

Decker

Metatype: Dwarf; Male; Age: 25; Height: 1.2m; Weight: 54kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....	4		Essence	1.25	
Agility	4		Edge	5	
Reaction	1/4		Initiative ..	6/10+2D6	
Strength	3		Inherent Limits		
Willpower	2		[5] Physical Limit		
Logic	5/7		[8] Mental Limit		
Intuition.....	5/6		[4] Social Limit		
Charisma.....	3				

Movement

8m/16m/+1 Land Movement

4m/+1 Swimming

Active Skills

- 12 [M] Computer 5 (Log)
(Matrix Perception)
- 11 [M] Cybercombat 4 (Log)
- 8 [?] Cybertechnology 1 (Log)
- 9 [M] Electronic Warfare 2 (Log)
- 5 [4] Etiquette* (Cha)
- 13 [M] Hacking 6 (Log)
(vs. Devices +2)
- 10 [M] Hardware 3 (Log)
- 5 [4] Leadership* (Cha)
- 5 [4] Negotiation* (Cha)
- 8 [8] Perception 2 (Int)
(Visual +2)
- 5 [H] Pilot Ground Craft 1 (Rea)
- 6 [A] Pistols 2 (Agi)
(Semi-Automatics)
- 5 [5] Sneaking 1 (Agi)
- 10 [M] Software 3 (Log)
- 2 * Influence Group 2

Knowledge Skills

- 8 [8] Area Knowledge Neo Tokyo 2 (Int)
- 11 [8] Corporate Politics 4 (Log)
- 10 [8] Current Events 4 (Int)
- 11 [8] Matrix Games 4 (Log)
(Fantasy RPG's +2)
- 12 [8] Matrix Security 5 (Log)
- 9 [8] Street Gangs 3 (Int)
- 8 [8] Supercars 2 (Int)
- 8 [8] Wine 2 (Int)

Language Skills

N Japanese

Attribute-Only Tests

- 5 Composure
- 9 Judge Intentions
- 7 Lifting & Carrying
- 9 Memory

Toxin Resistances

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

Addiction Resistance

- 6 Resist Physical Addiction
- 9 Resist Psychological Addiction



Physical Damage

		-1
		-2
		-3

Overflow: □□□□

Natural Recovery:

8 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:

6 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +2

Melee attacks against you are at : +0

Melee Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +2

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [5]

Damage Resistances

- 22 Armor 18
- 24 Acid Protection 20
- 24 Electricity Protection 20
- 22 Cold Protection 18
- 24 Fire Protection 20
- 22 Falling Protection 18
- 6 Fatigue Resistance

Edge Pool

□□□□□

Positive Qualities

Biocompatibility (Cyberware)

Something about the character's body is exceptionally accepting of either bioware or cyberware implants (choose

Codeslinger: Hack on The Fly

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular

Technical School Education

All your schoolbooks focus on the practical and real- life working world. Thanks to time spent being formally educated

Negative Qualities

Codeblock: Disarm Data Bomb

A character with the Codeblock quality always has trouble with a particular Matrix action. He receives a -2 dice pool

SINner (Corporate Limited SIN): Horizon

There are four types of SINs that fall under the SINner (Layered) quality: National SIN, Criminal SIN (either

Validation Report (0 issues): Nothing identified

Metatype Abilities

Dwarf Networking

The collective networking of dwarfs translates into game terms rather simply. Dwarfs are exceptionally well connected when they function

Enhanced Senses: Thermographic Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and

Resistance: Pathogens and Toxins +2

Identities

Identity: Specify Name

Fake SIN

Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3)]

Licenses & SINs : Fake License: Cyberdeck (4), Fake License: Drivers (4), Fake License: Restricted Cyberwear (4), Fake License: Restricted Firearms (4), Fake SIN (4)

Identity: Specify Name

Corporate Limited SIN

Armor

 Actioneer Business Clothes	8
 Armor Jacket	12
Acid: +2, Electricity: +2, Fire: +2	
Modifications: Chemical Protection (2), Concealed Pockets, Fire Resistance (2), Nonconductivity (2)	
 Ballistic Mask	+2
Modifications: Gas Mask, Respirator (6)	
 Forearm Guards	+1
 Orthoskin (3)	+3

