

SHADOWRUN

PERSONAL DATA

Alias	Doc	Name	Rex Graves		
Metatype	Elf	Magic/Resonance	Mundane		
Sex	male	Height	5	Weight	215
Age		Heat	0	Reputation	0
Karma	2	Total Karma	2	Essence	5.70

ATTRIBUTES

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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Low-Light Vision
Will To Live 3
Ambidextrous

NEGATIVE

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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

Drain resist: WIL (3) + ____

Physical Healing: BOD + BOD = 10

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

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

Dam. overfl. Healing: 10 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Firearms	AGI	4	9		Lang: Japanese (Spec.)
Biotech	LOG	6	12		Influence	CHA	0	3		Lang: Language (Native)
Untrained					Outdoors	INT	0	2		Lang: Mandarin (Spec.)
Athletics	AGI	1	6		Perception	INT	3	6		Combat Medik
Close Combat	AGI	0	4		Piloting	REA	1	6		Doc Wagon inside knowledge
Con	CHA	0	3		Stealth	AGI	1	6		
Electronics	LOG	2	8							
Engineering	LOG	2	8							

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
AK-97	9	5P	8/17/14/12/5	SA/BF/FA	38(c)
HK P60 Tactical	9	3P	9/10/6/-/-	SA	15(c)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	4	2S	8/-/-/-		

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

ARMOR

DEFENSIVE RATING **12**

Armor	Rating	Social
Body	5	4
Full body armor with helmet	7	-9
Smartlink (0), MEMS Basic Harness (0), Trodes (0), Erika Elite (0), Image link (0), Select sound filter (3)		
Defensive Pools against	Defensive Actions	
Attacks	8	Block (Minor) +0
Combat spells (Indirect)	8	Dodge (Minor) +1
Combat spells (Direct)	6	Hit the dirt (Minor) +2
Toxin Damage	8	Full Defense (Major) +3
Drain	0	Boosted Defense (Major) -1

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Essy Motors DroneMaster	-	0.3	CRB 197
, Armor, , Biotech, Rating 6, Maneuvering, Rating 6			
Act. Essence (5.7) = 6 - Hole (0.0) - Sum augmentations (0.3)			

GEAR		
Name	Amount	Page
Biomonitor	2	CRB 281
Contacts, Rating 3 (2 Accessories)	1	CRB 274
Datachip	1	CRB 269
Medkit, Rating 6	1	CRB 281
Respirator, Rating 6	1	CRB 280
Survival kit	1	CRB 280

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Tinny	Rigger	4	4	0
Grace Nam	Fixer	4	4	0
Tyson Rios	Street Sam	4	4	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Downtown Apartment	Low	2000¥	1

SINS	
Name	Quality
Desmond Doss	6

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Essy Motors DroneMaster	4	4	4	-	-
Erika Elite	2	2	1	-	-
Armor					

CURRENCY	
Nuyen (¥):	4565
Credstick	Ebony

VEHICLES / DRONES											
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat	
The Wagon	Vans and Cargo Trucks	5/7	15	20	140	2	16	12	3	10	
Drones	Count										
Vlad	1	Ground Drones	3	5	10	7	4	6	10	4	

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

CONTROL RIGS

Regular Attribute		Jumped-In Attribute	
Body	⇒	Willpower	3
Strength	⇒	Charisma	4
Agility	⇒	Logic	6
Reaction	⇒	Intuition	3

EDGE ACTIONS

Minor Actions		Evade Pursuit I (4)	DC 179
Command Drone	CRB 41	In the Zone (4)	DC 178
Edge Actions (Cost)		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	Boost	
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
Biomonitor	2	CRB 281			
Contacts, Rating 3	1	CRB 274			
<i>Smartlink</i>		CRB 275			
<i>Image link</i>		CRB 275			
Datachip	1	CRB 269			
Medkit, Rating 6	1	CRB 281			
Respirator, Rating 6	1	CRB 280			
Survival kit	1	CRB 280			

