

Street Sam (Melee)

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0



Attributes

Body..... 7	☐	Essence 0.59	☐
Agility 6/8	☐	Edge 2	☐
Reaction 4/5	☐	Initiative ... 8/9+2D6	☐
Strength 7/9	☐	Inherent Limits [10] Physical Limit [5] Mental Limit [3] Social Limit Licensed Team Jersey : +1 Social limit for tests involving fans and hometown locals, -1 Social limit for tests involving fans of rival teams.	
Willpower 4	☐		
Logic 3	☐		
Intuition..... 4	☐		
Charisma..... 2	☐		

Movement

16m/32m/+2 Land Movement 9m/+1 Swimming

Active Skills

- 4 [?] Automotive Mechanic 1 (Log) (Wheeled +2)
- 14 [A] Blades 5 (6) (Agi) (Swords +2)
- 9 [A] Gunnery 1 (Agi)
- 3 [4] Intimidation 1 (Cha)
Custom Look : Weapons with Custom Look grant a +1 dice pool bonus to Intimidation Tests;
Custom Look : Weapons with Custom Look grant a +1 dice pool bonus to Intimidation Tests;
Custom Look : Weapons with Custom Look grant a +1 dice pool bonus to Intimidation Tests
- 3 [3] Negotiation 1 (Cha)
- 10 [10] Palming 2 (Agi)
- 7 [5] Perception 3 (Int)
Vision Enhancement : +2 for visual perception tests.
- 4 [H] Pilot Ground Craft 1 (Rea)
- 11 [A] Pistols 3 (Agi)
- 10 [10] Running 1 (Str)
- 11 [10] Sneaking 3 (Agi)
- 10 [A] Throwing Weapons 2 (Agi) (Blades +2)
- 10 [A] Unarmed Combat 2 (Agi)

Knowledge Skills

- 5 [5] Area Knowledge: Neo-Tokyo 1 (Int)
- 6 [5] Bars and Clubs 2 (Int)
- 7 [5] Biker Clubs 3 (Int)
- 7 [5] Biker Gangs 3 (Int)
- 5 [5] Police Procedures 2 (Log)
- 7 [5] Sport: Combat Bikers 3 (Int)

Language Skills

N Japanese
N Russian

Attribute-Only Tests

- 6 Composure
- 6 Judge Intentions
- 16 Lifting & Carrying
- 7 Memory

Toxin Resistances

Contact (2 / 2)	Toxin	Disease
Ingestion	13	13
Inhalation	11	11
Injection	11	11

Addiction Resistance

11 Resist Physical Addiction

Physical Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐

Stun Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐

Overflow: ☐☐☐☐☐☐

Natural Recovery:

14 (1 day) heal 1 bodykit

Natural Recovery:

11 (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

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

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [10]

Vibro Knife Parry (-5 Interrupt, vs. one melee attack): +6 [10]

Vibro Sword Parry (-5 Interrupt, vs. one melee attack): +8 [10]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 11 [10]

Damage Resistances

35 Armor 26

37 Acid Protection 28 37 Electricity Protection 28

35 Cold Protection 26 37 Fire Protection 28

35 Falling Protection 26 13 Fatigue Resistance

Edge Pool

☐☐

Addiction Resistance

7 Resist Psychological Addiction

Positive Qualities

Agile Defender

Speed kills, but quickness and agility can be the key to avoiding a speedy death. This quality allows the character to

Validation Report (0 issues): Nothing identified

Positive Qualities

Bilingual

A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as a native

Biocompatibility (Cyberware)

Something about the character's body is exceptionally accepting of either bioware or cyberware implants (choose one). Not only are

Negative Qualities

Accident Prone

This driving thing - it may not be for you. You have a talent for steering any vehicle you control into whatever wall, tree, or other

Emotional Attachment: Yamaha Nodachi

The character has an irrational emotional attachment to a piece of gear. The character will always use this item, even if presented with

Motion Sickness

Yes, there is a strong benefit from being able to move from place to place, but if your traveling comes with too much, well, *motion*,

