

SHADOWRUN

PERSONAL DATA

Alias	Princess Jenny	Name	Lauralasthana Moonbeam		
Metatype	Elf	Magic/Resonance	Mundane		
Sex	female	Height	0	Weight	0
Age		Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	2.40

ATTRIBUTES

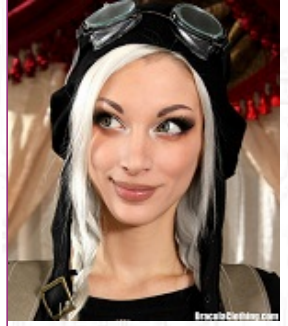
	Rtg	Pool		Rtg	Pool
Body	2	2	Minor Actions	1	3
Agility	6	8	Initiative	10	10 +2D6
Reaction	4	5	Initiative (Matrix VR)	8	8 +2D6
Strength	2	3	Initiative (Astral)	9	9 +2D6
Willpower	3	3	Defense	0	10
Logic	4	4	Composure	0	10
Intuition	5	5	Judge Intentions	0	8
Charisma	7	7	Memory	0	9
Edge	4	4	Lift / Carry	0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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Catlike
Charismatic Defense

NEGATIVE

Allergy (uncom., extr.)
Polyester
Sinner
Horizon Corporate
Phobia, uncommon
Rats
Prejudiced
The Poor

CONDITION MONITOR

Stun Healing: BOD + WIL = 5

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

Physical Healing: BOD + BOD = 4

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

Dam. overfl. Healing: 4 - Mod. =

Drain resist: WIL (3) + ____

Damage resist: BOD (2) + mod.(0) = 2

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Electronics	LOG	1	5		Lang: English (Native)
Exotic Weapons	AGI	4	12		Engineering	LOG	4	8		Lang: Japanese (Exp.)
Compressed Air Weapons	AGI		14		Lockpicking	AGI		14		Lang: Sperediel
Whips	AGI		14		Firearms	AGI	0	7		Espionage Techniques
Laser Weapons	AGI		14		Influence	CHA	1	8		Fine Art
Untrained					Outdoors	INT	0	4		High Society
Athletics	AGI	4	12	a, b, c	Perception	INT	4	9		Popular Music
Climbing	STR		9	a, b, c	Piloting	REA	1	6		Security Systems
Close Combat	AGI	0	7		Stealth	AGI	4	12		
Con	CHA	4	11	d	Sneaking	AGI		14		
Performance	CHA		13	d						

a) Balance Augmenter, b) Catlike, c) Enhanced articulation, d) Voice modulator

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Crimson Wasp	12	5P	18/16/13/8/-	SA	15(c)
Parashield DART Pistol	12	1P	11/12/10/-/-	SS	5(c)
Melee weapon	Pool	Damage	Att.R.		
Monofilament Whip	12	6P	14/-/-/-/-		
Unarmed	7	2S	8/-/-/-/-		

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

ARMOR

DEFENSIVE RATING **11**

Armor	Rating	Social
Body	2	7
NightShade/Moonsilver Line	3	6
Helmet	1	-4
Defensive Pools against	Defensive Actions	
Attacks	10	Block (Minor) +0
Combat spells (Indirect)	8	Dodge (Minor) +4
Combat spells (Direct)	8	Hit the dirt (Minor) +2
Toxin Damage	5	Full Defense (Major) +3
Drain	0	Boosted Defense (Major) -4

AUGMENTATIONS			
Augmentation	Level	Essence	Page
AutoVoice (Alphaware)	1	0.16	NF 160
Cyberears, Rating 4 (Used)	-	0.44	CRB 286
Soundlink, Audio enhancement, Damper, Balance Augmenter, Spatial recognizer, Select sound filter, Rating 2			
Datajack	-	0.1	CRB 283
Enhanced articulation (Used)	-	0.22	CRB 291
Fingertip compartment (Used)	-	0.11	CRB 287
Internal air tank (Used)	1	0.275	CRB 287
Muscle replacement (Used)	1	0.77	CRB 287
Smartlink	-	0.2	CRB 275
Voice modulator (Used)	3	0.22	CRB 295
Wired reflexes 1 (Used)	-	1.1	CRB 287
Act. Essence (2.4) = 6 - Hole (0.0) - Sum augmentations (3.6)			

