

SHADOWRUN

PERSONAL DATA

Alias	Havok	Name	Marcela Ocampo		
Metatype	Ork	Magic/Resonance	Mundane		
Sex	female	Height	0	Weight	0
Age		Heat	0	Reputation	0
Karma	1	Total Karma	1	Essence	3.75

ATTRIBUTES

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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Built Tough 1
Catlike
Double Jointed

NEGATIVE

Maybe You Missed Something
Incompetent
Piloting
Allergy (seasonal, mod.)
Insect Stings
Addiction 2
Nic-Stick

CONDITION MONITOR

Stun Healing: BOD + WIL = 6

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Drain resist: WIL (2) + ____

Physical Healing: BOD + BOD = 8

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

Dam. overfl. Healing: 8 - Mod. =

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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					Firearms	AGI	2	7		Lang: English (Native)
Athletics	AGI	1	6	a, b	<i>Heavy Pistols</i>	AGI		9		Lang: Spanish (Spec.)
<i>Sprinting</i>	AGI		8	a, b	Influence	CHA	0	4		Corporate Security Tactics
Close Combat	AGI	2	7		Outdoors	INT	0	2		Dance Clubs
<i>Unarmed Combat</i>	AGI		9		Perception	INT	3	6		Espionage Techniques
Con	CHA	4	9	c	<i>Environment Urban</i>	INT		8		Ork Cuisine
<i>Impersonation</i>	CHA		11	c	Piloting	REA	0	4		
Electronics	LOG	0	1		Stealth	AGI	6	11		
Engineering	LOG	3	5		<i>Palming</i>	AGI		13		
<i>Lockpicking</i>	AGI		10							

a) Catlike, b) Double Jointed, c) Voice modulator

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	9	3P	10/10/8/-/-	SA/BF	15(c)
Colt Cobra TZ100	7	3P	9/9/6/-/-	SA/FA	32(c)
Melee weapon	Pool	Damage	Att.R.		
Hardening	9	3P	6/-/-/-		
Shock Gloves	9	4S(e)	5/-/-/-		
Unarmed	9	2S	9/-/-/-		

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

ARMOR

DEFENSIVE RATING **7**

Armor	Rating	Social
Body	4	5
Lined coat	3	-2
Defensive Pools against	Defensive Actions	
Attacks	8	Block (Minor) +2
Combat spells (Indirect)	7	Dodge (Minor) +1
Combat spells (Direct)	5	Hit the dirt (Minor) +2
Toxin Damage	6	Full Defense (Major) +2
Drain	0	Boosted Defense (Major) -3

	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	2
Strength	⇒ Charisma	5
Agility	⇒ Logic	2
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
Autopicker	1	CRB 278	Medkit, Rating 3	1	CRB 281
Catalyst stick	1	CRB 281	Medkit supplies	4	CRB 281
Cellular glove molder, Rating 2	1	CRB 278	Monofilament chainsaw	1	CRB 279
Climbing gear	1	CRB 279	Sensor Tag	3	CRB 269
Data tap	1	CRB 269	Sequencer, Rating 4	1	CRB 279
DocWagon Gold Contract (1 Year)	1	CRB 281	Stealth rope	1	CRB 281
Earbuds, Rating 3	1	CRB 275	Tools - Kit (Con)	1	CRB 273
Gas mask	1	CRB 279	Tools - Kit (Electronics)	1	CRB 273
Gecko tape gloves	1	CRB 280	Tools - Kit (Engineering)	1	CRB 273
Glue solvent	1	CRB 279	Tools - Kit (Stealth)	1	CRB 273
Grapple Gun	1	CRB 280	Trauma patch	1	CRB 282
Jammer (Area), Rating 5	1	CRB 270	Trid projector	1	CRB 268
Keycard copier	1	CRB 278			
Maglock passkey, Rating 2	1	CRB 278			

Ranged weapons

ARES PREDATOR VI					
Damage	Attack Rating	Mode	Ammo		
3P	10/10/8/-/-	SA/BF	15(c)		
Accessory:					
Modifications: Smartgun system (internal)					
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
Ares Predator VI	10/10/8/-/-	SS	10/10/8/-/-	3P	9
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	8/8/6/-/-	4P	9
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	8/8/6/-/-	4P	4
		BF (narrow)	6/6/4/-/-	5P	9

COLT COBRA TZ100					
Damage	Attack Rating	Mode	Ammo		
3P	9/9/6/-/-	SA/FA	32(c)		
Accessory: Folding Stock					
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
Colt Cobra TZ100	9/9/6/-/-	SS	9/9/6/-/-	3P	7
		SA	7/7/4/-/-	4P	7
		FA	3/3/-/-	3P	7


AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Explosive (Caseless))	2	CRB 262			
Heavy Pistol/SMG (10x) (Flechette (Caseless))	2	CRB 262			
Heavy Pistol/SMG (10x) (Regular (Caseless))	4	CRB 262			
Heavy Pistol/SMG (10x) (Stick-n-Shock (Caseless))	2	CRB 262			

MELEE WEAPONS					
Hardening	Pool		Damage		Att.R.
		9		3P	6/-/-/-
Shock Gloves	Pool		Damage		Att.R.
		9		4S(e)	5/-/-/-
WiFi: 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.					
Unarmed	Pool		Damage		Att.R.
		9		2S	9/-/-/-
	Pool		Damage		Att.R.

ARMOR		
Armor	Rating	Social
Body	4	
Lined coat	3	-2
Chameleon suit	2*	-3
Clothing (High)	0*	0
Clothing (Middle)	0*	0
Urban Explorer jumpsuit	3*	-2
Defensive rating	7	
*) Rating not included in defensive rating		

Vehicles / Drones

VOLKSWAGEN IMPULS 5

Handling	Acc	Interval	Speed	Seat	
3/5	20	20	140	5	
Pil	Sens	Body	Arm	DR _{D/A/R/J}	
1	2	10	3	2/2/-/-	
Accessories/Notes				Skills	
				Evade	D A R J
				Perception	4 1 - -
				Pilot	6 2 - -
				Stealth	4 1 - -
				Stealth	- 1 - -
Ramming				Software	
5P	AR 1	1 - -	D A R J	D A R J	Rtg
			P 4	0 - -	
No weapons mounted					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Matrix Devices

COMMLINK

Model	Erika Elite				
Level	4	Data processing	2	Firewall	1
Programs (concurrent 2)					
Matrix status (10)					
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Contacts

CON: AVANTGARDE

Alias	Type	Loy.	Infl.	Fav.
AvantGarde	InfoBroker	3	5	0
Description				

CON: DRIFT

Alias	Type	Loy.	Infl.	Fav.
Drift	Driver/Chauffeur	5	2	0
Description				

CON: KNUCKLEBONES

Alias	Type	Loy.	Infl.	Fav.
KnuckleBones	Arms Dealer	4	4	0
Description				

CON: BUCKSHOT

Alias	Type	Loy.	Infl.	Fav.
Buckshot	Adept	5	2	0
Description				
On-again and Off-again 'friend'. Troll Adept woman with a specialization in Shotguns. Usually hits jobs loud and messy which conflicts with how Havok likes to complete jobs, contrary to her namesake.				

SINs

ISABEL COTILLO - QUALITY 2

Licenses	
Concealed Carry License 2, Firearms License 2	

SONYA NAVARRO - QUALITY 3

Licenses	
Firearms License 3, Firearms License 3, Smartgun/Smartlink 3	

Lifestyles

DINGY APARTMENT

Type	Low	Cost	2000¥
Month	1	SIN	Isabel Cotillo
Options			
keine			

KNOWLEDGE AND LANGUAGES

Knowledge skills	Corporate Security Tactics	Languages	
Dance Clubs	Espionage Techniques	English	
Ork Cuisine		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	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

Qualities

POSITIVE

LOW-LIGHT VISION

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

BUILT TOUGH

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

CATLIKE

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

DOUBLE JOINTED

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

You did not provide a description yet.
(Key item.simrig.desc)
see Core rules, p.268

VOICE MODULATOR

You did not provide a description yet.
(Key item.voice_modulator.desc)
see Core rules, p.295

NEGATIVE

MAYBE YOU MISSED SOMETHING

You did not provide a description yet.
(Key quality.maybe_you_missed_something.desc)
see Firing Squad, p.130

INCOMPETENT: PILOTING

You did not provide a description yet.
(Key quality.incompetent.desc)
see Core rules, p.76

ALLERGY (SEASONAL, MODERATE): INSECT STINGS

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

ADDICTION: NIC-STICK

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

Augmentation

CYBERWARE

CYBERARM, OBVIOUS

You did not provide a description yet.
(Key item.cyberarm_obvious.desc)
see Core rules, p.288

CYBEREYES, RATING 3

You did not provide a description yet.
(Key item.cybereye3.desc)
see Core rules, p.285

CYBER LOWER LEG, OBVIOUS

You did not provide a description yet.
(Key item.cyberlowerleg_obvious.desc)
see Core rules, p.288

HARDENING

You did not provide a description yet.
(Key item.hardening_augment.desc)
see Core rules, p.291

SIMRIG