Firearms & Heavy Weapons

Defiance EX Shocker	9S(e) v -5	8  [6]	5/10/15/20
Ammo Usage : 4 (m): ☐ ☐ ☐ ☐			
Single Action (1, simple action): 8  , 9S(e) Damage			
Recoil Compensation : 2			
Accessories: Smartgun System, External			
Taser Dart : —, ____/10			
Savalette Guardian	8P v -5	10  [7]	5/20/40/60
Ammo Usage : 12 (c): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐			
Semi-Auto (1, simple action): 10  , 8P Damage			
Double-Tap (2, complex action): 10  , 9P Damage			
Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 10  vs. -2 Def, 8P Damage			
Aimed Burst (3, complex action): 10  , 9P Damage			
Long Burst (6, complex action): 8  vs. -5 Def, 8P Damage			
Recoil Compensation : 3			
Modifications: Smartgun System, Internal			
Accessories: Silencer/Suppressor, Spare Clips			
APDS: — v -4, ____/20			
Explosive Rounds: +1 v -1, ____/20			

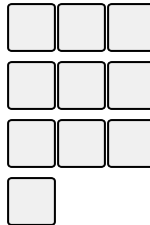
Melee & Other Weapons

Combat Knife	5P v -3	3  [6]	Reach: —
Unarmed Strike	3S	3  [5]	Reach: —

Matrix Devices

Renraku Tsurugi (Cyber)

Essence: 0.36



Device Rating : 3

Attribute Array : 6 5 5 3

currently assigned as:

Attack: 6, **Data Processing :** 5, **Firewall:** 4, **Sleaze:** 5

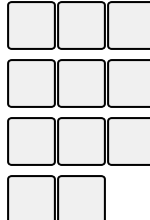
Matrix Initiative : 11

Matrix DR : 7  (6  vs. Black IC)

Modifications: Sim Module, Modified for Hot Sim

Programs (3/3): Encryption, Hammer, Wrapper

Transys Avalon



Device Rating : 6

Data Processing : 6, **Firewall:** 6

Matrix Initiative : 12

Matrix DR : 12  (8  vs. Black IC)

Cyberware (Essence: 3.4)

Reaction Enhancers (Used) (2)	Essence: 0.66
Renraku Tsurugi (Cyber)	Essence: 0.36
Modifications: Sim Module, Modified for Hot Sim	
Programs (3/3): Encryption, Hammer, Wrapper	
Smartlink	Essence: 0.18
Wired Reflexes (Used) (1)	Essence: 2.2

Bioware (Essence: 1.35)

Cerebellum Booster (1)	Essence: 0.2
Cerebral Booster (2)	Essence: 0.4

Gear (Cash: 3,965¥)

Binoculars, Optical
Concealable Surveillance Gear
Contacts (3)
Modifications: Flare Compensation, Vision Enhancement (2)
(2x) Data Tap
(10x) Datachip
Dropped to Ground
Ear buds (3)
Modifications: Audio Enhancement (2), Select Sound Filter (1)
Jammer, Area (4)
MetaChair, self-assembly
Reactive Myomer Pack
(10x) Stealth Tags
Tool Kit, Hardware
Transys Avalon

Vehicles

Honda Artemis
CHASSIS: HONDA ARTEMIS
 Handling **4**, Handling (Off-Road) **2**, Speed **3**, Acceleration **3**, Body **9**, Pilot **1**, Sensor **1**, Seating **4**, Device Rating **1**, Data Processing **1**, Firewall **1**
Condition Monitor: 17
Armor: 6H
Limits: Mental 2
Physical Initiative: 2+4D6

Contacts

Government Official

Connection: 5 Loyalty: 2

Metatype: Human

Sex: Male

Age: Old

Preferred Payment Method: Service (drek jobs)

Hobbies/Vice: Entertainment (artwork)

Personal Life: None of Your Damn Business

Type: Networking

Horizon Regional Executive (Infobroker)

Connection: 4 Loyalty: 3

Sprawl Ganger

Connection: 2 Loyalty: 3

Metatype: Ork

Sex: Male

Age: Young

Preferred Payment Method: Cash (credstick) **Hobbies/Vice:** Personal

Grooming (shoes)

Personal Life: Single

Background & Personal Details

Growing up playing video games led this aspiring software engineer to start building his own games. Horizon eventually decided to hire him and put him to work designing games for them. Albeit that was after he hacked into their newest mmorpg and got hit by a data bomb that took out his deck, and knocked him unconscious long enough for Horizon to find him. He enjoyed it for a while, especially the perks. Bought himself a nice sports car, started visiting the exotic wine bars, but all this did was put him further into debt. Worst of all was the work. It wasn't bad, it was just boring, not at all what he thought it would be.

