

Smuggler

Metatype: Human; Male; Ethnicity: African-American; Age: 23; Height: 1.77m; Weight: 75kg; Hair: Black; Eyes: Brown; Skin: Black
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body..... 3	☐	Essence 0.84	☐
Agility 4/6	☐	Edge 5	☐
Reaction 4/5	☐	Initiative ... 8/9+2D6	☐
Strength 2	☐	Inherent Limits	
Willpower 4	☐	[4] Physical Limit	
Logic 4	☐	[6] Mental Limit	
Intuition..... 4	☐	[4] Social Limit	
Charisma..... 3	☐		

Movement

12m/24m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 6 [?] Aeronautics Mechanic* (Log)
- 6 [?] Automotive Mechanic* (Log)
- 11 [A] Gunnery 5 (Agi)
- 6 [?] Industrial Mechanic* (Log)
- 6 [?] Nautical Mechanic* (Log)
- 8 [8] Navigation 2 (Int)
- 5 [4] Negotiation 2 (Cha) (Bargaining +2)
- 8 [6] Perception 4 (Int) (Visual +2)
- 9 [H] Pilot Aircraft 4 (Rea) (Rotary Wing +2)
- 10 [H] Pilot Ground Craft 5 (Rea) (Wheeled +2)
- 7 [H] Pilot Watercraft 2 (Rea)
- 10 [A] Pistols 4 (Agi) (Semi-Automatics)
- 8 [4] Sneaking 2 (Agi)
- 2 * Engineering Group 2

Vehicle Empathy : +1 on tests made when in physical control of a vehicle, either through manual controls or jacked into the vehicle via cable (but not Jumped In).

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Knowledge Skills

- 8 [6] Area knowledge Neo Tokyo 4 (Int)
- 8 [6] Japanese Border Security 4 (Log)
- Math SPU : +1 limit for scientific or technical Knowledge skills
- 8 [6] Smugglers Routes 4 (Int)

Language Skills

- N English
- 8 [6] Japanese 4

Attribute-Only Tests

- 7 Composure



Physical Damage

		-1
		-2
		-3

Overflow: ☐☐☐

Natural Recovery:

6 (1 day) heal 1 bodykit

Stun Damage

		-1
		-2
		-3

Natural Recovery:

7 (1 hour) heal 1 bodykit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +4

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 8 [4]

Damage Resistances

- 17 Armor 14
- 22 Acid Protection 19 22 Electricity Protection 19
- 17 Cold Protection 14 21 Fire Protection 18
- 17 Falling Protection 14 7 Fatigue Resistance

Edge Pool

☐	☐	☐	☐	☐
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Validation Report (0 issues): Nothing identified

Attribute-Only Tests

- 7 🧠 Judge Intentions
- 5 🧠 Lifting & Carrying
- 8 🧠 Memory

Toxin Resistances

	Toxin	Disease
Contact (5 / 5)	12 🧠	12 🧠
Ingestion	7 🧠	7 🧠
Inhalation	Imm	Imm
Injection	7 🧠	7 🧠

Addiction Resistance

- 7 🧠 Resist Physical Addiction
- 8 🧠 Resist Psychological Addiction

Positive Qualities

Gearhead
Steely Eyed Wheelman
Vehicle Empathy

Negative Qualities

Allergy, Common (Mild): Seafood
Emotional Attachment: Browning Ultra-Power
Weak Immune System

Identities

Latimer

Fake SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (3), Garage (Large Car)]

Licenses & SINS : Fake License: Bonded Courier (4), Fake License: Drivers (4), Fake License: Registered Cyberware (4), Fake License: Restricted Gear (4), Fake SIN (4)

Armor

🛡️ Ballistic Mask (Customized)	+2
Modifications: Gas Mask, Vision Enhancement (2), Vision Magnification, Electronic	
🛡️ Globetrotter Jacket	12
Acid: +5, Electricity: +5, Fire: +4	
Modifications: Chemical Protection (5), Custom Protection: Fire Resistance (4), Holster, Nonconductivity (5)	

Firearms & Heavy Weapons

Browning Ultra-Power 8P v -5 14 🧠 [8] 5/20/40/60
Ammo Usage : 10 (c): □□□□□ □□□□□
Semi-Auto (1, simple action): 14 🧠, 8P Damage
Double-Tap (2, complex action): 14 🧠, 9P Damage
Semi-Automatic Burst (3, complex action): 14 🧠 vs. -2 Def, 8P Damage
Recoil Compensation : 2
Modifications: Laser Sight, Personalized Grip, Smartgun System, Internal
Accessories: Silencer/Suppressor, Spare Clips
APDS: - v -4, ____/30
 Explosive Rounds: +1 v -1, ____/30
 Regular Ammo: -, ____/30

