

Combat Mage

Metatype: Elf Shamanic Magician; Female; Age: 25; Height: 1.9m; Weight: 80kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....	4	☐	Essence	6	☐
Agility	4	☐	Edge	4	☐
Reaction	4	☐	Magic	6	☐
Strength	2	☐	Initiative ...	7/8+2D6	☐
Willpower	6	☐	Inherent Limits		
Logic	2	☐	[4] Physical Limit		
Intuition.....	3	☐	[5] Mental Limit		
Charisma.....	6	☐	[8] Social Limit		
			[8] Astral Limit		

Movement

8m/16m/+2 Land Movement

3m/+2 Swimming

Active Skills

- 3 [8] Arcana 1 (Log)
- 6 [8] Assensing 3 (Int)
- 7 [A] Automatics 3 (Agi)
(Submachine Guns)
- 7 [8] Con 1 (Cha)
- 11 [8] Counterspelling 5 (Mag)
- 7 [8] Etiquette 1 (Cha)
- 9 [8] Negotiation 3 (Cha)
(Bargaining +2)
- 5 [5] Perception 2 (Int)
- 5 [A] Pistols 1 (Agi)
(Tasers +2)
- 12 [F] Spellcasting 6 (Mag)
(Combat Spells +2)
- 9 [F] Summoning 3 (Mag)

Knowledge Skills

- 5 [5] Area Knowledge: Neo-Tokyo 2 (Int)
- 5 [5] Bozozuko 2 (Int)
- 6 [5] Corporate Politics 4 (Log)
- 4 [5] Current Events 2 (Log)
- 5 [5] Escort Services 2 (Int)
- 4 [5] Magical Theory 2 (Log)

Language Skills

N Japanese

Attribute-Only Tests

- 12 [8] Composure
- 9 [8] Judge Intentions
- 6 [8] Lifting & Carrying
- 8 [8] Memory

Toxin Resistances

	Toxin	Disease
Contact (2 / 2)	12 [8]	12 [8]
Ingestion	10 [8]	10 [8]
Inhalation (6 / 6)	Imm	Imm
Injection	10 [8]	10 [8]

Addiction Resistance

- 10 [8] Resist Physical Addiction
- 8 [8] Resist Psychological Addiction



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐		

Overflow: ☐☐☐☐

Natural Recovery:

8 [8] (1 day) heal 1 bodykit

Stun Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	

Natural Recovery:

10 [8] (1 hour) heal 1 bodykit

Defenses

Ranged attacks against you are at : +0 [8]

Ranged Defense (No Action): 8 [8]

Full Defense (-10 Interrupt, for the rest of the turn): +6 [8]

Melee attacks against you are at : +0 [8]

Melee Defense (No Action): 8 [8]

Full Defense (-10 Interrupt, for the rest of the turn): +6 [8]

Sensor-aided attacks against you are at : +0 [8]

Sensor Defense (No Action): 3 [8] [4]

Damage Resistances

- 18 [8] Armor 14
- 20 [8] Acid Protection 16
- 20 [8] Cold Protection 16
- 20 [8] Electricity Protection 16
- 20 [8] Fire Protection 16
- 18 [8] Falling Protection 14
- 10 [8] Fatigue Resistance

Edge Pool

☐	☐	☐	☐
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Positive Qualities

Lightning Reflexes

Some people are just born fast. This quality provides an unaugmented character the ability to react with astonishing speed. The character gains +1 to their Initiative rating and a bonus initiative die. This quality is not cumulative with any other Initiative enhancement, be it technological, chemical, or magical. They also receive a +1 dice pool modifier for all Defense Tests.

Validation Report (0 issues): Nothing identified

Positive Qualities

Shamanic Magician

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

Technical School Education

All your schoolbooks focus on the practical and real-life working world. Thanks to time spent being formally educated in a technical school, the character can buy Professional Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Professional Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Negative Qualities

Every Man For Himself

There's nothing in the world worth more than your own hide. You are the reason for the old saying, "You don't have to outrun the bear, just your slowest friend." You won't go back to help a fallen or injured companion without a really good reason while the drek is still hitting the fan. If a team member is injured or falls (even one you really like), make a Composure (4) Test. Success means you can actually act with a little altruism today and help them if needed. Failure means you will offer no help whatsoever and will only look after your own interest. They can get themselves out of trouble.

