SHADOWRUN

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	[NET] Smogg	**Name**	Shen Ming
Metatype	Elf	**Magic/Resonance**	Technomancer
Sex	male	**Height**	190 **Weight** 90
Age	28	**Heat**	0 **Reputation** 0
Karma	0 **Total Karma** 0	**Essence**	5.90

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	2
Agility	6	6	Initiative	10	10 +1D6
Reaction	5	5	Initiative (Matrix VR)	10	10 +2D6
Strength	1	1	Initiative (Astral)	10	10 +2D6
Willpower	5	5	Defense	0	10
Logic	5	5	Composure	0	13
Intuition	5	5	Judge Intentions	0	10
Charisma	8	8	Memory	0	10
Edge	1	1	Lift / Carry	0	10
Resonance	2	1			

QUALITIES

POSITIVE	NEGATIVE
Low-Light Vision	Sinner
Technomancer	*Corporate SINner: Wuxing*
Analytical Mind	
Focused Concentration 3	
We Ship Anywhere	

CONDITION MONITOR

Stun Healing: BOD + WIL = 10

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

Resist fading WIL (5) + LOG (5)

Physical Healing: BOD + BOD = 10

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

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

Dam. overfl. Healing: 10 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Trained				
Cracking	LOG	5	10	a
Tasking	RES	6	7	
Untrained				
Athletics	AGI	0	5	
Close Combat	AGI	4	10	
Con	CHA	0	7	
Electronics	LOG	5	10	a

Skill	Attr.	Rtg	Pool	Notes
Engineering	LOG	0	4	
Firearms	AGI	4	10	
Influence	CHA	0	7	
Outdoors	INT	0	4	
Perception	INT	0	4	
Piloting	REA	0	4	
Stealth	AGI	0	5	

Language/Knowledge

Lang: Chinese (Native)
Lang: English
Arcana
Espionage Techniques
Matrix Security
Wuxing

a) Analytical Mind

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Colt Arms M-24	10	3P	9/10/10/-/-	SA/BF/FA	30(c)

Melee weapon	Pool	Damage	Att.R.
Colt Arms (Gun Fu)	10	3S	7/-/-/-/-
Unarmed	10	2S	6/-/-/-/-

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

ARMOR

DEFENSIVE RATING 8

Armor	Rating	Social
Body	5	8
VI Ace of Wands	3	4

Defensive Pools against		Defensive Actions	
Attacks	10	Block (Minor)	+4
Combat spells (Indirect)	10	Dodge (Minor)	+0
Combat spells (Direct)	10	Hit the dirt (Minor)	+2
Toxin Damage	10	Full Defense (Major)	+5
Drain	0	Boosted Defense (Major)	-1

AUGMENTATIONS

Augmentation	Level	Essence	Page
Datajack	-	0.1	CRB 283

Act. Essence (5.9) = 6 - Hole (0.0) - Sum augmentations (0.1)

GEAR

Name	Amount	Page
Datachip	1	CRB 269
Data tap	1	CRB 269
Goggles, Rating 6 (4 Accessories)	1	CRB 274
Micro-transceiver	1	CRB 270
Sensor Tag	1	CRB 269
Stealth tag	1	CRB 269

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Dr. Jessica Zhao	Triad Street Doc	2	6	0
Michael Sharpe	FBI Detective	1	5	0
Xiao Xiaoyu	Fixer	5	6	0
Mei Chaofeng	Wuxing Executive	2	8	0
Song Lee	Triad Mage	6	7	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Chinatown	Low	2000¥	1

SINS

Name	Quality
Shen Ming	Original

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Living Persona	0	5	5	8	5
Meta Link	0	1	-	-	-

CURRENCY

Nuyen (¥): 0

Credstick Silver	Credstick Standard

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat

Drones	Count

COMBAT ACTIONS

Initiative (minor)		Initiative (major))		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutliple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

EDGE Boosts and Actions

1 EDGE					
Shank (I)	CRB 48	Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	**4 EDGE**	
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Wrest (I)	CRB 48	**3 EDGE**		Throw Person (I)	FS 96
2 EDGE		Cover Fire (I)	FS 93	**5 EDGE**	
Fake Out (I)	FS 93	Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Intimidating Presence (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
		Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 10

2. Distribute Edge

Compare Attack Rating vs. Defense Rating

   For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

a) Choose either Pre- or Post Roll Edge actions

b) Roll dice

c) Check for glitches

d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (5) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

Gun Kata/Gun Fu	FS 102
Close-Quarters Firearms (Handguns)	
Kung Fu	FS 100
Drunken Boxing	

PERSONA

Origin: Living Persona

Attributes/Skills	Default	Current	
Att (Attack)	8		
Sleaze (Sl)	5		Add 1 (RES) more points to attributes
Data Processing (D)	5		
Firewall (Fir)	5		
Matrix Perception	10		Electronics + INT

Matrix Combat

	Default	Current	
Initiative AR	10 +1D6		
Initiative VR	10 +2D6		INT + D
Initiative VR Hot sim	10 +3D6		INT + D
Attack Rating	13		Attack + Sl
Defense Rating	10		D + Fir

Matrix Condition Monitor

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

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 10

Illegal: Cracking + Logic = 10

2. Distribute Edge (Combat, Hacking)

Compare Attack Rating to Defense Rating

Persona's Attack + Sleaze

Target's Data Processing + Firewall

If one hit is at least 4 higher than the other bonus edge is gained.