Melee & Other Weapons

Unarmed Strike 2S 5 🧠 [4] Reach: -

Matrix Devices

Transsys Avalon



Device Rating : 6

Data Processing : 6, Firewall: 6

Matrix Initiative : 10

Matrix DR : 12 🧠 (10 🧠 vs. Black IC)



Cyberware (Essence: 4.76)

Control Rig (2)	Essence: 2
Cybereyes (2)	Essence: 0.3
Modifications: Flare Compensation, Image Link, Low-Light Vision, Smartlink, Thermographic Vision	
Internal Router (Alphaware)	Essence: 0.56
Math SPU	Essence: 0.1
Orientation System	Essence: 0.2
Wired Reflexes (Alphaware) (1)	Essence: 1.6

Bioware (Essence: 0.4)

Muscle Toner (2)	Essence: 0.4
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Gear (Cash: 4,029¥)

AR Gloves
Dropped to Ground
Medkit (6)
Miniwelder
Satellite Link
Subvocal Microphone
Survival Kit
Tag Eraser
Tool Kit, Aeronautics Mechanic
Tool Kit, Automotive Mechanic
Transsys Avalon
White Noise Generator (6)

Vehicles

GMC Armadillo

CHASSIS: GMC ARMADILLO

Handling **3/5**, Handling (Off-Road) **4/6**, Speed **4**, Acceleration **2**, Body **13**, Pilot **1**, Sensor **2**, Seating **2**, Device Rating **1**, Data Processing **1**, Firewall **1**

Condition Monitor: 19

Armor: 13H

Limits: Mental 2

Physical Initiative: 2+4D6

Vehicle Mods:

Anti-Theft System (2)

Armor, Concealed (3)

Handling Enhancement (2)

Interchangeable Bed: Cargo Pod

Morphing license plate

Off-Road Suspension

Off-Road Tires

Rigger Cocoon

Rigger Interface

Smuggling Compartment

Spoof chip: Courier Vehicle

Weapon Mount, Standard (Flexible, Internal, Remote) w/

Flexible Flexibility, Internal Visibility

Weapons:

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -, BF/FA, RC 2 (3), 64 (c)] w/ Extended Clip (2), Folding Stock, Gas-Vent System (2), (60x) Regular Ammo, Silencer/Suppressor, Smartgun System, Internal

Northrup Wasp

CHASSIS: NORTHRUP WASP

Handling **5**, Speed **5**, Acceleration **3**, Body **10**, Pilot **3**, Sensor **3**, Seating **1**, Device Rating **3**, Data Processing **3**, Firewall **3**

Condition Monitor: 17

Armor: 13H

Limits: Mental 4

Physical Initiative: 6+4D6

Vehicle Mods:

Armor, Standard (5)

Heavy Weapon Mount (Flexible, External, Remote)

Rigger Cocoon

Rigger Interface

Smuggling Compartment

Smuggling Compartment

Spoof chip

Weapons:

Ares Stalwart [Carbine, Acc 5, DV 9P, AP -2, SA/BF/FA, RC (1), 72 (c)] w/ Extended Clip (2), Folding Stock, (70x) Regular Ammo, Silencer/Suppressor, Smartgun System, External

Contacts

LT Ryan Cartwright (Border Patrol Agent)

Connection: 4 Loyalty: 3

Metatype: Troll

Sex: Male

Age: Young

Preferred Payment Method: Service (free-labor jobs)

Hobbies/Vice: Gambling (cards)

Personal Life: Family Man

Type: Legwork

Contacts

Arms Dealer

Connection: 4 Loyalty: 1

Metatype: Human

Sex: Male

Age: Middle-aged

Preferred Payment Method: Barter (hobby/vice items)

Hobbies/Vice: Weapons (military)

Personal Life: Divorced

Type: Swag

Coyote

Connection: 3 Loyalty: 2

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Barter (easy items to sell)

Hobbies/Vice: Nothing of Interest

Personal Life: Widowed

Type: Shadow Service

Background & Personal Details

Just once, Latimer wished that the Windy City would not live up to its name. So far, though, it didn't look like that would be the case. The storm was a blessing and a curse, the vicious rain and thunder masking the helicopter visually and aurally, while the aggressive downdrafts and windshear made NOE flight an almost certain suicide run.

Almost.

Inside the cockpit, merged with the aircraft, Latimer felt his lips draw back in a smile. Adrenaline did crazy things to a body. Just like the prospect of a cool fifty grand in profit, which was the only reason he was making the run tonight.

