

SHADOWRUN

PERSONAL DATA

Alias	Zooma	Name	Othaka		
Metatype	Ork	Magic/Resonance	Mundane		
Sex	male	Height	2	Weight	226
Age	22	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	3.20

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	8	8	Minor Actions	1	4
Agility	5	5	Initiative	10	10 +3D6
Reaction	5	7	Initiative (Matrix VR)	4	4 +2D6
Strength	7	7	Initiative (Astral)	6	6 +2D6
Willpower	4	4	Defense	0	10
Logic	3	3	Composure	0	7
Intuition	3	3	Judge Intentions	0	7
Charisma	3	3	Memory	0	6
Edge	6	6	Lift / Carry	0	12

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Built Tough 1
Toughness
Attribute Mastery
Agility

NEGATIVE

Allergy (seasonal, mild)
Hay Fever
Addiction 1
Novacoke
Dependents 2
Extended Ork Family

CONDITION MONITOR

Stun Healing: BOD + WIL = 12

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

Drain resist: WIL (4) + ____

Physical Healing: BOD + BOD = 16

-1 -1 -1 -2 -2 -2 -3 -3 -3 -4 -4

Damage resist: BOD (8) + mod.(3) = 11

Dam. overfl. Healing: 16 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					<i>Shotguns</i>	AGI		13	b, b	Lang: English
Athletics	AGI	1	6	a	Influence	CHA	0	2		Lang: Or'zet (Native)
Close Combat	AGI	5	10		Outdoors	INT	0	2		Automotive Knowledge
Con	CHA	0	2		Perception	INT	1	4		Seattle Gangs
Electronics	LOG	0	2		Piloting	REA	1	8		
Engineering	LOG	3	6		<i>Ground Craft</i>	REA		10		
<i>Automotive Mechanic</i>	LOG		8		Stealth	AGI	0	4		
Firearms	AGI	6	11	b, b						

a) Attribute Mastery, b) Flashlight, Low-Light

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Brown Blaster 2000	11	3P	10/9/6/-/-	SA	10(c)
Defiance T-250 (Short barrel)	13	3P	9/9/5/-/-	SS/SA	5(m)
Sally	13	4P	5/12/8/-/-	SA/BF	10(c)/24(d)

Melee weapon	Pool	Damage	Att.R.
Melee hardened firearm	10	3S	11/-/-/-/-
Survival Knife	10	3P	8/2/-/-/-
Unarmed	10	4P	16/-/-/-/-
Wrench	10	3S	13/-/-/-/-

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

ARMOR

DEFENSIVE RATING **11**

Armor	Rating	Social
Body	8	3
CycleWear	3	-5

Defensive Pools against

Defensive Pools against	Rating	Defensive Actions	Rating
Attacks	10	Block (Minor)	+5
Combat spells (Indirect)	11	Dodge (Minor)	+1
Combat spells (Direct)	7	Hit the dirt (Minor)	+2
Toxin Damage	12	Full Defense (Major)	+4
Drain	0	Boosted Defense (Major)	-3

		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 Defense	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
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

Data Processing	Firewall	
Device Rating	Slaved devices	
Evade (Pil)	Cracking (Sens)	
Perception (Sens)	Pilot (Pil)	
Stealth (Pil)		
Act Software	Description	Page

CONTROL RIGS

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

EDGE ACTIONS

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

(i) Illegal Actions


SIGNATURES MANEUVERS

GEAR					
Name	Amount	Page	Name	Amount	Page
Alcohol	2	CRB 124	Stim patch, Rating 2	2	CRB 282
Bliss	4	CRB 124	Tag eraser	1	CRB 270
Cram	2	CRB 124	Tools - Shop (Engineering)	1	CRB 273
DocWagon Gold Contract (1 Month)	3	CRB 281	Trauma patch	2	CRB 282
Glasses, Rating 4	1	CRB 274			
Flare compensation		CRB 275			
Vision enhancement		CRB 275			
Image link		CRB 275			
Long Haul	1	CRB 125			
Novacoke	10	CRB 125			

Ranged weapons

BROWN BLASTER 2000

Damage	Attack Rating	Mode	Ammo
3P	10/9/6/-/-	SA	10(c)



A cheap knockoff of the Browning Ultra Power pistol made popular by the trivird role of Detective Brown, who used the weapon in his police procedural series.