He realized that a corporate life wasn't what he was looking for, so he turned to his RPG's for inspiration, and that led him to shadowrunning. Now this Codeslinger is living out a fantasy in the real world, fighting (virtually) for what he wants, whatever that may be.

Positive Qualities

Biocompatibility (Cyberware)

Something about the character's body is exceptionally accepting of either bioware or cyberware implants (choose one). Not only are the implants not rejected, but they seamlessly fit within the body, having less impact on its holistic integrity. In game terms, the Essence cost of implants of the particular chosen type are reduced by ten percent, rounded down to the tenth. This rebate is cumulative with the reduction offered by the chosen 'ware's grade, if any (e.g., the reduction for alphaware of 0.8 is reduced by ten percent, or 0.08, to become 0.72, and is rounded down to 0.7). This quality can only be chosen for bioware or cyberware. This quality may only be taken once.

Codeslinger: Hack on The Fly

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action (which she selects when she selects this quality) and receives a +2 dice pool modifier to that Matrix action. This can only be selected for Matrix Actions (p. 237) that have a test associated with them.

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

Codeblock: Disarm Data Bomb

A character with the Codeblock quality always has trouble with a particular Matrix action. He receives a -2 dice pool modifier any time he attempts that type of Matrix action. Codeblock only applies to Matrix actions with an associated test; it does not apply to actions that do not require a test (p. 237). Characters cannot apply Codeblock toward hacking actions they are never likely to take.

Negative Qualities

SINner (Corporate Limited SIN): Horizon

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

Dwarf Networking

The collective networking of dwarfs translates into game terms rather simply. Dwarfs are exceptionally well connected when they function within the boundaries and mores of their metatypical culture. When dealing with other dwarfs, they gain a +2 modifier to their Social limit, including checks for Availability when looking for gear. This modifier only applies to interactions between dwarfs and does not affect interactions in which one party knows the other is working with, or for the benefit of, a non-dwarf.

The modifier also goes away if the dwarf doesn't act in accordance to mainstream dwarven social customs or is exiled from the larger dwarven culture - meaning you can't be obvious about being a shadowrunner. Word travels fast in their culture, and they are quick to ostracize those who violate their mores. If a dwarf is known to flaunt these traditions, the modifier becomes -1 when dealing with other dwarfs, except for fellow exiles. The boost in credibility that comes with being a fellow exile increases characters' Social limits by 3 when dealing with other outsiders.

Metatype Abilities

Enhanced Senses: Thermographic 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.

Resistance: Pathogens and Toxins +2

Cyberware

Reaction Enhancers (Used) (2)

By replacing specific, isolated vertebrae of your spinal column with segments of superconducting material, your reactions to events become quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative and Physical limit accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.

Wireless: Reaction enhancers are compatible with a wireless wired reflexes system, and the total bonus Reaction from the two augmentations can be above +4 if both systems have wireless activated.

Renraku Tsurugi (Cyber)

If you were a decker and someone swung a monofilament claymore at you, you'd protect your cyberdeck with your body, and not the other way around. This isn't just because the things are fraggin' expensive - cyberdecks (or decks) are a decker's life's blood, an all-in-one ticket to hacking the planet. The most common form of a deck is a smooth, flat, elongated rectangle, slim with plenty of display space for touch controls, although they can take many forms. For more information about them, see **Cyberdecks**, p. 227.

All cyberdecks include illegal hot-sim modules right out of the box.

Wireless: Your persona is connected to the matrix

Wired Reflexes (Used) (1)

This highly invasive, painful, life-changing operation adds a multitude of neural boosters and adrenaline stimulators in strategic locations throughout your body work to catapult you into a whole new world where everything around you seems to move in slow motion. The system includes both manual and wireless triggers to turn the wired reflexes on and off; activating or deactivating the trigger manually requires a Complex Action, doing so wirelessly is a Simple Action. When activated, each rating point of wired reflexes gives you +1 Reaction (and accompanying bonus to Initiative) and +1D6 Initiative Die. Wired reflexes are incompatible with augmentations that affect Reaction or Initiative.

Wireless: The system is compatible with wireless reaction enhancers, and the total Reaction bonus from both systems can be above +4 if both systems have wireless active.

Equipment

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.

Equipment

Concealable Surveillance Gear

Concealed as mundane items like buttons, earrings, necklaces, pins, and other baubles and bobs, these devices function as Sensor Tags (p. 440, SR5). These items have a Concealability modifier of -6 in respect to determining their true nature.