No Man Left Behind

You can't leave a fallen comrade behind to be taken by the enemy. Whether they are dead or just knocked out, you won't leave them

Identities

Identity: Specify Name

Fake SIN

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

Licenses & SINS: Fake License: Bounty Hunter (3), Fake License: Drivers (3), Fake License: Restricted Bioware (3), Fake License: Restricted Blade (3), Fake License: Restricted Cyberwear (3), Fake SIN (3)

Armor

 Armor Jacket	12
Acid: +2, Electricity: +2, Fire: +2	
Modifications: AR Fashion, Chemical Protection (2), Concealable Holster, Concealed Pockets, Electrochromic Modification, Fire Resistance (2), Nonconductivity (2), Thermal Dampening (1)	
 Ballistic Mask	+2
 Bone Lacing (Aluminum)	+2
 Forearm Guards	+1
 Nice Clothes	4
 Orthoskin (3)	+3
 Seattle Screamers Jersey	8
 Ballistic Shield	+6

Firearms & Heavy Weapons

Ares Predator V	8P v -1	13  [8]	5/20/40/60
Ammo Usage: 30 (c):               			
Semi-Auto (1, simple action): 13  , 8P Damage			
Double-Tap (2, complex action): 13  , 9P Damage			
Semi-Automatic Burst (3, complex action): 13  vs. -2 Def, 8P Damage			
Recoil Compensation: 4			
Modifications: Custom Look, Personalized Grip, Smartgun System, Internal			
Accessories: Extended Clip (2), Silencer/Suppressor			
APDS: - v -4, ____/30			
Regular Ammo: -, ____/30			

Firearms & Heavy Weapons

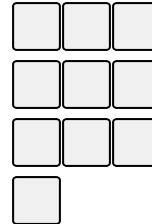
Defiance EX Shocker	9S(e) v -5	13  [6]	5/10/15/20
Ammo Usage: 4 (m):    			
Single Action (1, simple action): 13  , 9S(e) Damage			
Recoil Compensation: 4			
Modifications: Melee Hardening, Smartgun System, Internal			
Accessories: Laser Sight			
Taser Dart: -, ____/20			

Melee & Other Weapons

Ballistic Shield	11S	7  [4]	Reach: -
Unarmed Strike	11P	10  [10]	Reach: -
Vibro Knife	11P v -2	14  [6]	Reach: -
Modifications: Chameleon Coating, Custom Look, Personalized Grip			
Vibro Sword	13P v -2	16  [7]	Reach: 1
Modifications: Chameleon Coating, Custom Look, Personalized Grip			
(10x) Throwing Knife	10P v -1	12  [10]	9/18/27/45
     			

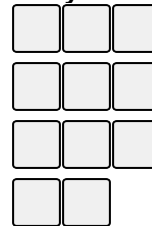
Matrix Devices

MCT Blue Defender



Device Rating: 3
Data Processing: 3, **Firewall:** 5
Matrix Initiative: 7
Matrix DR: 8  (9  vs. Black IC)

Transys Avalon



Device Rating: 6
Data Processing: 6, **Firewall:** 6
Matrix Initiative: 10
Matrix DR: 12  (10  vs. Black IC)

Cyberware (Essence: 4.06)

Bone Lacing (Aluminum)	Essence: 0.9
Cybereyes (3)	Essence: 0.36
Modifications: Flare Compensation, Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (2), Vision Magnification	
Muscle Replacement (Alphaware) (2)	Essence: 1.4
Wired Reflexes (Alphaware) (1)	Essence: 1.4

Bioware (Essence: 1.25)

Damage Compensators (3)	Essence: 0.3
Reflex Recorder: Blades	Essence: 0.1
Sleep Regulator	Essence: 0.1

Geneware (Essence: 0.1)

Wired Reflex Optimization	Essence: 0.1
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Gear (Cash: 2,120¥)

(10x) Betel
Dropped to Ground
MCT Blue Defender

Gear (Cash: 2,120¥)