Storm driven waves flashed past a few meters below the mottled fuselage of the Wasp, an angry froth that clawed recklessly after him. The four bladed main rotor pulsed in time to his heartbeat, groaning as he pushed the helicopter hard, throttle to the stop. With all the electrical energy in the air, the air search radars would struggle to pick his return out from the clutter, but that didn't mean he wanted to spend any longer in the threat envelope than necessary.

Ahead he could barely make out the wrecked skyline of the CZ, darkened buildings hazy and indistinct in the rain. Latimer overlaid a false color terrain map on his passive sensors, trusting that no one had made significant changes to the building heights in the two weeks since he updated his navigation chip.

The shoreline flashed past at two hundred kph, and he broke radio silence long enough to send the coded alert message twice. Twisting the aircraft through the narrow urban canyons, he kept the speed on until he finally received the acknowledgment from his ground contact. Smiling tightly, Latimer turned on final for the drop zone.

Bunting over a low-rise apartment building, he dropped the collective, chopping the throttle and pulling the nose of the aircraft almost vertical. The rotorhead howled in protest as it fought to trade forward speed for lift. Latimer held the quick stop until he felt the tail start to slide down, then dropped the nose to level and brought enough power back on to settle the bird to the ground with just a slight rattle.

Popping the canopy, he slid out into the rain, jamming open the cargo compartments so that the dozen gangers dressed in the distinctive blue and black of the Desolation Angels could gather up the gear.

"Nice landing!" shouted Becky 99 over the noise of the storm and the rotors. Latimer accepted the bundle of credsticks she pressed into his hand.

"Anyone you walk away from!" he called back, laughing. The whole exchange only took thirty seconds, before he was once more strapped into the rigger's cocoon and climbing away into the storm.

Vehicle Modifications

Smuggling Compartment

Spoof chip: Courier Vehicle

Weapon Mount, Standard (Flexible, Internal, Remote)

Modifications: Flexible Flexibility, Internal Visibility

Gear (Cash: 4,029¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Northrup Wasp

Northrup Wasp

Attributes

Handling	5	☐	Device Rating	3	☐
Speed	5	☐	Initiative	6+4D6	☐
Acceleration	3	☐	Inherent Limits		
Body	10	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Seating	1	☐			
Data Processing	3	☐			
Firewall	3	☐			

Damage Resistances

23 🧊 [13] Armor 13
 23 🧊 Acid Protection 13
 23 🧊 Cold Protection 13
 23 🧊 Electricity Protection 13
 23 🧊 Fire Protection 13



Physical Damage	Matrix Damage
1. Cracks: Cracks in the concrete surface, often caused by shrinkage or overloading. 2. Spalling: Flaking or chipping of the concrete surface, exposing the aggregate. 3. Scaling: Surface deterioration due to freeze-thaw cycles or deicing chemicals. 4. Discoloration: Staining or color changes on the concrete surface. 5. Delamination: Separation of the surface layer from the underlying concrete.	1. Cracks: Cracks in the concrete matrix, often caused by shrinkage or overloading. 2. Spalling: Flaking or chipping of the concrete matrix, exposing the aggregate. 3. Scaling: Surface deterioration due to freeze-thaw cycles or deicing chemicals. 4. Discoloration: Staining or color changes on the concrete matrix. 5. Delamination: Separation of the surface layer from the underlying concrete.

A 6x3 grid of squares. The rightmost column contains the numbers -1, -2, -3, -4, and -5 from top to bottom. The other cells are empty.

Matrix Damage

Defenses

Ranged attacks against you are at : +0 🧊
Ranged Defense (No Action): 3 🧊

Melee attacks against you are at : +0 🧊
Melee Defense (No Action): 3 🧊

Sensor-aided attacks against you are at : +0 🎲
Sensor Defense (No Action): 3 🎲 [5]

Firearms & Heavy Weapons

Ares Stalwart 9P v -2 - [5] 10/40/80/150
Ammo Usage : 72 (c):               
                 
                 

Semi-Auto (1, simple action): – , 9P Damage

Double-Tap (2, complex action): – , 10P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3,

complex action): - vs. -2 Def, 9P Damage

Aimed Burst (3, complex action): – , 10P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex

action): - vs. -5 Def, 9P Damage

Brain Blaster (6, complex action): – , 11P Damage

Full Auto (10, complex action): – vs. -9 Def. 9P

Damage

Recoil Compensation : 11

Modifications: Folding Stock

Accessories: Extended Clip (2), Silencer/Suppressor,

Smartgun System, External

Regular Ammo: —, ____/70

Vehicle Modifications

Armor, Standard (5)

Heavy Weapon Mount (Flexible, External, Remote)

Rigger Cocoon

Rigger Interface

Smuggling Compartment

Smuggling Compartment

Spoof chip

Validation Report (0 issues): Nothing identified

Gear (Cash: 4,029¥)

Dropped to Ground

Programs

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