

SHADOWRUN

PERSONAL DATA

Alias	Worm (Techno)	Name	Robert Morris		
Metatype	Elf	Magic/Resonance	Technomancer		
Sex	male	Height	175	Weight	70
Age	21	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	2
Agility	4	4	Initiative	6	6 +1D6
Reaction	1	1	Initiative (Matrix VR)	10	10 +2D6
Strength	1	1	Initiative (Astral)	10	10 +2D6
Willpower	5	5	Defense	0	6
Logic	5	5	Composure	0	13
Intuition	5	5	Judge Intentions	0	10
Charisma	8	8	Memory	0	10
Edge	5	5	Lift / Carry	0	8
Resonance	5	5			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Low-Light Vision
Technomancer
Focused Concentration 3
Charismatic Defense
Analytical Mind
Human-Looking

NEGATIVE

Impaired 2
Strength
In Debt
Medical bills

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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

Resist fading WIL (5) + LOG (5)

Physical Healing: BOD + BOD = 6

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

Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Engineering	LOG	0	4		Lang: English (Native)
Cracking	LOG	6	11	a	Firearms	AGI	5	9		Lang: Sperethiel
Tasking	RES	5	10		Influence	CHA	0	7		Espionage Techniques
Untrained					Outdoors	INT	0	4		Fashion
Athletics	AGI	0	3		Perception	INT	3	8		Hacker Groups
Close Combat	AGI	0	3		Piloting	REA	0	0		Security Systems
Con	CHA	1	9		Stealth	AGI	0	3		
Electronics	LOG	5	10	a						

a) Analytical Mind

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Yamaha Pulsar II	9	4S(e)	10/10/-/-	SS	4(m)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	3	2S	2/-/-/-		
Yamaha Pulsar II (as Club)	3	4S(e)	7/-/-/-		

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

ARMOR

DEFENSIVE RATING **12**

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

PERSONA			
Origin: Living Persona			
Attributes/Skills	Default	Current	
Att (Attack)	8	<input type="text"/>	
Sleaze (SI)	5	<input type="text"/>	Add 5 (RES) more points to attributes
Data Processing (D)	5	<input type="text"/>	
Firewall (Fir)	5	<input type="text"/>	
Matrix Perception	10	<input type="text"/>	Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6	<input type="text"/>	
Initiative VR	10 +2D6	<input type="text"/>	INT + D
Initiative VR Hot sim	10 +3D6	<input type="text"/>	INT + D
Attack Rating	13	<input type="text"/>	Attack + SI
Defense Rating	10	<input type="text"/>	D + Fir
Matrix Condition Monitor			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MATRIX OVERVIEW	
1. Grab dice	
Legal: Electronics + Logic = 10	
Illegal: Cracking + Logic = 11	
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	Hash Check (i)	CRB 182
Change Icon	CRB 180	Hide (i)	CRB 182
Enter Host	CRB 181	Jack out	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jam Signals (i)	CRB 182
Send Message	CRB 183	Jump into Rigged Device	CRB 182
Switch Interface Mode (i)	CRB 184	Matrix Perception	CRB 182
Major Actions			
Backdoor Entry (i)	CRB 180	Reboot Device	CRB 183
Brute Force (i)	CRB 180	Register Sprite (i)	CRB 191
Check OS (i)	CRB 180	Rigger Jump In	CRB 44
Compile Sprite (i)	CRB 191	Set Data Bomb (i)	CRB 183
Control Device	CRB 180	Snoop (i)	CRB 184
Crack File (i)	CRB 180	Spoof Command (i)	CRB 184
Crash Program (i)	CRB 181	Tarpit (i)	CRB 184
Data Spike (i)	CRB 181	Trace Icon (i)	CRB 184
Decompile Sprite (i)	CRB 192	Special Actions	
Disarm Data Bomb	CRB 181	Matrix Search	CRB 183
Edit File	CRB 181	Probe (i)	CRB 183
Encrypt File	CRB 181	Edge Actions (Cost)	
Erase Matrix Signature (i)	CRB 181	Emergency Boost (1) (i)	CRB 175
Format Device	CRB 181	Hog (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Signal Scream (2) (i)	CRB 175
		Technobabble (2) (i)	CRB 175
		Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS				
Resonance: 5 Resist fading: WIL(5) + LOG(5)				
Complex form	Dur.	Fading	Page	Notes
Editor	P	3	CRB 190	
Puppeteer	S	5	CRB 190	