Nanotattoos (Soft): Seattle Screammers Logo across Back
(4x) Stim Patch (6)
Tool Kit, Automotive Mechanic
Transys Avalon

Vehicles

Yamaha Nodachi

CHASSIS: YAMAHA NODACHI

Handling **4**, Handling (Off-Road) **3**, Speed **5**, Acceleration **2**, Body **8**, Pilot **2**, Sensor **2**, Seating **2**, Device Rating **2**, Data Processing **2**, Firewall **2**

Condition Monitor: 16

Armor: 9H

Limits: Mental 3

Physical Initiative: 4+4D6

Contacts

Knight Errant Dispatcher (Fixer)

Connection: 3 Loyalty: 2

Chips: You and the contact are even

Metatype: Dwarf

Sex: Male

Age: Old Age

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Legwork

Seattle Screammers Team Member (Combat Biker)

Connection: 3 Loyalty: 4

Chips: You and the contact are even

Metatype: Ork

Sex: Male

Age: Young

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

Grooming (shoes)

Personal Life: Single

Background & Personal Details

Growing up loving the Seattle Screammers Combat biker team, he always was told that he could be on the team one day if he just tried hard enough. Infact he and his childhood friend tried out for the team and his friend made it! Unfortunately he did not.

He was too prone to accidents while racing around the course, and when he DID make his turns, he ended up covering the bikes with vomit from his motion sickness.

He has never given up on his dream though, constantly training, and trying to overcome his problems with his driving and sickness, has led him to get the gear and 'ware he has today.

While he hasnt achieved his dream yet, he still strives to one day join his friend in the big leagues.

Positive Qualities

Agile Defender

Speed kills, but quickness and agility can be the key to avoiding a speedy death. This quality allows the character to use their Agility in place of their Willpower attribute while using Full Defense.

Bilingual

A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as a native tongue (see **Language Skills**, p. 150). This quality can only be acquired at character creation; selecting it gives the character a second free language skill during **Step Five: Purchase Active, Knowledge, and Language Skills**, (p. 88).

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.

Negative Qualities

Accident Prone

This driving thing - it may not be for you. You have a talent for steering any vehicle you control into whatever wall, tree, or other vehicle may be nearby. You receive a -2 dice pool penalty on any tests involved in directing a vehicle.

Emotional Attachment: Yamaha Nodachi

The character has an irrational emotional attachment to a piece of gear. The character will always use this item, even if presented with a "better" option. Furthermore, if lost in some manner, the character will do everything in his power, up to and including risking his life and that of his teammates, to retrieve his item. If the piece of gear is irretrievably lost or damaged, the player must either immediately spend Karma to buy off the quality or suffer a -1 penalty on all tests that would have used that piece of gear for a six-month period. After that time, they learn to love a replacement piece of gear, and the quality transfers to that item.

Motion Sickness

Yes, there is a strong benefit from being able to move from place to place, but if your traveling comes with too much, well, *motion*, your stomach starts doing flipflops. Any time you are in a vehicle that is effectively accelerating at a rate of 3 or higher (that is, moving across three or more range categories) or moving at a Speed of 4 or higher, you experience Nausea (p. 409, *SR5*) until the vehicle's Speed or Acceleration drops. Once the vehicle movement drops, the Nausea disappears in (12 - Body) minutes.

No Man Left Behind

You can't leave a fallen comrade behind to be taken by the enemy. Whether they are dead or just knocked out, you won't leave them to the wolves. Any time a team member falls (even one you don't particularly like), make a Composure (4) Test. Success means you've overcome this urge to save your fallen comrade (though you can still do so if you choose); failure means you need to do everything within your power, up to and including self-sacrifice, to get your companion out of the hot zone and to safety.

Cyberware

Cybereyes (3)

The basic cybereyes system features 20/20 vision for both eyes, an image link, and a built-in camera at no extra cost, as well as capacity for vision enhancements.

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

Wired Reflexes (Alphaware) (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.

