

SHADOWRUN

PERSONAL DATA

Alias	Jade	Name	Isaac Nakamura		
Metatype	Human	Magic/Resonance	Mundane		
Sex	male	Height	177	Weight	170
Age	26	Heat	0	Reputation	0
Karma	2	Total Karma	0	Essence	4.30

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	4	4	Initiative	9	9 +1D6
Reaction	4	4	Initiative (Matrix VR)	10	10 +2D6
Strength	3	3	Initiative (Astral)	11	11 +2D6
Willpower	3	3	Defense	0	9
Logic	6	6	Composure	0	6
Intuition	5	5	Judge Intentions	0	8
Charisma	3	3	Memory	0	11
Edge	5	5	Lift / Carry	0	7

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Analytical Mind
Surgical Strike
Software Optimization

NEGATIVE

Bad Rep
Sinner
Isaac Nakamura
Curiosity Killed The Cat? 2

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>Software</i>	LOG		11	a	Lang: Chinese (Exp.)
Biotech	LOG	3	9	a	Engineering	LOG	0	5		Lang: English (Native)
<i>First Aid</i>	LOG		11	a	Firearms	AGI	4	8		Lang: Japanese (Exp.)
Cracking	LOG	6	12	a	<i>Light Pistols</i>	AGI		10		Decking Gear
<i>Hacking</i>	LOG		14	a	Influence	CHA	0	2		Doc-Wagon Policies and Codes
Untrained					Outdoors	INT	0	4		Drugs Medical Knowledge
Athletics	AGI	0	3		Perception	INT	2	7		First Responder Medical Techniques
Close Combat	AGI	0	3		<i>Environment Urban</i>	INT		9		Medical Knowledge
Con	CHA	3	6		Piloting	REA	0	3		
<i>Disguise</i>	CHA		8		Stealth	AGI	0	3		
Electronics	LOG	3	9	a						

a) Analytical Mind

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ruger Redhawk	10	3P	7/10/7/-/-	SA/BF	8(cy)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	3	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
Ballistic Mask	1	-2

Defensive Pools against

Defensive Pools against	Rating	Defensive Actions	Social
Attacks	9	Block (Minor)	+0
Combat spells (Indirect)	7	Dodge (Minor)	+0
Combat spells (Direct)	8	Hit the dirt (Minor)	+2
Toxin Damage	7	Full Defense (Major)	+3
Drain	0	Boosted Defense (Major)	-2

PROGRAMS

1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
<input type="checkbox"/>	<input type="checkbox"/>	Autosoft Host	program.autosoft_host.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Baby Monitor	Know OS without action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Browse	1 Edge for Matrix Searches	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Configurator	Swap deck config instead attributes	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Edit	Gain 1 Edge on Edit File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Emulator	program.emulator.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Encryption	+2 dice when Encrypt File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Signal Scrubber	Reduce noise by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Toolbox	+1 to Data Processing	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
Hackingprograms				
<input type="checkbox"/>	<input type="checkbox"/>	Armor	+2 to Defense Rating	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blackout	Cause Stun with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blaster-Charger	program.blaster-charger.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Bomb Kit	program.bomb_kit.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Decryption	+2 dice on Crack File action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Defense Pods	program.defense_pods.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Directional Shield	program.directional_shield.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Double Agent	program.double_agent.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Drone Master	program.drone_master.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Fork	Hit 2 targets without splitting pool	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Lockdown	Cause link lock on matrix damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Overclock	Add 2 dice to matrix action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Quartermaster	program.quartermaster.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Rocket Launcher	program.rocket_launcher.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Secret Agent	program.secret_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Smoke Bomb	program.smoke_bomb.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Special Agent	program.special_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spin Doctor	program.spin_doctor.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spineshield	program.spineshield.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Tapeworm	program.tapeworm.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	10	# of max. concurrent programs per device		
1 = Cyberjack Rating 2 2 = Shiawase Cyber-6 <input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = mark if activated				