GEAR		
Name	Amount	Page
Autopicker	1	CRB 278
Bug Scanner	1	CRB 269
Catalyst stick	1	CRB 281
Chisel/wrecking bar	1	CRB 278
Climbing gear	1	CRB 279
Gas mask	1	CRB 279
Gecko tape gloves	1	CRB 280
Grapple Gun	1	CRB 280
Jammer (Area), Rating 6	1	CRB 270
Keycard copier	1	CRB 278
Lockpick kit	1	CRB 278
Medkit, Rating 6	1	CRB 281
Narcoject	20	CRB 122
Plastic straps (10)	1	CRB 278
Rappelling gloves	1	CRB 280
Respirator, Rating 6	1	CRB 280
Sensor Tag	5	CRB 269
Sequencer, Rating 6	1	CRB 279
Stealth rope	1	CRB 281
Stim patch, Rating 4	4	CRB 282

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Hiro Suzuki	Metropex Assistant DA	3	7	0
SGT. Stephanie-Tiphaine Metcalf	Lone Star Internal Affairs	2	5	0
Giorgio di Armatti	Fence	2	5	0
Anatoly Kamarov	Street Doc	1	6	0
Nabiki Tendo	Corporate Fixer	1	4	0
Brandon Long	Fanboy	5	1	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Unacceptable Doss	Low	2000¥	1

SINS	
Name	Quality
Princess Jenny	4
Kato Lambrecht	2
Lauralasthana Moonbeam	Original

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Hermes Ikon	2	3	-	-	-

CURRENCY	
Nuyen (¥): 480	
Credstick Gold	Credstick Platinum
Credstick Standard	

VEHICLES / DRONES										
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Suzuki Mirage	Bikes	2/6	34/24	40/20	260	1	4	2	1	1
Drones	Count									

GEAR					
Name	Amount	Page	Name	Amount	Page
Autopicker	1	CRB 278	Plastic straps (10)	1	CRB 278
Bug Scanner	1	CRB 269	Rappelling gloves	1	CRB 280
Catalyst stick	1	CRB 281	Respirator, Rating 6	1	CRB 280
Chisel/wrecking bar	1	CRB 278	Sensor Tag	5	CRB 269
Climbing gear	1	CRB 279	Sequencer, Rating 6	1	CRB 279
Gas mask	1	CRB 279	Stealth rope	1	CRB 281
Gecko tape gloves	1	CRB 280	Stim patch, Rating 4	4	CRB 282
Grapple Gun	1	CRB 280	Tag eraser	1	CRB 270
Jammer (Area), Rating 6	1	CRB 270	Tools - Kit (Con)	1	CRB 273
Keycard copier	1	CRB 278	Tools - Kit (Electronics)	1	CRB 273
Lockpick kit	1	CRB 278			
Medkit, Rating 6	1	CRB 281			
Narcoject	20	CRB 122			

Ranged weapons

CRIMSON WASP					
Damage	Attack Rating	Mode	Ammo		
5P	18/16/13/8/-	SA	15(c)		
Accessory: Quick-draw holster					
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
Crimson Wasp	16/14/11/6/-	SS	18/16/13/8/-	5P	12
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	16/14/11/6/-	6P	12
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				