Sensor Tags

These tiny computers (named after old-fashioned radio frequency identification tags) form an integral part of every product commercially available in the Sixth World. Ranging in size from microscopic to slightly larger than a price tag, RFID tags have a stick-to-anything adhesive backing and can be tricky to spot. Tags are used for geo-tagging locations and objects, leaving a virtual AR message for anyone who comes by, employee tracking, access control, owner-contact information for everything from vehicles to pets, vehicle and weapon registration, and so on. They can also be used as tracking devices, periodically transmitting GPS data to the Matrix.

RFID tags are devices (p. 234) that can hold one or more files, but not much else. The physical location of a tag can be found via the Matrix (**Trace Icon**, p. 243). Tag data can be erased with a tag eraser (p. 441) or programmed with an Edit File action (p. 239). RFID tags have owners like all other devices, but unlike other devices a tag's owner can be changed to "nobody."

Sensor Tags : A sensor RFID tag can be equipped with a single sensor (sold separately) of up to Rating 2 (**Sensors**, p. 445). It then records everything it can, to a maximum of 24 hours of time, at which point you can program it to either shut off or overwrite data older than 24 hours. Sensor tags are often used for diagnostic purposes in various devices, including cyberware.

Wireless: You can monitor the data in real time, if you're the tag's owner. The tag still records the last 24 hours for you.

Contacts (3)

The most recent display devices are worn directly on the eyes. They are nearly undetectable, but they offer a bit of space for enhancements. Contacts have to be wireless; they don't have room for a universal data connector.

Wireless: **Vision Enhancement** : Add the vision enhancement's rating as a dice pool modifier to your visual Perception Tests.

Data Tap

You use this hacking tool by attaching it to a data cable. Once it's clamped onto the cable, you can use it via universal data connector. Any device directly connected to the data tap also has a direct connection with the devices on either end of the cable (see **Direct Connections**, p. 232) and vice versa. The tap can be removed without damaging the cable.

Wireless: The data-tap can be wirelessly commanded to self-destruct as a Free Action, immediately and instantly severing the direct connection. This does not harm the cable.

Equipment

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.

Smartgun System, External : 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.

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.

Jammer, Area (4)

This device floods the airwaves with electromagnetic jamming signals to block out wireless and radio communication. The jammer generates noise equal to its Device Rating. The area jammer affects a spherical area - its rating is reduced by 1 for every 5 meters from the center (similar to the blast rules for grenades). The directional jammer affects a conical area with a 30-degree spread - its rating is reduced by 1 for every 20 meters from the center. The jammer only affects devices (and personas on those devices) that are within the jamming area, but it affects all of them. Walls and other obstacles may prevent the jamming signal from spreading or reduce its effect (gamemaster's discretion).

Wireless: You can set your jammer to not interfere with devices and personas you designate.

Reactive Myomer Pack

Commonly used by heavy security forces and combat medics, the reactive myomer pack securely and effectively holds a large amount of gear. With a wireless command, the myomeric filaments in the pack contract and shift the desired item to the opening of the pack, making it quickly and easily retrievable. Storing an item in the pack is a Free Action, as the pack will automatically grab and stow any item held to the opening by the wearer. Removing an item requires a Complex Action.

Wireless: Retrieving an item from the pack is a Simple Action.

Equipment

Savalette Guardian

This heavily chromed street monster of a pistol has been popular in the shadows for over two decades. A heavy pistol with an integrated smartgun link, an internal micro- gyro recoil absorption system, and the option for burst firing, it's a very reasonable weapon for an experienced owner who expects to be in heavy combat.

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.

Transys Avalon

Basic Persona : Monarch

Base Theme : Castle

Device Icon : Castle

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

Honda Artemis

Honda Artemis



Attributes

Handling	4	☐	Device Rating	1	☐
Handling (Off-Road) 2	☐		Initiative	2+4D6	☐
Speed	3	☐	Inherent Limits		
Acceleration	3	☐	[2] Mental Limit		
Body	9	☐			
Pilot	1	☐			
Sensor	1	☐			
Seating	4	☐			
Data Processing . .	1	☐			
Firewall	1	☐			

Damage Resistances

15 [6] Armor 6	
15 Acid Protection 6	15 Electricity Protection 6
15 Cold Protection 6	15 Fire Protection 6

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: 3,965¥)

Dropped to Ground

Programs

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

Validation Report (0 issues): Nothing identified