	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 Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
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	3
Agility	⇒ Logic	6
Reaction	⇒ Intuition	5

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

Model		Shiawase Cyber-6			
Level	5	Attack	8	Sleaze	7
Actual config		Attack		Sleaze	
		Data processing		Firewall	
Programs (concurrent 10)					
Baby Monitor		Emulator		Signal Scrubber	
Browse		Configurator		Decryption	
Edit		Encryption		Toolbox	
Stealth		Tapeworm		Trace	
Virtual Machine		Exploit		Fork	
Bomb Kit		Defense Pods		Directional Shield	
Rocket Launcher		Smoke Bomb		Spineshield	
Accessory					
Subvocal microphone, AR gloves, SIM module, hot, SIM module, Trodes, Electronic paper, Satellite link, Biometric reader, File Vault, eParkour, Code Buddy, MeFeed!, Mannequin, P-ICE: Watchdog, Personal Assistant, Rating 6, SimShare					
Matrix status (11)		<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: JIMMY KNILES					
Alias	Type	Loy.	Infl.	Fav.	
Jimmy Kniles	Doc-Wagon First Responder	3	3	0	
Description					
Jimmy was in my squad when drek hit the fan. They rounded me up and took me away, I didn't say anything and he knew what had to be done so I took the fall. Still a nice contact to have though if you may need info on a client that happens to use the Doc-Wagon Super-Platinum Service*TM!					

CON: TRAXXER					
Alias	Type	Loy.	Infl.	Fav.	
Traxxer	ID Manufacturer	2	2	0	
Description					
Traxxer was one of the first I hit up after I got out of that box and escaped from the Doc-Wagon Mercs. I helped his skinny ass back in Redmond after he ran into some Halloweeners who wanted to test a new 'potion' on some sap, then they picked Traxxer... He had a Basic Service plan and most guys don't run these unless they really need to pile up some nuyen, we leave it to the bottom feeders who get hooked on the product and work these drek jobs. Some reason though I just saw it and something jumped at me to go so I went and showed up after 8 minutes of response time, freaked out the freaks, and stopped the burn on hit shoulder they started. I learned of his trade and took some info in case the day came I needed him, guess I do now.					

CON: HAZZY					
Alias	Type	Loy.	Infl.	Fav.	
Hazzy	Street Doc	3	3	0	
Description					
Hazzy is like the Uncle I never met nor ever had. He came over from Istanbul after the assassination of Mullah Sayid Jazrir and doesn't talk much else about it. Quite friendly and always fixes my drek when the Doc-Wagon Co. finally gave us new hardware. Usually it comes bloated with crap firmware that just slows you down and clutters your head. He runs it through a scanner and can clean up my implants too, I exclusively buy cyberware or run it by him before putting new ones in.					

CON: TECH					
Alias	Type	Loy.	Infl.	Fav.	
Tech	Deckmeister	1	1	0	
Description					
I don't really *know* Tech, only by reputation but he's a solid seller of fireware, software, and anything else deckers would want to upgrade their drek.					

SINs

KEN ZHAO - QUALITY 5	
Ken Zhao, Born 2052, Seattle, WA.	
Licenses	
Cyberware 3, Firearms License 3, Cyberdeck 5	

ISAAC NAKAMURA - QUALITY ORIGINAL	
Licenses	

Lifestyles

THE STACKS			
Type	Low	Cost	2000¥
Month	1	SIN	Ken Zhao
The Stacks is one of the many compounds scattered around the Redmond area and other places. They stack up these old shipping containers and bulk them out a bit to make two into a room. It's nice space but really small and annoying neighbors.			
Options			
keine			

KNOWLEDGE AND LANGUAGES			
Knowledge skills	Medical Knowledge	Languages	Chinese
Doc-Wagon Policies and Codes	Decking Gear	English	
First Responder Medical Techniques	Drugs Medical Knowledge	Japanese	

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	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

EMULATOR

You did not provide a description yet.
(Key item.emulator.desc)
see Hack and Slash, p.57