PARASHIELD DART PISTOL					
Damage	Attack Rating	Mode	Ammo		
1P	11/12/10/-/-	SS	5(c)		
Accessory: Concealable Quick Draw Holster					
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.					
The dart reports whether or not it has struck home and successfully injected along with the effect based on heart rate and pulse levels, although its medical sensors are not very sophisticated (Device Rating of 1 for the dart).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Parashield DART Pistol	9/10/8/-/-	SS	11/12/10/-/-	1P	12
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
Battery for laser weapons (Regular)	5	FS 47			
Grenade, Smoke	2	CRB 263			
Injection Dart (10x) (Regular)	2	CRB 262			
Sungard Jewelry	1	FS 35			

MELEE WEAPONS					
Monofilament Whip	Pool	12	Damage	6P	Att.R.
Modifications Smart Materials (Melee weapons)					
WiFi The whip uses your visuals on the target to make small adjustments in targeting, and the whip adjusts its trajectory. This increases the Attack Rating by 2. Also, the whip's built-in safety system retracts automatically instead of hitting you on a critical glitch.					
Unarmed	Pool	7	Damage	2S	Att.R.
	Pool		Damage		Att.R.


ARMOR			
Armor	Rating	Social	
Body	2		
NightShade/Moonsilver Line	3	6	
Chameleon suit	2*	-3	
Chemical Protection (1), Electricity Resistance (1), Fire Resistance (2)			
Helmet	1	-4	
Urban Explorer jumpsuit	3*	-2	
Electrochromic Feature (0)			
Defensive rating	11		

Vehicles / Drones

Abbreviations: D=driven, A=autonomous, R=via RCC, J=jumped in; P=Pool

SUZUKI MIRAGE

Handling	Acc	Interval	Speed	Seat	
2/6	34/24	40/20	260	1	
Pil	Sens	Body	Arm	DR	D/A/R/J
1	1	4	2	3/1/-	



Accessories/Notes	Skills	D	A	R	J
Spoof Kit, Tuned Suspension (On-Road), Increase Cargo Space, Rating 2, Racing Run-Flat Tires	Evade	6	-	-	-
	Perception	9	-	-	-
	Pilot	6	-	-	-
	Stealth	-	-	-	-

Ramming	D	A	R	J	D	A	R	J	Software	Rtg
2P	AR	2	0	-	-	P	6	0	-	-

No weapons mounted

Matrix Devices

COMMLINK

Model	Hermes Ikon		
Level	5	Data processing	3
		Firewall	0
Programs (concurrent 2)			
Accessory	Subvocal microphone		
Matrix status (11)	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		

Contacts

CON: HIRO SUZUKI

Alias	Type	Loy.	Infl.	Fav.
Hiro Suzuki	Metroplex Assistant DA	3	7	0
Description				
Number two official in the District Attorney's office				

CON: SGT. STEPHANIE-TIPHAINE METCALF

Alias	Type	Loy.	Infl.	Fav.
SGT. Stephanie-Tiphaine Metcalf	Lone Star Internal Affairs	2	5	0
Description				
The best place for a corrupt cop to hide is in IA				

CON: GIORGIO DI ARMATTI

Alias	Type	Loy.	Infl.	Fav.
Giorgio di Armatti	Fence	2	5	0
Description				
Owns and operates a downtown Jewelry store that conducts a brisk shadow business in stolen goods				

CON: ANATOLY KAMAROV

Alias	Type	Loy.	Infl.	Fav.
Anatoly Kamarov	Street Doc	1	6	0
Description				
Operates a Red Star Cyberware Clinic franchise. Willing to not file the proper registration forms or report gunshot wounds.				

CON: NABIKI TENDO

Alias	Type	Loy.	Infl.	Fav.
Nabiki Tendo	Corporate Fixer	1	4	0
Description				
Has links to all of the Japanacorps operating in Seattle, as well as the local Yakuza.				

CON: BRANDON LONG

Alias	Type	Loy.	Infl.	Fav.
Brandon Long	Fanboy	5	1	0
Description				
President of the Seattle chapter of the ELFCHAN fan club.				

