

SHADOWRUN

PERSONAL DATA

| | | | | | |
|----------|--------|-----------------|--------------|------------|------|
| Alias | DialUp | Name | Ruben Vegara | | |
| Metatype | Elf | Magic/Resonance | Mundane | | |
| Sex | male | Height | 1 | Weight | 135 |
| Age | | Heat | 0 | Reputation | 0 |
| Karma | 0 | Total Karma | 0 | Essence | 3.60 |

ATTRIBUTES

| | Rtg | Pool | | Rtg | Pool |
|-----------|-----|------|------------------------|-----|---------|
| Body | 4 | 4 | Minor Actions | 1 | 2 |
| Agility | 6 | 6 | Initiative | 10 | 10 +2D6 |
| Reaction | 5 | 5 | Initiative (Matrix VR) | 11 | 11 +2D6 |
| Strength | 2 | 2 | Initiative (Astral) | 13 | 13 +2D6 |
| Willpower | 3 | 3 | Defense | 0 | 10 |
| Logic | 6 | 8 | Composure | 0 | 6 |
| Intuition | 5 | 5 | Judge Intentions | 0 | 8 |
| Charisma | 3 | 3 | Memory | 0 | 13 |
| Edge | 3 | 3 | Lift / Carry | 0 | 7 |

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Analytical Mind

NEGATIVE

Combat Paralysis
Distinctive Style
Social Stress
Talking to attractive wome...

CONDITION MONITOR

Stun Healing: BOD + WIL = 7

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

Drain resist: WIL (3) + ____

Physical Healing: BOD + BOD = 8

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

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 |
|---------------------------|-------|-----|------|-------|-----------------|-------|-----|------|-------|-------------------------|
| Trained | | | | | <i>Hardware</i> | LOG | | 15 | a | Lang: English (Native) |
| Biotech | LOG | 2 | 10 | a | Engineering | LOG | 5 | 13 | a | Lang: Spanish |
| Cracking | LOG | 6 | 14 | a | Firearms | AGI | 2 | 8 | | Artificial Intelligence |
| <i>Electronic Warfare</i> | LOG | | 16 | a | Influence | CHA | 0 | 2 | | Comic Books |
| Untrained | | | | | Outdoors | INT | 0 | 4 | | Matrix Hacking Exploits |
| Athletics | AGI | 4 | 10 | | Perception | INT | 1 | 6 | | Shadowrunners |
| Close Combat | AGI | 1 | 7 | | Piloting | REA | 1 | 6 | | Street Gangs |
| Con | CHA | 1 | 4 | b | Stealth | AGI | 1 | 7 | | |
| Electronics | LOG | 5 | 13 | a | | | | | | |

a) Analytical Mind, b) Social Stress

WEAPONS

| Ranged weapon | Pool | Damage | Att.R. | Mode | Ammo |
|--------------------|------|--------|--------------|-------|-------|
| Ares Predator VI | 8 | 3P | 12/12/10/-/- | SA/BF | 15(c) |
| Colt Agent Special | 8 | 3P | 10/8/-/-/- | SS/SA | 8(c) |
| | | | | | |
| | | | | | |
| Melee weapon | Pool | Damage | Att.R. | | |
| Stun baton | 7 | 5S(e) | 8/-/-/-/- | | |
| Unarmed | 7 | 2S | 7/-/-/-/- | | |

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

ARMOR

DEFENSIVE RATING **9**

| Armor | Rating | Social |
|---|-------------------|----------------------------|
| Body | 4 | 3 |
| Armor jacket | 4 | -3 |
| Chemical Protection (2), Thermal Dissipation (2), Fire Resistance (3) | | |
| Ballistic Mask | 1 | -2 |
| Flare compensation (0), Image link (0), Smartlink (0) | | |
| Defensive Pools against | Defensive Actions | |
| Attacks | 10 | Block (Minor) +1 |
| Combat spells (Indirect) | 8 | Dodge (Minor) +4 |
| Combat spells (Direct) | 8 | Hit the dirt (Minor) +2 |
| Toxin Damage | 7 | Full Defense (Major) +3 |
| Drain | 0 | Boosted Defense (Major) -3 |

| AUGMENTATIONS | | | |
|--|-------|---------|---------|
| Augmentation | Level | Essence | Page |
| Cerebral booster | 2 | 0.4 | CRB 293 |
| Cyberjack Rating 3 | - | 2.0 | CRB 283 |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| Act. Essence (3.6) = 6 - Hole (0.0) - Sum augmentations (2.4) | | | |