Ranged weapons

AK-97					
Damage	Attack Rating	Mode	Ammo		
5P	8/17/14/12/5	SA/BF/FA	38(c)		
Accessory: Shock pads, Detachable Drum Magazine, Silencer, Guncam, Tactical Sling					
Modifications: Smartgun system (internal), Foregrip, Rigid 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
AK-97	4/11/9/7/1	SS	8/17/14/12/5	5P	9
Foregrip	1/2/1/-/-	SA	6/15/12/10/3	6P	9
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/1	BF (wide)	6/15/12/10/3	6P	4
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (narrow)	4/13/10/8/1	7P	9
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	FA	2/11/8/6/-	5P	9
Rigid Stock: Replacing existing stock (AR -/+1/+1/+2/+1)	-1/1/2/1				
Rigid Stock: Adding to weapon without stock (AR -1/+1/+1/+2/+1)	-1/1/2/1				

HK P60 TACTICAL					
Damage	Attack Rating	Mode	Ammo		
3P	9/10/6/-/-	SA	15(c)		
Accessory: Image link, Silencer, Laser Sight (Standard, German Rules only), Concealable Quick Draw Holster					
Modifications: Smartgun system (internal), Easy Breakdown					
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
HK P60 Tactical	9/10/6/-/-	SS	9/10/6/-/-	3P	9
Laser Sight (Standard, German Rules only)	1/1/1/-/-	SA	7/8/4/-/-	4P	9
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2				
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				


AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Grenade, Fragmentation	4	CRB 263			
Grenade, Zapper	3	FS 38			
Heavy Pistol/SMG (10x) (Regular (Caseless))	8	CRB 262			
Rifles (10x) (Gel (Caseless))	8	CRB 262			
Rifles (10x) (Regular (Caseless))	31	CRB 262			

MELEE WEAPONS					
Unarmed	Pool	4	Damage	2S	Att.R.
					8/-/-/-

ARMOR			
Armor	Rating	Social	
Body	5		
Full body armor with helmet	7	-9	
Smartlink (0), MEMS Basic Harness (0), Trodes (0), Erika Elite (0), Image link (0), Select sound filter (3)			
Armor vest	3*	-1	
Thermal Dissipation (2)			
Clothing (Middle)	0*	0	
Defensive rating	12		
*) Rating not included in defensive rating			

Vehicles / Drones

THE WAGON

Handling	Acc	Interval	Speed	Seat	
5/7	15	20	140	10	
Pil	Sens	Body	Arm	DR (D/A/R/J)	
2	3	16	12	13/11/-/-	

Accessories/Notes
GridLink, Passenger Protection Systems (PPS), Rating 6, Valkyrie Module, Smuggling Compartment - Shielding, Rating 4, Ram Plate, Rating 16, Drone rack - Medium, Spoof Kit, Road Strip Ejector, Anti-theft system - Rating 4, Electrochromic Paint, Rigger interface, Smart Tires

Skills

Evade	6	1	-	-
Perception	6	2	-	-
Pilot	6	1	-	-
Stealth	-	1	-	-


Software

Ramming	8P	AR	4	2	-	-	P	6	1	-	-
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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	<input type="checkbox"/> -4	<input type="checkbox"/> -5	<input type="checkbox"/> -5
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VLAD

Handling	Acc	Interval	Speed	
3	5	10	7	
Pil	Sens	Body	Arm	
4	4	6	10	11/9/-/-

Accessories/Notes
Secondary: Tracked, Rating 6, Increase Cargo Space, Rating 1, MedEvac, Powered Breakdown, Rating 4, Valkyrie Module, Mechanical Arm - Large, Spoof Kit, Searchlight - Normal Vision, Rigger interface, Anti-theft system - Rating 4, Zapper

Skills

Evade	3	-	-
Perception	3	-	-
Pilot	3	-	-
Stealth	3	-	-

This drone was thrown out for malfunctioning by impaling the first patient it ever had. He did not survive.

