

SHADOWRUN

PERSONAL DATA

Alias	Tinkerer	Name	Cass Tailerson		
Metatype	Dwarf	Magic/Resonance	Mundane		
Sex	male	Height	0	Weight	225
Age	37	Heat	0	Reputation	0
Karma	4	Total Karma	4	Essence	1.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	2
Agility	2	2	Initiative	7	7 +1D6
Reaction	3	3	Initiative (Matrix VR)	9	9 +4D6
Strength	2	2	Initiative (Astral)	10	10 +2D6
Willpower	7	7	Defense	0	7
Logic	5	6	Composure	0	10
Intuition	4	4	Judge Intentions	0	11
Charisma	3	3	Memory	0	10
Edge	3	3	Lift / Carry	0	12

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Toxin Resistance	
Thermographic Vision	
Grease Monkey II	
Aeronautics Mechanic	
Junkyard King II	

NEGATIVE

In Debt	
start up gear/implants fro...	

CONDITION MONITOR

Stun Healing: BOD + WIL = 12

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -4
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Drain resist: WIL (7) + ____

Physical Healing: BOD + BOD = 10

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -3
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Damage resist: BOD (5) + mod. (0) = 5

Dam. overfl. Healing: 10 - Mod. =

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					Influence	CHA	1	4		Lang: English (Native)
Athletics	AGI	0	1		Negotiation	LOG		9		Aeronautic Engineering
Close Combat	AGI	0	1		Outdoors	INT	0	3		Area Knowledge: Seattle
Con	CHA	0	2		Perception	INT	3	7	c	Barren Streets
Electronics	LOG	1	7		Visual	INT		9	c	Scrounge [aircraft]
Engineering	LOG	5	11	a, b, c	Piloting	REA	3	6	c	Tech Companies
Gunnery	LOG		13	a, b, c	Aircraft	REA		8	c	
Firearms	AGI	0	1		Stealth	AGI	3	5	c	

a) Grease Monkey II, b) Junkyard King II, c) Control Rig

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Melee weapon	Pool	Damage	Att.R.		
Unarmed	1	2S	5/-/-/-		

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

ARMOR

DEFENSIVE RATING **9**

Armor	Rating	Social
Body	5	3
VI Ace of Diamonds	4	3

Defensive Pools against

Defensive Pools against	Defensive Actions	
Attacks	Block (Minor)	+0
Combat spells (Indirect)	Dodge (Minor)	+0
Combat spells (Direct)	Hit the dirt (Minor)	+2
Toxin Damage	Full Defense (Major)	+7
Drain	Boosted Defense (Major)	-5

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Cerebral booster	1	0.2	CRB 293
Control Rig	3	3.0	CRB 283
Medullan Parallel Processors	2	1.0	DC 145
Simsense Interface Override	4	0.8	DC 145
Act. Essence (1.0) = 6 - Hole (0.0) - Sum augmentations (5.0)			

GEAR		
Name	Amount	Page
Bug Scanner	1	CRB 269
Contacts, Rating 1 (1 Accessories)	1	CRB 274
Metal restraints	1	CRB 278
Nanoforge - Case	1	DC 162
Plastic straps (10)	1	CRB 278
Proteus Poseidon (14 Accessories)	1	CRB 197
Standard RFID Tag (10x)	1	CRB 269
Stealth tag	5	CRB 269
Tag eraser	1	CRB 270
Tools - Kit (Electronics)	1	CRB 273
Tools - Shop (Engineering)	1	CRB 273

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Scrapper	Mechanic/Junkyard	3	3	0
Shade	Fixer	3	3	0
Daisy	Bartender	3	3	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Loft Garage	Low	2000¥	1

SINS	
Name	Quality
John Dickerson	3
Stacey Fillwater	1

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Proteus Poseidon	5	5	6	-	-
Meta Link	0	1	-	-	-