| GEAR | | |
|-----------------------------------|--------|---------|
| Name | Amount | Page |
| Biomonitor | 1 | CRB 281 |
| Datachip | 3 | CRB 269 |
| Data tap | 1 | CRB 269 |
| Earbuds, Rating 3 (2 Accessories) | 1 | CRB 275 |
| Glasses, Rating 4 (3 Accessories) | 1 | CRB 274 |
| Micro-transceiver | 1 | CRB 270 |
| Security tag | 2 | CRB 269 |
| Sensor Tag | 5 | CRB 269 |
| Stealth tag | 3 | CRB 269 |
| Tag eraser | 1 | CRB 270 |
| White noise generator, Rating 3 | 1 | CRB 270 |
| | | |
| | | |
| | | |

| CONTACTS | | | | |
|-------------|-------------------|------|-------|------|
| Alias | Type | Loy. | Infl. | Fav. |
| Wolf Spider | Decker/Mentor | 3 | 3 | 0 |
| Luna Mendez | KE Patrol Officer | 3 | 1 | 0 |
| Lumpy | Fence | 1 | 2 | 0 |
| Flex | Ganger | 2 | 3 | 0 |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

| LIFESTYLES | | | |
|------------|------|-------|-------|
| Lifestyle | Type | Cost | Month |
| Wolf's Den | Low | 2000¥ | 1 |
| | | | |
| | | | |


| SINS | |
|-------------------|---------|
| Name | Quality |
| Jose Arrelío | 3 |
| Francis Templeton | 1 |
| | |
| | |
| | |

| MATRIX DEVICES | | | | | |
|--|-------|---|-----|--------|----|
| Name | Progr | D | Fir | Attack | SI |
| Cyberjack Rating 3 | 0 | 6 | 5 | - | - |
| MCT 360 | 6 | - | - | 6 | 5 |
| <i>Armor, Baby Monitor, Biofeedback, Biofeedback Filter, Blackout, Browse, Configurator, Decryption, Defuse, Edit, Encryption, Exploit, Fork, Lockdown, Overclock, Signal Scrubber, Stealth, Toolbox, Trace, Virtual Machine</i> | | | | | |
| Renraku Sensei | 1 | 2 | - | - | - |
| | | | | | |
| | | | | | |

| CURRENCY |
|-----------------|
| Nuyen (¥): 2209 |
| |
| |
| |
| |

| VEHICLES / DRONES | | | | | | | | | | | |
|-------------------|-------|-------|-----|-------|-------|-----|------|-----|------|------|--|
| Vehicles | Type | Handl | Acc | Intvl | Speed | Pil | Body | Arm | Sens | Seat | |
| Yamaha Growler | Bikes | 3 | 15 | 20 | 180 | 1 | 6 | 4 | 1 | 2 | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Drones | Count | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

YAMAHA GROWLER

| Handling | Acc | Interval | Speed | Seat |  |
|--------------------------|--------------------------|-----------------------------|-----------------------------|-----------------------------|--|
| 3 | 15 | 20 | 180 | 2 | |
| Pil | Sens | Body | Arm | DR _{D/A/R/J} | |
| 1 | 1 | 6 | 4 | 5/3/-/- | |
| Accessories/Notes | | | | Skills | D A R J |
| Spoof Kit | | | | Evade | 6 1 - - |
| | | | | Perception | 6 1 - - |
| | | | | Pilot | 6 1 - - |
| | | | | Stealth | - 1 - - |
| Ramming | | | | Software | Rtg |
| 3P | AR 2 | 0 - - | P 6 | 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 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> -1 | <input type="checkbox"/> -2 | <input type="checkbox"/> -2 | <input type="checkbox"/> -3 |

Matrix Devices

CYBERDECK

| | | | | | |
|--------------------------------|---------|--------------------------|--------------------------|--------------------------|--------------------------|
| Model | MCT 360 | Attack | 6 | Sleaze | 5 |
| Level | 3 | Attack | | Sleaze | |
| Actual config | | Data processing | | Firewall | |
| Programs (concurrent 6) | | | | | |
| Armor | | Baby Monitor | | Biofeedback | |
| Biofeedback Filter | | Blackout | | Browse | |
| Configurator | | Decryption | | Defuse | |
| Edit | | Encryption | | Exploit | |
| Fork | | Lockdown | | Overclock | |
| Signal Scrubber | | Stealth | | Toolbox | |
| Trace | | Virtual Machine | | | |
| Matrix status (10) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

COMMLINK

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

Contacts

CON: WOLF SPIDER

| Alias | Type | Loy. | Infl. | Fav. |
|---|---------------|------|-------|------|
| Wolf Spider | Decker/Mentor | 3 | 3 | 0 |
| Description | | | | |
| Former security spider turned white hat hacker. | | | | |

CON: LUNA MENDEZ

| Alias | Type | Loy. | Infl. | Fav. |
|--|-------------------|------|-------|------|
| Luna Mendez | KE Patrol Officer | 3 | 1 | 0 |
| Description | | | | |
| Newly minted KE Patrol Officer. Grew up together in half way houses in Redmond | | | | |

