

SHADOWRUN

PERSONAL DATA

Alias	Painbow	Name	Guinevere "Gwen" Jones		
Metatype	Elf	Magic/Resonance	Adept		
Sex	female	Height	203	Weight	180
Age	26	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

ATTRIBUTES

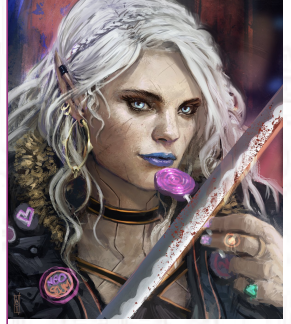
	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	6
Agility	7	7	Initiative	13	13 +5D6
Reaction	5	9	Initiative (Matrix VR)	7	7 +2D6
Strength	5	5	Initiative (Astral)	6	6 +2D6
Willpower	4	4	Defense	0	16
Logic	2	2	Composure	0	7
Intuition	4	4	Judge Intentions	0	8
Charisma	3	3	Memory	0	6
Edge	3	3	Lift / Carry	0	9
Magic	6	6			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Adept
Ambidextrous
Mentor Spirit
Dragonslayer

NEGATIVE

Innate Talent
Focused Channeling
Spark of Brilliance
Hunted 3
Hooder 3
Honorbound
Paladin's Code
Warrior's Way

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

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

Drain resist: WIL (4) + ____

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
Untrained					Outdoors	INT	2	6		Lang: Language (Exp.)
Athletics	AGI	4	11		Perception	INT	2	6	b	Lang: Speredhiel (Native)
Close Combat	AGI	6	13		Piloting	REA	0	8		Seattle Gangs
Con	CHA	2	5		Stealth	AGI	2	9		Seattle Streets
Electronics	LOG	0	1							
Engineering	LOG	0	1							
Firearms	AGI	0	6							
Influence	CHA	2	5	a						

a) Dragonslayer, b) Combat Sense

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Throwing Knife	11	2P	10/9/5/-/-	-	
Melee weapon	Pool	Damage	Att.R.		
Claymore (Zoé Heritage) (Weapon focus)	16	4P	17/-/-/-/-		
Combat Knife	13	3P	16/2/-/-/-		
Unarmed	13	2S	14/-/-/-/-		

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

ARMOR

DEFENSIVE RATING **10**

Armor	Rating	Social
Body	5	3
VI Sleeping Tiger	3	5
SecureTech Invisi-Shield Armor	2	0

Defensive Pools against

Defensive Pools against	Rating	Defensive Actions	Rating
Attacks	16	Block (Minor)	+6
Combat spells (Indirect)	13	Dodge (Minor)	+4
Combat spells (Direct)	8	Hit the dirt (Minor)	+2
Toxin Damage	9	Full Defense (Major)	+4
Drain	0	Boosted Defense (Major)	6

GEAR					
Name	Amount	Page	Name	Amount	Page
Biomonitor	1	CRB 281	Jammer (Area), Rating 6	1	CRB 270
Bug Scanner	1	CRB 269	Medkit, Rating 6	1	CRB 281
Climbing gear	1	CRB 279	Medkit supplies	5	CRB 281
Contacts, Rating 3	1	CRB 274	Micro-transceiver	1	CRB 270
<i>Flare compensation</i>		CRB 275	Plastic straps (10)	1	CRB 278
<i>Image link</i>		CRB 275	Rappelling gloves	1	CRB 280
<i>Thermographic vision</i>		CRB 275	Respirator, Rating 6	1	CRB 280
Diving gear	1	CRB 279	Standard rope	1	CRB 280
Flashlight	1	CRB 279	Stealth tag	10	CRB 269
Gas mask	1	CRB 279	Stim patch, Rating 6	2	CRB 282
Gecko tape gloves	1	CRB 280	Survival kit	1	CRB 280
Glasses, Rating 4	1	CRB 274	Tag eraser	1	CRB 270
<i>Ultrasound link</i>		CRB 275	Trauma patch	2	CRB 282
<i>Vision enhancement</i>		CRB 275			
<i>Vision magnification</i>		CRB 275			
Grapple Gun	1	CRB 280			

Ranged weapons

THROWING KNIFE (4X)						
Damage	Attack Rating	Mode	Ammo			
2P	10/9/5/-/-	-				
Accessory:						
Modifications:						
WIFI: Successful hits leave wireless weapons in targets that can be used to predict movement patterns and offer an estimated location. A successful hit offers anyone wirelessly linked to the throwing weapon and using a smartlink system a +1 dice pool bonus for their attacks.						
Attack Rating	Modifiers	AR	Modes	AR	Dam	Pool
Throwing Knife		10/9/3/-/-	SS	10/9/5/-/-	2P	11
Vision magnification		-/-2/2/2				

AMMUNITION					
Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS					
Name	Pool	Damage	Att.R.		
Claymore (Zoé Heritage) (Weapon focus)	16	4P			17/-/-/-
Modifications	Personalized Grip, Metahuman Adaptation Close Combat Weapon				
Combat Knife	13	3P			16/2/-/-
Modifications	Dikote, Personalized Grip				
Unarmed	13	2S			14/-/-/-
	Pool	Damage	Att.R.		