3. Roll Dice

4. Determine Effect

Determine the effect of the action and the Overwatch Score with your Game Master.

EDGE ACTIONS

Minor Actions

Change Device Mode	CRB 41
Change Icon	CRB 180
Enter Host	CRB 181
Reconf. Matrix Attrib.	CRB 183
Send Message	CRB 183
Switch Interface Mode (i)	CRB 184

Major Actions

Backdoor Entry (i)	CRB 180
Brute Force (i)	CRB 180
Check OS (i)	CRB 180
Compile Sprite (i)	CRB 191
Control Device	CRB 180
Crack File (i)	CRB 180
Crash Program (i)	CRB 181
Data Spike (i)	CRB 181
Decompile Sprite (i)	CRB 192
Disarm Data Bomb	CRB 181
Edit File	CRB 181
Encrypt File	CRB 181
Erase Matrix Signature (i)	CRB 181
Format Device	CRB 181
Full Matrix Defense	CRB 182

Hash Check (i)	CRB 182
Hide (i)	CRB 182
Jack out	CRB 182
Jam Signals (i)	CRB 182
Jump into Rigged Device	CRB 182
Matrix Perception	CRB 182
Reboot Device	CRB 183
Register Sprite (i)	CRB 191
Rigger Jump In	CRB 44
Set Data Bomb (i)	CRB 183
Snoop (i)	CRB 184
Spoof Command (i)	CRB 184
Tarpit (i)	CRB 184
Trace Icon (i)	CRB 184

Special Actions

Matrix Search	CRB 183
Probe (i)	CRB 183

Edge Actions (Cost)

Emergency Boost (1) (i)	CRB 175
Hog (2) (i)	CRB 175
Signal Scream (2) (i)	CRB 175
Technobabble (2) (i)	CRB 175
Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: 1   Resist fading: WIL(5) + LOG(5)

Complex form	Dur.	Fading	Page	Notes
Emulate (Baby Monitor)	S		CRB 190	
Emulate (Overclock)	S		CRB 190	

SUBMERSION

GRADE

Echo	Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
		Baby Monitor	Know OS without action	CRB 184
		Browse	1 Edge for Matrix Searches	CRB 184
		Configurator	Swap deck config instead attributes	CRB 184
		Edit	Gain 1 Edge on Edit File Action	CRB 184
		Encryption	+2 dice when Encrypt File Action	CRB 184
		Signal Scrubber	Reduce noise by 2	CRB 184
		Toolbox	+1 to Data Processing	CRB 184
		Virtual Machine	2 additonal program slots; gain one additional damage	CRB 184
		Hackingprograms		
		Armor	+2 to Defense Rating	CRB 184
		Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
		Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
		Blackout	Cause Stun with matrix attack	CRB 184
		Decryption	+2 dice on Crack File action	CRB 184
		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
		Fork	Hit 2 targets without splitting pool	CRB 184
		Lockdown	Cause link lock on matrix damage	CRB 184
		Overclock	Add 2 dice to matrix action	CRB 184
		Stealth	Gain 1 Edge on Hide action	CRB 185
		Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	0	# of max. concurrent programs per device		

1 = Living Persona   2 = Meta Link   ⬜ = not installed   = mark if activated

GEAR

Name	Amount	Page	Name	Amount	Page
Datachip	1	CRB 269			
Data tap	1	CRB 269			
Goggles, Rating 6	1	CRB 274			
Flare compensation		CRB 275			
Image link		CRB 275			
Vision magnification		CRB 275			
Smartlink		CRB 275			
Micro-transceiver	1	CRB 270			
Sensor Tag	1	CRB 269			
Stealth tag	1	CRB 269			

Ranged weapons

COLT ARMS M-24

Damage	Attack Rating	Mode	Ammo	
3P	9/10/10/-/-	SA/BF/FA	30(c)	

Accessory: Silencer, Concealable Quick Draw Holster, Spare clip

Modifications: Smartgun system (internal), Melee Hardening, Personalized Grip

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
Colt Arms M-24	8/9/8/-/-
Personalized Grip	1/1/-/-/-
Vision magnification	-/-/2/2/2
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

Modes	AR	Dam	Pool
SS	9/10/10/-/-	3P	10
SA	7/8/8/-/-	4P	10
BF (wide)	7/8/8/-/-	4P	5
BF (narrow)	5/6/6/-/-	5P	10
FA	3/4/4/-/-	3P	10

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Holdout/L.Pistol/Mach. Pistol (10x) (Regular)	3	CRB 262			
Holdout/L.Pistol/Mach. Pistol (10x) (Stick-n-Shock)	3	CRB 262			