SIGNAL SCRUBBER

You did not provide a description yet.
(Key item.signal_scrubber.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

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

DECRYPTION

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

STEALTH

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

TAPEWORM

You did not provide a description yet.
(Key item.tapeworm.desc)
see Hack and Slash, p.59

TRACE

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

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

BOMB KIT

You did not provide a description yet.
(Key item.bomb_kit.desc)
see Hack and Slash, p.58

DEFENSE PODS

You did not provide a description yet.
(Key item.defense_pods.desc)
see Hack and Slash, p.58

DIRECTIONAL SHIELD

You did not provide a description yet.
(Key item.directional_shield.desc)
see Hack and Slash, p.58

ROCKET LAUNCHER

You did not provide a description yet.
(Key item.rocket_launcher.desc)
see Hack and Slash, p.59

SMOKE BOMB

You did not provide a description yet.
(Key item.smoke_bomb.desc)
see Hack and Slash, p.59

SPINESHIELD

You did not provide a description yet.
(Key item.spineshield.desc)
see Hack and Slash, p.59

Qualities

POSITIVE

ANALYTICAL MIND

You are a master problem solver. You can analyze information to help deduce solutions, while separating useful bits from the distractions and noise.
Cost: 3 Karma
Game Effect: You gain a bonus Edge when you make any Logic-based test.

SURGICAL STRIKE

Surgical Strike
You have a talent for subtly hacking into hosts.
Cost: 11 Karma
Game Effect: The Overwatch Score increase from having illegal user or admin access to a host occurs once per minute instead of once per combat round.?

SOFTWARE OPTIMIZATION

Software Optimization
You know how to get the most of your hardware by running more software!
Cost: 10 Karma
Game Effect: You may run one extra program on any device you own. Gain a point of Edge whenever you use that program.

NEGATIVE

BAD REP

Bad Rep
Word on the street does not speak favorably of you. Maybe you lost a team or got kicked from a team for breaking during interrogation. Whatever it is, your reputation precedes you, and never in the way you want it to.
Bonus: 8 Karma
Game Effect: You cannot spend Edge on Social tests. If you engage in a Teamwork test to assist a Social test, no one can spend Edge, and the

opposing individual gains a point of Edge.

SINNER: ISAAC NAKAMURA

SINner
Unlike a lot of runners, who have either no SIN or a criminal SIN, you have a legitimate SIN that links back to biometric data. You have enough attachment to it, whether for your own or family purposes, that you cant just burn it.
Bonus: 8 Karma
Game Effect: You pay taxes to the issuer of your SIN, either a megacorporation or a nation. This cost comes as a 10 percent increase in the cost of the lifestyle associated with this SIN. Due to data within the Global SIN Registry, you are easier to track or identify, giving opponents a point of Edge every time they attempt a Trace Icon action against you.

CURIOSITY KILLED THE CAT?

Curiosity Killed the Cat
When a file is protected, you become fixated on gaining access to it.
Bonus: 5 Karma/Level (Max Level 3)
Game Effect: If you discover a file that is encrypted or protected by a data bomb, you may not gain or spend Edge on any tests except those made to crack the encryption, defuse the data bomb, and access the file. If you leave the file alone, after each hour passes you may make a Composure test with a threshold of 2 + the level of this quality. If you succeed, you may let it go, in which case you may gain and spend Edge normally.
After each failed test, you gain a bonus die on future Composure tests to overcome your curiosity, with no limit to how many bonus dice can be gained in this way other than time and lots of bad dice luck. But why not just see whats behind that file protection?

Augmentation

CYBERWARE

CYBEREARS, RATING 1

You did not provide a description yet.
(Key item.cyberears1.desc)
see Core rules, p.286

CYBERJACK RATING 2

You did not provide a description yet.
(Key item.cyberjack2.desc)
see Core rules, p.283

FINGERTIP COMPARTMENT

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

Creation

Variant
Standard

Priorities
DAECB

Karma to Nuyen
0

Extra Karma
0

REWARDS FOR JADE