Force of Chaos

Planning is great - for others. You prefer to throw yourself into whatever is happening and see what you can pull off, which makes you chafe against plans. Any bonuses you might receive from employing tactics or group maneuvers in combat are cut in half (rounded up).

Negative Qualities

SINner (Corporate Limited SIN): Saeder Krupp

There are four types of SINs that fall under the SINner (Layered) quality: National SIN, Criminal SIN (either Corporate or National), Corporate Limited SIN, or Corporate Born. Individuals with SINs are required by law to always broadcast their SINs. A legal SIN is required for all legal purchases. This makes them very useful things to have, so those who are SINless generally get by with the use of **fake SINs** (p. 367) just so they can participate in society.

Corporate Limited SIN At the 15 Karma level the character has the Corporate Limited SIN; he has somehow gained a position in a megacorporation from the outside. He may have been hired as a wageslave (or been the minor child of a person hired as a wageslave), or perhaps brought in by someone in the megacorp who saw advantage in his skill, talent, area of expertise, or some other useful attribute. Under most circumstances the Corporate Limited SIN replaces any National SIN. His Corporate Limited SIN becomes part of the Global SIN Registry, to which law enforcement agencies and security corporations alike have access. Many of these Corporate Limited SINs record whether or not the character is Awakened. The Corporate Limited SIN allows the character to be employed by the megacorp under most circumstances, and it replaces any National SIN that the character may have had previously. With the Corporate SIN, the character can be gainfully employed by the issuing megacorporation as a wageslave, a low-ranking member of the corporation's security services, or an enlisted member of the corporation's military. Though he could have a secret-level security clearance to perform his duties, he cannot rise to a leadership position, become an officer, or be part of the megacorporation's Special Forces (such as the Red Samurai). As a group, characters that possess Corporate Limited SINs are believed to either know something valuable about the inner workings of the megacorporation or have a skill set rival megacorps would want; as such they are considered valid targets for extraction, even if they are no longer active with the corporation. Characters with the Corporate Limited SIN experience prejudice and hostility from those in the shadows who are SINless. The SINless believe the corporations deliberately keep them poor and powerless so they can be exploited. The character with the Corporate Limited SIN may find himself being personally blamed for his corporation's actions - protesting he has no real authority and no connection with the actions in question usually does little good. To the SINless and neo-anarchists the character with the Corporate Limited SIN has sold out and chosen a corrupt and oppressive system over his own people. The character pays twenty percent of his gross income in taxes to his megacorporation.

Metatype Abilities

Enhanced Senses: Low-Light Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

Spells

12 [F] Double Image (Illusion: Multi-Sensory, Realistic)

Type: P Rng: T Dur: S DV: 12 v F-1

14 [F] Fireball (Combat: Area, Elemental, Indirect)

Type: P Rng: LOS (A) Dam: P Dur: I DV: 12 v F-1

14 [F] Flamethrower (Combat: Elemental, Indirect)

Type: P Rng: LOS Dam: P Dur: I DV: 12 v F-3

14 [F] Ice Spear (Combat: Elemental, Indirect)

Type: P Rng: LOS Dam: P Dur: I DV: 12 v F-3

12 [F] Improved Invisibility (Illusion: Realistic, Single-Sense)

Type: P Rng: LOS Dur: S DV: 12 v F-1

Contacts

Lone Star Detective

Connection: 5 Loyalty: 2

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Family Obligations (brother)

Personal Life: In a Relationship

Type: Legwork

Parazoologist

Connection: 3 Loyalty: 3

Chips: You and the contact are even

Metatype: Human

Sex: Male

Age: Middle-aged

Preferred Payment Method: Barter (items related to the profession)

Hobbies/Vice: Animals (paracritters)

Personal Life: Family

Type: Legwork

Background & Personal Details

A playgirl by any other name is still a playgirl. This Spellslinger is all that and a box of chocolates and she knows it. Fast cars, fast spells, and fast hookups are what she is all about. Male? Female? Other? She doesnt care. She will take you on the ride of your life and drop you off at the nearest corner when shes done with you.