CON: LUMPY

| Alias | Type | Loy. | Infl. | Fav. |
|--|-------|------|-------|------|
| Lumpy | Fence | 1 | 2 | 0 |
| Description | | | | |
| Lumpy is an ork who is a small-time crook and fence. | | | | |

CON: FLEX

| Alias | Type | Loy. | Infl. | Fav. |
|--|--------|------|-------|------|
| Flex | Ganger | 2 | 3 | 0 |
| Description | | | | |
| Flex is a Lt. in the Crimson Crush. Has known DialUp for since they were kids. | | | | |

SINs

JOSE ARRELIO - QUALITY 3

| |
|--|
| Similar biometrics, Ruben is a little taller and thinner. The hair color is different but that is easy enough to explain away. |
| Licenses |
| Concealed Carry License 3, Cyberdeck 3, Cyberjack 3, Firearms License 3, Driver 3, Smartgun/Smartlink 3 |

FRANCIS TEMPLETON - QUALITY 1

| |
|-----------------|
| Gender match |
| Licenses |

WOLF'S DEN

| | | | |
|---|-----|-------------|-------|
| Type | Low | Cost | 2000¥ |
| Month | 1 | SIN | |
| Flop house in Redmond for like minded young adults. Shared living spaces and lack of privacy are part of the low rent. Run by former security spider turned white-hat hacker Wolf Spider. | | | |
| Options | | | |
| keine | | | |

KNOWLEDGE AND LANGUAGES

| | | | |
|-------------------------|-------------------------|------------------|--|
| Knowledge skills | Matrix Hacking Exploits | Languages | |
| Artificial Intelligence | Shadowrunners | English | |
| Comic Books | Street Gangs | Spanish | |

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

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

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

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

Software

BASIC PROGRAMS

BABY MONITOR

You did not provide a description yet.
(Key item.baby_monitor.desc)
see Core rules, p.184

BROWSE

You did not provide a description yet.
(Key item.browse.desc)
see Core rules, p.184

CONFIGURATOR

You did not provide a description yet.
(Key item.configurator.desc)
see Core rules, p.184

EDIT

You did not provide a description yet.
(Key item.edit.desc)
see Core rules, p.184

ENCRYPTION

You did not provide a description yet.
(Key item.encryption.desc)
see Core rules, p.184

SIGNAL SCRUBBER

You did not provide a description yet.
(Key item.signal_scrubber.desc)
see Core rules, p.184

TOOLBOX

You did not provide a description yet.
(Key item.toolbox.desc)
see Core rules, p.184

VIRTUAL MACHINE

You did not provide a description yet.
(Key item.virtual_machine.desc)
see Core rules, p.184

HACKINGPROGRAMS

ARMOR

You did not provide a description yet.
(Key item.armor.desc)
see Core rules, p.184

BIOFEEDBACK

You did not provide a description yet.
(Key item.biofeedback.desc)
see Core rules, p.184

BIOFEEDBACK FILTER

You did not provide a description yet.
(Key item.biofeedback_filter.desc)
see Core rules, p.184

BLACKOUT

You did not provide a description yet.
(Key item.blackout.desc)
see Core rules, p.184

DECRYPTION

You did not provide a description yet.
(Key item.decryption.desc)
see Core rules, p.184

DEFUSE

You did not provide a description yet.
(Key item.defuse.desc)
see Core rules, p.184

EXPLOIT

You did not provide a description yet.
(Key item.exploit.desc)
see Core rules, p.184

FORK

You did not provide a description yet.
(Key item.fork.desc)
see Core rules, p.184

LOCKDOWN

You did not provide a description yet.
(Key item.lockdown.desc)
see Core rules, p.184

OVERCLOCK

You did not provide a description yet.
(Key item.overclock.desc)
see Core rules, p.184

STEALTH

You did not provide a description yet.
(Key item.stealth.desc)
see Core rules, p.185

TRACE

You did not provide a description yet.
(Key item.trace.desc)
see Core rules, p.185

Qualities

POSITIVE

LOW-LIGHT VISION

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

ANALYTICAL MIND

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

NEGATIVE

COMBAT PARALYSIS

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

DISTINCTIVE STYLE

Integrated old tech sewn into clothing (circuit boards, copper wire, etc.) He wears a belt made from old pager housings and NES controllers. Cyberdeck has been integrated into an old Nintendo Power Glove.

SOCIAL STRESS: TALKING TO ATTRACTIVE WOMEN

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

Augmentation

CYBERWARE

CYBERJACK RATING 3

You did not provide a description yet.
(Key item.cyberjack3.desc)
see Core rules, p.283

BIOWARE

CEREBRAL BOOSTER

You did not provide a description yet.
(Key item.cerebral_booster.desc)
see Core rules, p.293

Creation

Variant
Standard

Priorities
DAECB

Karma to Nuyen
4

Extra Karma
0

REWARDS FOR DIALUP