Software

Ramming	3P	AR	-	3	-	-	P	-	3	-	-
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No weapons mounted

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<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
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Matrix Devices

RIGGER CONSOLE

Model	Essy Motors DroneMaster				
Level	3	Attack	-	Sleaze	-
		Data processing	4	Firewall	4

Programs (concurrent 4)
Armor

Accessory
Biotech, Rating 6, Maneuvering, Rating 6

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"/>
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COMMLINK

Model	Erika Elite				
Level	4	Data processing	2	Firewall	1

Programs (concurrent 2)
Armor

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"/>
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Contacts

CON: TINNY

Alias	Type	Loy.	Infl.	Fav.
Tinny	Rigger	4	4	0

Description
Go to engineer for my drones.

CON: GRACE NAM

Alias	Type	Loy.	Infl.	Fav.
Grace Nam	Fixer	4	4	0

Description
DocWagon Dispacter by day Fixer by night.

CON: TYSON RIOS

Alias	Type	Loy.	Infl.	Fav.
Tyson Rios	Street Sam	4	4	0

Description
Ex Doc Wagon HRT

SINs

DESMOND DOSS - QUALITY 6

Licenses
Cyberware 6, Concealed Carry License 6, Firearms License 6, Heavy Armor License 6

Lifestyles

DOWNTOWN APARTMENT

Type	Low	Cost	2000¥
Month	1	SIN	Desmond Doss
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: ptly. 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

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

Driving

Evade Pursuit I (DC179)	
Increase range to followers by 1	
Evade Pursuit II (DC179)	
Increase range to followers by 2	
Evasive Action (DC177)	
Add Pilot rank to veh. defense test	
Focus (DC179)	
Vehicle Handling -1 for one test	
Greaser (DC178)	
Oil slick: Target may not spend Edge	
Hit the Brakes! (DC179)	
All followers one category closer	
In the Zone (DC178)	
Ignore handling penalties for 1 test	
Pickup (DC178)	
Pickup target while driving	
Point Defense (DC178)	
Attack incoming missile w. ranged weapon	
Redline (DC179)	
+2 range categories for 4P dmg - or prevent	

Smokescreen I (DC178)	
Gain 1 level or Cover status	
Smokescreen II (DC178)	4
Gain 2 level or Cover status	
Smokescreen III (DC178)	7
Gain 3 level or Cover status	
Smokescreen IV (DC178)	4
Gain 4 level or Cover status	
Subtle Pilot (DC179)	2
+pilot rank on stealth test	
The Exit (DC178)	2
When piloting, exit vehicle safely	
The Rigger's Advantage (DC178)	2
Add control rig rating to hits	
Tokyo Drift (DC179)	4
Chased: Drift action prevents opp. get closer	
Up the Ante I (DC179)	4
Tight: Add 1 handling for everyone	
Up the Ante II (DC179)	5
Tight: Add 2 handling for everyone	
Up the Ante III (DC179)	4
Tight: Add 3 handling for everyone	

1 Other

Assembled with Love and Bondo (DC170)	2
Mod last net hits hours, then broken	
Black Thumb (DC170)	3
Rush job on moving vehilce	
Change Environment (DC178)	4
Choose Open, Restricted, Tight	
Equalizer (DC179)	3
Ignore targets position advantage	
Escape! (DC179)	6
Test: Escape all followers at medium range	
Focus (DC179)	3
Athletics threshold-1 for one test	
Sudden Insight (CRB48)	2
No penalty for skill without rank	
Up the Ante I (DC179)	2
Tight: Add 1 threshold for everyone	
Up the Ante II (DC179)	4
Tight: Add 2 threshold for everyone	
Up the Ante III (DC179)	6
Tight: Add 3 threshold for everyone	

Software

HACKINGPROGRAMS

ARMOR

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

ARMOR

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

Qualities

POSITIVE

LOW-LIGHT VISION

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

WILL TO LIVE

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

AMBIDEXTROUS

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

Augmentation

CYBERWARE

ESSY MOTORS DRONEMASTER

You did not provide a description yet.
(Key item.essy_motors_drone_master.desc)
see Core rules, p.197

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	DAECB	0	0

REWARDS FOR DOC