SUBMERSION		GRADE
Echo		<input type="text"/>

PROGRAMS				
1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
<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"/>	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"/>	Decryption	+2 dice on Crack File action	CRB 184
<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"/>	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"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	1	# of max. concurrent programs per device		
1 = Living Persona 2 = Renraku Sensei <input type="checkbox"/> = not installed <input type="checkbox"/> = mark if activated				

GEAR					
Name	Amount	Page	Name	Amount	Page
Contacts, Rating 3	1	CRB 274			
<i>Image link</i>		CRB 275			
Micro-transceiver	1	CRB 270			
Trodes	1	CRB 268			

Ranged weapons

YAMAHA PULSAR II					
Damage	Attack Rating	Mode	Ammo		
4S(e)	10/10/-/-	SS	4(m)		
Accessory: Laser Sight (Low Power), Hidden arm slide, Yamaha Pulsar II (as Club)					
Modifications:					
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.					
A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Yamaha Pulsar II	9/9/-/-	SS	10/10/-/-	4S(e)	9
Laser Sight (Low Power)	1/1/-/-				

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Taser (10x) (Regular (Caseless))	3	CRB 262			

MELEE WEAPONS						
Weapon	Pool	Amount	Damage	Att.R.	Rating	Other
Unarmed	3	3	2S	2/-/-/-		
Yamaha Pulsar II (as Club)	3	3	4S(e)	7/-/-/-		

ARMOR			
Armor	Rating	Social	
Body	3		
Armor jacket	4	-3	
Armor clothing	2*	0	
Defensive rating	12		
*) Rating not included in defensive rating			

Matrix Devices

LIVING PERSONA	

Model	Living Persona				
Level	5	Attack	8	Sleaze	5
		Data processing	5	Firewall	5
Description					
Matrix status (11)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COMMLINK					
Model	Renraku Sensei				
Level	3	Data processing	2	Firewall	0
Programs (concurrent 1)					
Matrix status (10)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SINs

BAXTER ARCHER - QUALITY 4	
Licenses	Technomancy 4, Concealed Carry License 4

Lifestyles

TACOMA APARTMENT			
Type	Low	Cost	2000¥
Month	1	SIN	Baxter Archer
Options	keine		

Notes

Worm didn't have many friends growing up, and with his small frame and Elven looks, he was consistently picked on by bullies. With his knack for using technology, it wasn't a surprise when he discovered he had technomancer abilities. Unfortunately, he used them to hack the commlink of a ganger who was trying to mug him and received a beating that nearly killed him.

He spent nearly a year recovering and racked up some serious debt from the surgeries he needed to fix his broken bones. With no way of getting a legitimate job that paid well enough to pay off his debt, he has turned to shadowrunning to make enough to cover what he owes.

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

Complex forms

EDITOR

Duration P **Fading** 3

You did not provide a description yet.
(Key complexform.editor.desc)
see Core rules, p.190

PUPPETEER

Duration S **Fading** 5

You did not provide a description yet.
(Key complexform.puppeteer.desc)
see Core rules, p.190

Qualities

POSITIVE

LOW-LIGHT VISION

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

TECHNOMANCER

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

FOCUSED CONCENTRATION

You did not provide a description yet.
(Key quality.focused_concentration.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

ANALYTICAL MIND

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

HUMAN-LOOKING

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

NEGATIVE

IMPAIRED: STRENGTH

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

IN DEBT: MEDICAL BILLS

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

Creation

Variant
Standard

Priorities
CADBE

Karma to Nuyen
2

Extra Karma
0

REWARDS FOR WORM (TECHNO)