ARMOR		
Armor	Rating	Social
Body	5	
VI Sleeping Tiger	3	5
SecureTech Invisi-Shield Armor	2	0
Defensive rating	10	
*) Rating not included in defensive rating		

COMMLINK

Model	Hermes Ikon									
Level	5	Data processing	3	Firewall	0					
Programs (concurrent 2)										
Accessory										
Mapsoft (Seattle), Tutorsoft (Close Combat), Rating 6										
Matrix status (11)										
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COMMLINK

Model	Meta Link									
Level	1	Data processing	1	Firewall	0					
Programs (concurrent 0)										
Matrix status (9)										
<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"/> <input type="checkbox"/>										

Contacts**CON: PATCHES**

Alias	Type	Loy.	Infl.	Fav.
Patches	Armorer	3	3	0
Description				
Orc Armorer who caters exclusively to hooders and other wannabe do-gooders. Grumpy, but basically decent metahuman, and considered a community pillar in Gwen's slice of Redmond				

CON: ERICA 'INQUE' ALVAREZ

Alias	Type	Loy.	Infl.	Fav.
Erica 'Inque' Alvarez	Talismonger	3	3	0
Description				
A childhood friend of Gwen, now she works as a Talismonger and tattoo artist				

CON: PRAXIS

Alias	Type	Loy.	Infl.	Fav.
Praxis	Fixer	3	3	0
Description				
Laidback Neo-Anarchist who focuses on Hooding contracts, and headhunting Runners who are clearly cut out for Hooding				

SINs**LIFESTYLE SIN - QUALITY 5**

Angelica Drachen, Freelance Adept Security Consultant	
Licenses	
Adept abilities 5, Other Foci 5	

SHADOWRUNNING SIN - QUALITY 5

Princess, Energetic PhysAd Hooder who wears her heart on her sleeve	
Licenses	
Adept abilities 5, Other Foci 5	

Lifestyles**UNNAMED MIDDLE**

Type	Middle	Cost	15000¥
Month	3	SIN	Lifestyle SIN
Spacious loft apartment			
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: 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

Driving				
Evade Pursuit I (DC179)				
Increase range to followers by 1	4			
Evade Pursuit II (DC179)				
Increase range to followers by 2	7			
Evasive Action (DC177)				
Add Pilot rank to veh. defense test	4			
Focus (DC179)				
Vehicle Handling -1 for one test	2			
Greaser (DC178)				
Oil slick: Target may not spend Edge	2			
Hit the Brakes! (DC179)				
All followers one category closer	2			
In the Zone (DC178)				
Ignore handling penalties for 1 test	4			
Pickup (DC178)				
Pickup target while driving	4			
Point Defense (DC178)				
Attack incoming missile w. ranged weapon	5			
Redline (DC179)				
+2 range categories for 4P dmg - or prevent	4			
		Smokescreen I (DC178)		
		Gain 1 level or Cover status		
		Smokescreen II (DC178)		
		Gain 2 level or Cover status		
		Smokescreen III (DC178)		
		Gain 3 level or Cover status		
		Smokescreen IV (DC178)		
		Gain 4 level or Cover status		
		Subtle Pilot (DC179)		
		+pilot rank on stealth test		
		The Exit (DC178)		
		When piloting, exit vehicle safely		
		The Rigger's Advantage (DC178)		
		Add control rig rating to hits		
		Tokyo Drift (DC179)		
		Chased: Drift action prevents opp. get closer		
		Up the Ante I (DC179)		
		Tight: Add 1 handling for everyone		
		Up the Ante II (DC179)		
		Tight: Add 2 handling for everyone		
		Up the Ante III (DC179)		
		Tight: Add 3 handling for everyone		
			1	Other
			2	Assembled with Love and Bondo (DC170)
			2	Mod last net hits hours, then broken
			3	Black Thumb (DC170)
			3	Rush job on moving vehilce
			4	Change Environment (DC178)
			4	Choose Open, Restricted, Tight
			3	Equalizer (DC179)
			3	Ignore targets position advantage
			6	Escape! (DC179)
			6	Test: Escape all followers at medium range
			3	Focus (DC179)
			3	Athletics threshold-1 for one test
			2	Sudden Insight (CRB48)
			2	No penalty for skill without rank
			2	Up the Ante I (DC179)
			2	Tight: Add 1 threshold for everyone
			4	Up the Ante II (DC179)
			4	Tight: Add 2 threshold for everyone
			6	Up the Ante III (DC179)
			6	Tight: Add 3 threshold for everyone

Adept powers

ATTRIBUTE BOOST (STRENGTH) 2

You did not provide a description yet.
(Key adeptpower.attribute_boost.desc)
see Core rules, p.156

COMBAT SENSE 3

You did not provide a description yet.
(Key adeptpower.combat_sense.desc)
see Core rules, p.156

DANGER SENSE

You did not provide a description yet.
(Key adeptpower.danger_sense.desc)
see Core rules, p.156

IMPROVED REFLEXES 4

You did not provide a description yet.
(Key adeptpower.improved_reflexes.desc)
see Core rules, p.157

You did not provide a description yet.
(Key quality.hooder.desc)
see Sixth World Companion, p.137

HONORBOUND: PALADIN'S CODE

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

Qualities

POSITIVE

LOW-LIGHT VISION

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

ADEPT

You did not provide a description yet.
(Key quality.adept.desc)
see Core rules, p.66

INNATE TALENT

You did not provide a description yet.
(Key quality.innate_talent.desc)
see Street Wyrd, p.76

FOCUSED CHANNELING

You did not provide a description yet.
(Key quality.focused_channeling.desc)
see Street Wyrd, p.76

SPARK OF BRILLIANCE

You did not provide a description yet.
(Key quality.spark_of_brilliance.desc)
see Street Wyrd, p.76

WARRIOR'S WAY

You did not provide a description yet.
(Key quality.warriors_way.desc)
see Street Wyrd, p.76

AMBIDEXTROUS

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

MENTOR SPIRIT: DRAGONSLAYER

You did not provide a description yet.
(Key mentorspirit.dragonslayer.desc)
see Core rules, p.163

NEGATIVE

HUNTED

You did not provide a description yet.
(Key quality.hunted.desc)
see Sixth World Companion, p.137

HOODER