SINs

PRINCESS JENNY - QUALITY 4

Former ELFCHAN stage persona while performing in Neo-Tokyo Ostensibly a Tir Princess
Licenses
Cyberware 4, Driver 4

KATO LAMBRECHT - QUALITY 2

University of Washington college student from Wales, UK
Licenses
Cyberware 2, Driver 2

LAURALASTHANA MOONBEAM - QUALITY ORIGINAL

Licenses

Lifestyles

UNACCEPTABLE DOSS

Type	Low	Cost	2000¥
Month	1	SIN	Kato Lambrecht
Downtown apartment tower with underground parking garage			
Options			
keine			

Notes

Discovered in a Los Angeles elementary school by a Horizon talent scout.
Her parents were too willing to sign her up for a lifetime contract with the entertainment juggernaut.
Performed in a corp-managed kawaii metal gimmick band called ELFCHAN. Her aidoru persona was Princess Jenny, one of two young elven waifs performing backup vocals and dancing to the true draw: ELFBEARD, a troll wrestler whose in-ring gimmick is that he's a gender and elf-poser.
The performance troupe achieved success in Japan and was a one-hit-wonder on the international charts with the song "Gimme Chocoso!"
Lauralasthana's talent never carried ELFCHAN, nor could it sustain a solo performing career one ELFBEARD cashed out.
Frustrated with her fading star as a performer, she moved to Seattle and there turned to art and jewelry theft to maintain the luxurious standard of living she had become accustomed to.
After a few years of increasingly successful heists, she got too bold and stole the famous Kardashian Diamond during a display in Seattle.
She didn't pull the job off clean enough, and got busted.
Horizon covered up the incident to avoid being linked to a former child star's fall from grace, but the incident was the final straw and her performing career is now completely blackballed.
Unable to maintain a comfortable standard of living from neither performing arts nor cat burglary, she's now desperate enough to turn her talents to the shadows. Shadowrunners are sexy, glitzy, high rollers, right?

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	
		Other	
		Assembled with Love and Bondo (DC170)	
		Mod last net hits hours, then broken	2
		Black Thumb (DC170)	
		Rush job on moving vehilce	2
		Change Environment (DC178)	
		Choose Open, Restricted, Tight	5
		Equalizer (DC179)	
		Ignore targets position advantage	2
		Escape! (DC179)	
		Test: Escape all followers at medium range	4
		Focus (DC179)	
		Athletics threshold-1 for one test	2
		Sudden Insight (CRB48)	
		No penalty for skill without rank	1
		Up the Ante I (DC179)	
		Tight: Add 1 threshold for everyone	2
		Up the Ante II (DC179)	
		Tight: Add 2 threshold for everyone	4
		Up the Ante III (DC179)	
		Tight: Add 3 threshold for everyone	6

Qualities

POSITIVE

LOW-LIGHT VISION

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

CATLIKE

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

CHARISMATIC DEFENSE

You did not provide a description yet.
(Key quality.charismatic_defense.desc)
see Power Plays, p.85

NEGATIVE

ALLERGY (UNCOMMON, EXTREME): POLYESTER

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

SINNER: HORIZON CORPORATE

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

PHOBIA, UNCOMMON: RATS

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

PREJUDICED: THE POOR

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

Augmentation

CYBERWARE

AUTOVOICE

You did not provide a description yet.
(Key item.autovoice.desc)
see No Future, p.160

CYBEREARS, RATING 4

You did not provide a description yet.
(Key item.cyberears4.desc)
see Core rules, p.286

DATAJACK

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

INTERNAL AIR TANK

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

MUSCLE REPLACEMENT

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

SMARTLINK

You did not provide a description yet.
(Key item.smartlink.desc)
see Core rules, p.275

VOICE MODULATOR

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

WIRED REFLEXES 1

You did not provide a description yet.
(Key item.wired_reflexes1.desc)
see Core rules, p.287

BIOWARE

ENHANCED ARTICULATION

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

Creation

Variant
Standard

Priorities
DAEBC

Karma to Nuyen
0

Extra Karma
0

REWARDS FOR PRINCESS JENNY