A corporate combat mage for SK Global, she finds herself in Chicago of all places. It was probably a bad idea to wreck her bosses car, especially with his wife in it. The transfer was billed as a "promotion" but she knew what it was. Wanting to stay in the lifestyle she became accustomed to made her turn to the shadows.

It was her first real shadow-world experience, and shes still racing ahead to once again achieve that high.

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Tradition

Shamanism

The shaman uses mana to balance the world of nature and their own will. They believe in harmony and guidance, observing the world and using emotion to weave magic. They respect the gift of magic that connects them to the flow of the spirit of life. To the shaman, the earth is a living being, and her children are spirits who guide and aid those that support her; spirits of the sky, mountain, birds, rats, even metahumanity. Shamanism has been practiced far longer than hermetic magic and can be found in all parts of the world, although it wasn't taken seriously by modern metahumanity until the Great Ghost Dance. To the shaman, casting a spell is asking a greater universal entity, such as a mentor spirit, to grant her power.

Shamans call their magical lodges "medicine lodges." A medicine lodge (also known as a sweat lodge, inipi, kiva, temazcal, or a number of other names) can take a variety of forms, including a small domed hut with an animal skin roof or a hole dug into the ground and carefully covered with a ceiling of woven branches, or in an urban area a small room filled with skins, painting, and artistically decorative urban junk.

The wilderness is an excellent place for shamans to gather reagents, finding plant and animal parts, naturally shaped stones, and vials of water in such pristine locations. Knowledge of zoology, parazoology, botany, and parobotany help them find and harvest these materials. In urban areas, shamans find that the spirit of life also inhabits in the cities. So-called "street shamans" find reagents in urban animals, naturally worn stones in parks or waterways, and handcrafted jewelry made with natural materials. Knowledge of architecture and crafts helps find this sort of reagent.

The shamanic perspective on conjuring is based on a belief that spirits are intelligent and ancient, and they should be treated with the respect one would show an elder. Due to their belief that spirits are everywhere, shamans frequently summon spirits from the area when the need arises, rather than binding spirits for long periods. Shamans often develop personal connections to spirits, following them as they learn magic.

All shamans share one belief in common: Magic is not something to be dissected and formulated; it is something that is felt and honored. Excepting the toxic variety, shamans tend to seek balance between the natural and spiritual worlds.

Even those shamans who live in urban areas, so-called street shamans, have learned to find harmony with the city's ecosystem. While the world around them sees nature and life as resources to be exploited, shamans see the world and its spirits as allies.

Traditionalist Shaman

While many shamanic mages embrace the Unified Magic Theory to some extent and have benefited from its application, there are many shamans who resent the implication that magic can be tidied up and placed in neat boxes. These shamans follow older paths and keep strict boundaries around their practices, as they feel it is truer to the spirits and helps maintain an ancient harmony. These Traditionalists always have mentor spirits, only summon spirits native to the local environment, and never bind spirits.

Ancestor Shaman

The practice of venerating ancestors is as ancient as human civilization. While most shamans revere the Earth and its spirits, Ancestor Shamans primarily interact with the spirits of those who once lived. Ancestor Shamans do not bind spirits, have a deep concern for their honor/shame reputation in the spirit world, and often have an easier time initiating due to communion with the dead who share their tradition.