MELEE WEAPONS

	Pool		Damage		Att.R.	
Colt Arms (Gun Fu)	Pool	10	Damage	3S	Att.R.	7/-/-/-/-
Unarmed	Pool	10	Damage	2S	Att.R.	6/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	5	
VI Ace of Wands	3	4
Defensive rating	8	

*) Rating not included in defensive rating

Matrix Devices

LIVING PERSONA

Model	Living Persona				
Level	1	Attack	8	Sleaze	5
		Data processing	5	Firewall	5
Description					

Matrix status (11) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMMLINK

Model	Meta Link				
Level	1	Data processing	1	Firewall	0

Programs (concurrent 0)

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Contacts

CON: DR. JESSICA ZHAO

Alias	Type	Loy.	Infl.	Fav.
Dr. Jessica Zhao	Triad Street Doc	2	6	0

Description

Jessica is from Seattle, but her family is from China and has long time ties with the Red Dragon Triad. As the Red Dragons are trying to regain a foothold in Seattle, she has been recruited back into the fold.
She can perform augmentation procedures, but she also makes a profit with organlegging. She will extract any usable organs and dispose completely of the remains through her Triad network

CON: MICHAEL SHARPE

Alias	Type	Loy.	Infl.	Fav.
Michael Sharpe	FBI Detective	1	5	0

Description

Michael Sharpe is a former UCAS FBI detective, now working for Seattle district attorney. Michael likes to say that his retirement plan sucks, so he's always looking improve it. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.
Michael is a bit of an addict. Many years of service and undercover work in dangerous areas, has gotten him hooked on various street drugs. His abuse has gotten into occasional trouble and he's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension thus far.
He hopes for a breakthrough in a major case to boost his career and get his mind off the lure of his next fix.

CON: XIAO XIAOYU

Alias	Type	Loy.	Infl.	Fav.
Xiao Xiaoyu	Fixer	5	6	0

Description

Xiao is well connected within the chinese community in Seattle. She is well spoken and has her asian etiquette and manipulation mastered to perfection. Xiao is secretly a Wuxing SINner, thus she balance her loyalities to Wuxing with her reputation in the shadows.
It does not bother her to facilitate shadowruns for or against corporations as long as they pay well and does not target Wuxing Inc. She has a social network extending to many Johnsons and even well into the Triad related underworld.

CON: MEI CHAOFENG

Alias	Type	Loy.	Infl.	Fav.
Mei Chaofeng	Wuxing Executive	2	8	0

Description

Mei Chaofeng is Smogg's main Wuxing sponsor. When Smogg emerged as Technomancer, it was Chaofeng who pulled the strings to provide Smogg with a gentle way out and to prevent his name from ruin.
Smogg has worked for Chaofeng both during his time as a Wuxing spider and later as a shadowrunner and he has followed and supported her rise to power. Lately Smogg has been supplying her with intelligence on rival mega corporations.
Mei Chaofeng enjoy a lot of influence within Wuxing Seattle. She is also a driven business woman who is an expert in corporate cutthroat. She will go to great length for Wuxing and her own career.
With the promise of getting Smogg back into Wuxing, a Technomancer license and a high paying spider position, Chaofeng now rely on Smogg for more shady operations, support, intelligence and data whenever needed.

CON: SONG LEE

Alias	Type	Loy.	Infl.	Fav.
Song Lee	Triad Mage	6	7	0

Description

Song Lee is a rising star within the Red Dragon Triads following the magic tradition of Wuxing.
Smogg and Song have spendt their youth together in Hong Kong as childhood best friends. As Smogg became more involved with Wuxing and Song with the Triads, their paths diverted for a while. Now that Smogg work in the shadows they often go for entertainment or drinks.
Smogg and Song can each be ruthless when it comes to their work, but together they have a tight friendship of trust and understanding.

SINs

SHEN MING - QUALITY ORIGINAL

Licenses

Lifestyles

CHINATOWN

Type	Low	Cost	2000¥
Month	1	SIN	Shen Ming

200 ¥ Paid in taxes

Options

keine

Notes

Corporate Licenses: Driver's License, Firearms, Concealed Carry, Smartsystem, Augmentation, Security Spider, International Travel

Shen Ming grew up in Hong Kong in a Wuxing family. He was educated in Matrix Security and soon took up the job as Wuxing security spider. He was seen as a rising star until he suffered serious damage during a matrix attack.
During his recovery he was tormented by intense migranes, and it was then he started to talk to sprites. Slowly he relalized he had emerged as Technomancer.
Shen Ming's division did not take well on Technomancers, and he pulled strings to Mei Chaofeng for a gentle exit and a distance promise of return.
Shen Ming moved to Seattle where Chaofeng had set up office, and now work in the shadows as Smogg taking on missions as they become available.
Smogg hopes one day to return to Wuxing with a Technomancer lisence with the help of Mei Chaofeng.

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	CADBE	1	0

REWARDS FOR [NET] SMOGG