CURRENCY
Nuyen (¥): 1949

VEHICLES / DRONES												
Vehicles			Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
GMC Bulldog Step-Van			Vans and Cargo Trucks	5/7	8	10	100	2	16	16	3	10
Drones			Count									
Horizon Flying Eye			2	Air Drones	3	15	15	40	2	1	0	2
MCT-Nissan Roto-Drone			2	Air Drones	3	20	30	160	3	5	6	2

	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

Proteus Poseidon			
Data Processing	5	Firewall	6
Device Rating	5	Slaved devices	15
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"/> <input type="checkbox"/>		
Act Software (max 5)	Description	Page	
Riggerprograms			
Armor	+2 to Defense Rating, +2 dice damage reduction in hot VR	CRB 198	
Encryption	+1 to Firewall	CRB 198	
Signal Scrubber	Reduce noise by 2	CRB 198	
Stealth	Gain 1 Edge on Hide action	CRB 198	
Swarm	Better attack as pack	DC 146	
Toolbox	+1 to Data Processing	CRB 198	
Virtual Machine	2 additional program slots; gain one additional damage	CRB 198	
Autosoftware			
Clearsight 6	The drone's perception skill	CRB 201	
Evasion 6	Used to avoid being locked/hit	CRB 201	
Maneuvering 6	Piloting skill for the drone	CRB 201	
Stealth 6	Stealth skill for drone	CRB 201	
Targeting 6	Weapon skill for mounted weapon	CRB 201	
Skillssoftware			
Electronic Warfare 6	Electronic Warfare skill	CRB 201	
E-Softs			
Run Silent, Run Deep 6	Sleaze against matrix perception	DC 146	
Rig #	Drone (max 15)		
2	Horizon Flying Eye		
2	MCT-Nissan Roto-Drone		

CONTROL RIGS

Regular Attribute	⇒	Jumped-In Attribute	
Body	⇒	Willpower	7
Strength	⇒	Charisma	3
Agility	⇒	Logic	6
Reaction	⇒	Intuition	4

EDGE ACTIONS


Minor Actions			
Command Drone	CRB 41	Evade Pursuit I (4)	DC 179
		In the Zone (4)	DC 178
Edge Actions (Cost)			
Smokescreen I (1)	DC 178	Pickup (4)	DC 178
Bootleg Turn (2)	DC 178	Redline (4)	DC 179
Drafting (2)	DC 179	Smokescreen IV (4)	DC 178
Equalizer (2)	DC 179	Up the Ante II (4)	DC 179
Focus (2)	DC 179	Change Environment (5)	DC 178
Greaser (2)	DC 178	Dead Stop (5)	DC 179
Hit the Brakes! (2)	DC 179	Point Defense (5)	DC 178
Smokescreen II (2)	DC 178	Aimbot (6)	DC 177
Tokyo Drift (2)	DC 179	Chicken (6)	DC 178
Up the Ante I (2)	DC 179	Crossfire (6)	DC 177
Smokescreen III (3)	DC 178	The Exit (6)	DC 178
Subtle Pilot (3)	DC 179	Up the Ante III (6)	DC 179
The Rigger's Advantage (3)	DC 178	Evade Pursuit II (7)	DC 179
Attack Run (4)	DC 177	Boost	
Escape! (4)	DC 179	Evasive Action	DC 177

(i) Illegal Actions

SIGNATURES MANEUVERS

MCT-NISSAN ROTO-DRONE

Handling	Acc	Interval	Speed		
3	20	30	160		
Pil	Sens	Body	Arm	DR _{D/A/R/J}	
3	2	5	6	9/5/12/12	



Accessories/Notes	Skills	A	R	J
Weaponmount-Standard-Turret, Rigger interface	Evade	3	9	16
	Perception	2	8	14
	Pilot	3	9	16
	Stealth	3	9	15

Ramming	3P	D	A	R	J	D	A	R	J	Software	Rtg
		AR	-	1	8	10	P	-	2	9	16

Yamaha Raiden

4P	4/11/10/7/2	SA/	BF/	FA	Pool: 13 1 8 16
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[-1] [-1] [-1] [-2] [-2] [-2] [-3] [-3] [-3]