Related Mentor Spirits

Most of shamanism resists the urge to call their totems by the designation of "mentor spirits." This has not stopped others who subscribe to Unified Magic Theory from doing so. Most shamans choose animal-based totems. Ancestor Shamans do not choose animal totems, however, as most prefer the Wise Warrior,

Metatype Abilities

Enhanced Senses: Low-Light Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

Spells

Double Image

Illusion (Multi-Sensory, Realistic) **Type:** Physical **Range:** Touch **Duration:** Sustained **DV:** F-1

Double Image allows the spellcaster to create an illusory doppelganger of the subject that is an identical image of the subject and mimics everything he does. The spellcaster has limited control of the duplicate and can adjust its movement (to keep it from walking through walls and so forth), though in tight quarters this may be difficult. Making the duplicate take a distinct action requires a Simple Action by the caster. The spellcaster must touch the subject to activate the spell, and the duplicate exists as long as the spell is sustained. Casters may only have one duplicate of a single individual at a time, though they may cast the spell multiple times to duplicate multiple people.

Targets who fail to resist the spell cannot tell the original and double image apart as the double sounds, smells, and looks like the original. The double is insubstantial; bullets and melee attacks go right through it. It can neither make attacks nor cast spells. Double Image affects both physical beings and technological sensors.

Fireball

Combat (Area, Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight (A) **Damage:** Physical **Duration:** Instant **DV:** F-1

These spells create an explosion of flames that flash into existence and scorch the target(s), giving them the double benefit of causing pain and being intimidating as hell. These spells deal Fire damage (p. 171). These flames burn out after striking the target, but their secondary effects may ignite flammable materials that continue to burn after the spell is exhausted. Flamethrower is a single-target spell, while Fireball is an area spell.

Flamethrower

Combat (Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight **Damage:** Physical **Duration:** Instant **DV:** F-3

These spells create an explosion of flames that flash into existence and scorch the target(s), giving them the double benefit of causing pain and being intimidating as hell. These spells deal Fire damage (p. 171). These flames burn out after striking the target, but their secondary effects may ignite flammable materials that continue to burn after the spell is exhausted. Flamethrower is a single-target spell, while Fireball is an area spell.

Ice Spear

Combat (Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight **Damage:** Physical **Duration:** Instant **DV:** F-3

Spellcasters that wield this set of spells can attack their enemies with shards of ice of frightening potency that cause Cold Damage (p. 170, SR5). This may cause unusual damage to certain critters and damage armor or gear. Armor with specific modifications, such as Insulation, Chemical Seal, and Chemical protection) may protect target from the damage (see p. 437, SR5).

Ice Spear is a single-target spell, while Ice Storm is an area spell. Ice Storm also acts as an Ice Sheet (p. 293, SR5) spell over the affected area.

Spells

Improved Invisibility

Illusion (Realistic, Single-Sense) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** F-1

This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, and even taste, if it somehow comes to that). Her aura is still visible to astral perception.

Anyone who might be in a position to perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Even if the spell is resisted, the subject might remain undetected if she's good enough with her Sneaking Test. An invisible character may still be detected by non-visual means, such as hearing or smell. Attacks against invisible targets suffer the Blind Fire modifier if the attacker is unable to see or otherwise sense the subject of the spell.

Invisibility affects the minds of viewers. Improved Invisibility mimics the subject's surroundings from all angles and affects technological sensors as well.

Lightning Bolt

Combat (Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight **Damage:** Physical **Duration:** Instant **DV:** F-3

These spells create and direct vicious strikes of electricity that cause Electricity damage (p. 170). Lightning Bolt is a single target spell. Ball Lightning is an area spell.

Manabolt

Combat (Direct) **Type:** Mana **Range:** Line-of-Sight

Damage: Physical **Duration:** Instant **DV:** F-3

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. The damage inflicted is similar to massive cellular die off from radiation or necrotizing fasciitis, but without the continuing effects. But still, ick. Since they are mana spells, spells in this group only affect living and magical targets and are resisted with Willpower. Death Touch requires the magician to touch the target. Manabolt affects a single target, Manaball is an area-effect spell.

Physical Barrier

Manipulation (Area, Environmental) **Type:** Physical **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** F-1

This spell creates a glowing, translucent force field with 1 point of both Armor and Structure rating per hit. You can form the barrier as a dome with a radius and height equal to the spell's normal radius. Alternately, you can use it to form a wall with a height equal to the spell's Force and a length equal to its Force x 2.

Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. The wall is translucent but shimmers, the equivalent of Light Fog (p. 175). The barrier does not impede spellcasting (other than visibility penalties), except for spells with physical components like indirect combat spells. The barrier can be brought down by physical attacks, but as long as you sustain it will regenerate all of its Structure Rating at the beginning of each Combat Turn. If the barrier is reduced to Structure Rating 0, it collapses and the spell ends.

Stunball

Combat (Area, Direct) **Type:** Mana **Range:** Line-of-Sight (A)

Damage: Stun **Duration:** Instant **DV:** F

These spells channel magical energy directly into the target, causing Stun damage. They are sometimes referred to as "sleep" spells because they can render targets unconscious but keep them alive, in the cases where you'd prefer more polite violence. Knockout requires the magician to touch the target, Stunbolt affects a single target, and Stunball is an area spell.

Spells

Trid Phantasm

Illusion (Area, Multi-Sensory, Realistic) **Type:** Physical

Range: Line-of-Sight (A) **Duration:** Sustained **DV:** F
These area spells create convincing illusions of any object, creature, or scene the magician desires. They can create an illusion of anything the magician has seen before, from a flower or a credstick to a dragon breathing fire, as long as the illusion is no larger than the spell's area of effect.

Anyone who might pierce the illusion must successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone attempting to resist at a later point.

Phantasm only affects living beings, while Trid Phantasm affects technological sensors as well.

Equipment

Armor Jacket

The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.

Wireless: Thermal Dampening : The suit uses the extra information about your surroundings and also gives you its rating as a dice pool bonus to Sneaking tests against heat-based detection.

Ballistic Mask

By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless. Ballistic masks can take vision enhancements as well as any modification a helmet can take.

Custom jobs are, naturally, more expensive.

Wireless: Gas Mask : The gas mask analyzes and gives you information about the surrounding air that you're *not* breathing.

Defiance EX Shocker

This heavy-duty taser fires up to 4 darts that trail wires up to 20 meters long. The wired connection to the battery allows for a more powerful shock. Most modern tasers use wireless darts, so the Defiance EX Shocker is an exception. It also features contacts that allow it to be used as a stun weapon in melee (Accuracy 3, DV 8S (e), Reach 0).

Wireless: A successful hit informs you of the status of the target's basic health (and Condition Monitors).

The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Ear buds (3)

These ergonomic ear plugs are hard to spot and harder still to differentiate from the standard kind that comes with every music player and commlink.

Wireless: Audio Enhancement : Add the audio enhancement's rating as a dice pool modifier to your audio Perception Tests.

Equipment

Ingram Smartgun X

Grade-A bang bang. Famous as the weapon of choice for many legendary street samurai since the 2050s, the Ingram Smartgun comes tricked out with a gas-vent 2 system, a smartgun system, and an integral sound suppressor.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Novatech NetNinja

Basic Persona : Ninja

Base Theme : Rice paper home

Device Icon : Spinning shuriken

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

GMC 442 Chameleon

GMC 442 Chameleon



Attributes

Handling4	☐	Device Rating1	☐
Handling (Off-Road) 2	☐	Initiative 2+4D6	☐
Speed4	☐	Inherent Limits	
Acceleration1	☐	[2] Mental Limit	
Body.....10	☐		
Pilot 1	☐		
Sensor.....1	☐		
Seating4	☐		
Data Processing ..1	☐		
Firewall1	☐		

Damage Resistances

14 [4] Armor 4	
14 Acid Protection 4	14 Electricity Protection 4
14 Cold Protection 4	14 Fire Protection 4

Physical Damage

		-1
		-2
		-3
		-4
		-5

Matrix Damage

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 1

Melee attacks against you are at : +0
 Melee Defense (No Action): 1

Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 1 [4]

Gear (Cash: 3,840¥)

Dropped to Ground

Programs

Linguistics: English (local language)
 Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified