| Name | Rtg | Choice | Page |
| Weapon focus | 1 | Club | 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 |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
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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 |
| Contacts, Rating 3 | 1 | CRB 274 | | | |
| <i>Thermographic vision</i> | | CRB 275 | | | |
| <i>Image link</i> | | CRB 275 | | | |
| <i>Low-light vision</i> | | CRB 275 | | | |
| Respirator, Rating 6 | 1 | CRB 280 | | | |
| Stim patch, Rating 6 | 1 | CRB 282 | | | |
| Trauma patch | 1 | CRB 282 | | | |
| | | | | | |
| | | | | | |

Ranged weapons

| IMPROVISED THROWING WEAPON | | | | | | |
|----------------------------|---------------|-----------|-------|---------|-----|------|
| Damage | Attack Rating | Mode | Ammo | | | |
| 1S | -/-/-/- | - | | | | |
| Accessory: | | | | | | |
| Modifications: | | | | | | |
| Attack Rating | Modifiers | AR | Modes | AR | Dam | Pool |
| Improvised Throwing Weapon | -/-/-/- | | SS | -/-/-/- | 1S | 14 |
| Power Throw | | 1/1/1/1/1 | | | | |
| Enhanced Accuracy | | 2/2/2/2/2 | | | | |

| AMMUNITION | | | | | |
|------------|--------|------|------|--------|------|
| Name | Amount | Page | Name | Amount | Page |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |


| MELEE WEAPONS | | | | | | |
|---------------------|-------------------|----|--------|----|----------|----------|
| Club (Weapon focus) | Pool | | Damage | | Att.R. | |
| | 16 | | 3S | | 13/-/-/- | |
| Extendable baton | Pool | 15 | Damage | 2S | Att.R. | 14/-/-/- |
| Modifications | Personalized Grip | | | | | |
| Unarmed | Pool | 13 | Damage | 2S | Att.R. | 11/-/-/- |
| | Pool | | Damage | | Att.R. | |

| ARMOR | | |
|--|-----------|--------|
| Armor | Rating | Social |
| Body | 5 | |
| Armor jacket | 4 | -3 |
| Helmet | 1 | -4 |
| Mystic Armor | 1 | 0 |
| SecureTech Invisi-Shield Armor | 2 | 0 |
| | | |
| | | |
| Defensive rating | 13 | |
| *) Rating not included in defensive rating | | |

Vehicles / Drones

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

SUZUKI TRANSIT

| Handling | Acc | Interval | Speed | Seat |  |
|-----------------------------|--------------------------|-----------------------------|-----------------------------|-----------------------------|--|
| 2/3 | 25 | 30 | 250 | 2 | |
| Pil | Sens | Body | Arm | DR _(D/A/R/J) | |
| 1 | 1 | 4 | 1 | 4/-/-/ | |
| Accessories/Notes | | | | Skills | D A R J |
| x Guide Override, Spoof Kit | | | | Evade | 9 1 - - |
| | | | | Perception | 6 1 - - |
| | | | | Pilot | 9 1 - - |
| | | | | Stealth | - 1 - - |
| Ramming | | | | Software | Rtg |
| 2P | AR 4 | 0 - - | P 9 | 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"/> | <input type="checkbox"/> | <input type="checkbox"/> -1 | <input type="checkbox"/> -2 | <input type="checkbox"/> -2 | <input type="checkbox"/> -3 |

Matrix Devices

COMMLINK

| | | | | | |
|--------------------------------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| Model | Renraku Sensei | | | | |
| Level | 3 | Data processing | 2 | Firewall | 0 |
| Programs (concurrent 1) | | | | | |
| Accessory | Subvocal microphone, AR gloves, Trodes | | | | |
| Matrix status (10) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Contacts

CON: GWEN TORRES

| Alias | Type | Loy. | Infl. | Fav. |
|---|-----------|------|-------|------|
| Gwen Torres | Physician | 4 | 4 | 0 |
| Description | | | | |
| Awakened EM Physician working out of University of Washington Hospital. Family friend for years, and the one who fixed my arm | | | | |

CON: DANTE GIOVANNI

| Alias | Type | Loy. | Infl. | Fav. |
|--|-------|------|-------|------|
| Dante Giovanni | Fixer | 4 | 4 | 0 |
| Description | | | | |
| Nocturnae CPA operating out of Downtown Seattle, and Andy's former roommate. | | | | |

CON: SHANNON KRAMER

| Alias | Type | Loy. | Infl. | Fav. |
|--|----------|------|-------|------|
| Shannon Kramer | Reporter | 4 | 4 | 0 |
| Description | | | | |
| Reporter who got her start covering the Sounders, and Andy's on-again, off again SO. | | | | |

SINs

ROY HOBBS - QUALITY 4

| Licenses | | | | |
|---|--|--|--|--|
| Adept abilities 4, Driver 4, Other Foci 4 | | | | |

Lifestyles

CRAMPED APARTMENT

| Type | Low | Cost | 2000¥ |
|---------|-----|------|-----------|
| Month | 1 | SIN | Roy Hobbs |
| Options | | | |
| keine | | | |

Notes

Improvised throwing weapons AR 13/13/8 maximum range of 100 meters, DV 2 stun