Matrix Devices

COMMLINK

Model	
Level	Data processing Firewall
Software	
Accessory	
Matrix status (12)	<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"/> <input type="checkbox"/>

SINs

JOHN DICKERSON - QUALITY 3

Licenses
Cyberware 3, Concealed Carry License 3, Driver 3, Rigger Remote Console 3, Smartgun/Smartlink 3, Firearms License 3

STACEY FILLWATER - QUALITY 1

Licenses

Lifestyles

LOFT GARAGE

Type	Low	Cost	2000¥
Month	1	SIN	John Dickerson
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	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

Driving				
Evade Pursuit I (DC179)				
Increase range to followers by 1	4	Smokescreen I (DC178)		1
Evade Pursuit II (DC179)		Gain 1 level or Cover status		Other
Increase range to followers by 2	7	Smokescreen II (DC178)		Assembled with Love and Bondo (DC170)
Evasive Action (DC177)		Gain 2 level or Cover status		2
Add Pilot rank to veh. defense test	4	Smokescreen III (DC178)		Mod last net hits hours, then broken
Focus (DC179)		Gain 3 level or Cover status		2
Vehicle Handling -1 for one test	2	Smokescreen IV (DC178)		Black Thumb (DC170)
Greaser (DC178)		Gain 4 level or Cover status		Rush job on moving vehilce
Oil slick: Target may not spend Edge	2	Subtle Pilot (DC179)		Change Environment (DC178)
Hit the Brakes! (DC179)		+pilot rank on stealth test		4
All followers one category closer	2	The Exit (DC178)		Choose Open, Restricted, Tight
In the Zone (DC178)		When piloting, exit vehicle safely		5
Ignore handling penalties for 1 test	4	The Rigger's Advantage (DC178)		Equalizer (DC179)
Pickup (DC178)		Add control rig rating to hits		2
Pickup target while driving	4	Tokyo Drift (DC179)		Ignore targets position advantage
Point Defense (DC178)		Chased: Drift action prevents opp. get closer		Escape! (DC179)
Attack incoming missile w. ranged weapon	5	Up the Ante I (DC179)		Test: Escape all followers at medium range
Redline (DC179)		Tight: Add 1 handling for everyone		4
+2 range categories for 4P dmg - or prevent	4	Up the Ante II (DC179)		Focus (DC179)
		Tight: Add 2 handling for everyone		Athletics threshold-1 for one test
		Up the Ante III (DC179)		Sudden Insight (CRB48)
		Tight: Add 3 handling for everyone		2
				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

TOXIN RESISTANCE

You did not provide a description yet.
(Key quality.toxin_resistance.desc)
see Core rules, p.73

THERMOGRAPHIC VISION

You did not provide a description yet.
(Key quality.thermographic_vision.desc)
see Core rules, p.73

GREASE MONKEY II: AERONAUTICS MECHANIC

You did not provide a description yet.
(Key quality.grease_monkey2.desc)
see Double Clutch, p.169

JUNKYARD KING II

You did not provide a description yet.
(Key quality.junkyard_king2.desc)
see Double Clutch, p.169

NEGATIVE

IN DEBT: START UP GEAR/IMPLANTS FROM SCRAPPER

You did not provide a description yet.
(Key quality.in_debt.desc)
see Core rules, p.77

Augmentation

CYBERWARE

CONTROL RIG

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

MEDULLAN PARALLEL PROCESSORS

You did not provide a description yet.
(Key item.medullan_processors.desc)
see Double Clutch, p.145

SIMSENSE INTERFACE OVERRIDE

You did not provide a description yet.
(Key item.simsense_overdrive.desc)
see Double Clutch, p.145

BIOWARE

CEREBRAL BOOSTER

You did not provide a description yet.
(Key item.cerebral_booster.desc)
see Core rules, p.293

Creation

Variant
Standard

Priorities
CBEDA

Karma to Nuyen
10

Extra Karma
0

REWARDS FOR TINKERER