Accessory: Laser sight (base)


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.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Browning Ultra Power	10/9/6/-/-	SS	10/9/6/-/-	3P	11
Laser sight (base)	1/1/1/1/1	SA	8/7/4/-/-	4P	11

DEFIANCE T-250 (SHORT BARREL)

Damage	Attack Rating	Mode	Ammo
3P	9/9/5/-/-	SS/SA	5(m)



Accessory: Laser sight (base), Flashlight, Low-Light, Concealable Quick Draw Holster


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.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Defiance T-250 (Short barrel)	8/8/4/-/-	SS	9/9/5/-/-	3P	13
Laser sight (base)	1/1/1/1/1	SA	7/7/3/-/-	4P	13

SALLY

Damage	Attack Rating	Mode	Ammo
4P	5/12/8/-/-	SA/BF	10(c)/24(d)



A modified Mossberg CMDT shotgun, hardened for an Ork to bash it into the face of some fragger. Okthar's pride and joy.

Accessory: Laser sight (base), Flashlight, Low-Light, Shock pads, Gas-vent system

Modifications: Melee Hardening

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
Mossberg CMDT	4/11/7/-/-	SS	5/12/8/-/-	4P	13
Laser sight (base)	1/1/1/1/1	SA	3/10/6/-/-	5P	13
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/1	BF (wide)	3/10/6/-/-	5P	6
		BF (narrow)	1/8/4/-/-	6P	13

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Caltrops	2	FS 36	Shotgun (10x) (Explosive)	3	CRB 262
Grenade, Fragmentation	2	CRB 263	Shotgun (10x) (Regular)	10	CRB 262
Grenade, Smoke	4	CRB 263	Shotgun (10x) (Stick-n-Shock)	5	CRB 262
Grenade, Stun	2	CRB 263			
Heavy Pistol/SMG (10x) (Regular)	8	CRB 262			

MELEE WEAPONS

Melee hardened firearm	Pool	10	Damage	3S	Att.R.	11/-/-/-
Survival Knife	Pool	10	Damage	3P	Att.R.	8/2/-/-
Unarmed	Pool	10	Damage	4P	Att.R.	16/-/-/-
Wrench	Pool	10	Damage	3S	Att.R.	13/-/-/-
	Pool		Damage		Att.R.	

CARL STANFORD - QUALITY 3

Licenses

Concealed Carry License 3, Skilled Trade 3

Lifestyles

UNNAMED MIDDLE

Type	Middle	Cost	10000¥
Month	2	SIN	Carl Stanford

Options

keine

Notes

Othaka is an ork who is known by Zooma on the streets due to his love of bikes. He also loves shotguns and the big booms they make. He lives above an auto shop that he runs fixing cars and bikes and every so often adding less than legal mods that are asked of him. He thinks he is a pretty fun guy and people seem to like being around him when he is hopped up on Novacoke. He is always low on funds as his extended ork family always has expenses and are always begging for some cash to buy the next new thing.

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				
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	
				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

BUILT TOUGH

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

TOUGHNESS

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

ATTRIBUTE MASTERY: AGILITY

You did not provide a description yet.
(Key quality.attribute_mastery.desc)
see Double Clutch, p.168

NEGATIVE

ALLERGY (SEASONAL, MILD): HAY FEVER

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

ADDICTION: NOVACOCKE

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

DEPENDENTS: EXTENDED ORK FAMILY

You did not provide a description yet.
(Key quality.dependents.desc)
see Core rules, p.75

Augmentation

CYBERWARE

AUDIO ENHANCEMENT

You did not provide a description yet.
(Key item.audio_enhancement.desc)
see Core rules, p.276

CYBEREARS, RATING 2

You did not provide a description yet.
(Key item.cyberears2.desc)
see Core rules, p.286

DAMPER

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

SOUNDLINK

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

SPATIAL RECOGNIZER

You did not provide a description yet.
(Key item.spatial_recognizer.desc)
see Core rules, p.276

WIRED REFLEXES 2

You did not provide a description yet.
(Key item.wired_reflexes2.desc)
see Core rules, p.287

BIOWARE

BONE DENSITY AUGMENTATION, RT.3

You did not provide a description yet.
(Key item.bone_density_augmentation_3.desc)
see Core rules, p.291

Creation

Variant
Standard

Priorities
CAEDB

Karma to Nuyen
3

Extra Karma
0

REWARDS FOR ZOOMA