Bioware

Sleep Regulator

The sleep regulator is a modification to the hypothalamus, allowing for longer periods of wakefulness, an incredibly useful advantage for anyone with any profession, not just shadowrunners. You need less sleep per day and the sleep you get is deep and restful (and harder to wake you up from). The sleep regulator lets you get by with three hours of sleep each night and stay awake for twice as long as normal before having to resist sleep deprivation fatigue (p. 172). Resting hours for healing purposes are not affected.

Geneware

Wired Reflex Optimization

This augmentation improves the strength and speed of the neural pathways which link to the trigger system of wired reflexes, thereby increasing the speed with which wired reflexes can be activated. The manual trigger speed is reduced from a Complex to Simple Action, and the wireless trigger speed is reduced to Free Action.

Equipment

Ares Predator V

The newest iteration of the most popular handgun in the world, especially with mercenaries and shadowrunners. Upgraded with improved ergonomics and handling features, the Ares Predator V includes a smartgun system. Some say that the Ares Predator V isn't better than other guns in its class, but no one can argue that it has better brand recognition.

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.

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: **Concealable Holster** : Wireless sensors and a smart-fabric coated weave allow the holster to alter color and texture in real time adding an additional -1 to the item's Concealability.

Electrochromic Modification : Changing your clothes' settings is a Free Action, and while it's not good enough to be camouflage, it can display images, text files, or flat video from your commlink.

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.

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.

Laser Sight : The wireless laser sight provides a +1 dice pool bonus on attack tests, not cumulative with smartlink modifiers. Activating and deactivating the laser sight is a Free Action.

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.

MCT Blue Defender

This commlink comes standard as a wristband that is, as you'd expect, blue. Designed for legitimate sale to security forces and off-the-books distribution to shadowrunners and criminals worldwide, this stylish bracelet protects your devices from evil hackers with a stronger- than-average Firewall.

Wireless: Your commlink is connected to the matrix

Nanotattoos (Soft): Seattle Screamers Logo across Back (1)

Once injected, nanotattoo hard machines embed themselves as a lattice of liquid crystal microdisplays under the subject's skin. A Rating 1 nanotattoo covers one limb or the face, Rating 2 covers half the body, and Rating 3 covers the whole body. A nanotattoo (or "nanotat") can be reprogrammed to display any image the user wishes, including preprogrammed animation. They can also be programmed to be inactive and appear indistinguishable from your normal skin. Reprogramming nanotats in this manner does not reduce its rating.

Nanotattoos can provide effective camouflage, if you have a full body treatment and you're not wearing much, imposing a -1 dice pool modifier to Perception tests to detect you visually.

Equipment

Throwing Knife

A wide variety of shapes and sizes of aerodynamically balanced, specially weighted, muscle-powered throwing weapons are available, from throwing spikes to darts to *kunai* and shuriken. A character can ready (Agility ÷ 2) of these knives with one Ready Weapon action.

Wireless: If all the throwing knives or shuriken you throw in a single Combat Turn are wireless and you have a smartlink system, each knife you throw receives a +1 dice pool bonus per knife thrown that Combat Turn at your current target, as the knives inform and adjust for wind and other atmospheric conditions. So you'd get no bonus on the first throw, a +1 bonus on the second throw, a +2 bonus on the third throw, etc. (assuming you aimed all three knives at the same target).

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

Yamaha Nodachi

Yamaha Nodachi



Attributes

Handling	4	☐	Device Rating	2	☐
Handling (Off-Road)	3	☐	Initiative	4+4D6	☐
Speed	5	☐	Inherent Limits		
Acceleration	2	☐	[3] Mental Limit		
Body	8	☐			
Pilot	2	☐			
Sensor	2	☐			
Seating	2	☐			
Data Processing . .	2	☐			
Firewall	2	☐			

Damage Resistances

17 [9] Armor 9	
17 Acid Protection 9	17 Electricity Protection 9
17 Cold Protection 9	17 Fire Protection 9

Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	-4
☐	☐	-5
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 2

Melee attacks against you are at : +0
 Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 2 [4]

Gear (Cash: 2,120¥)

Dropped to Ground

Programs

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

Validation Report (0 issues): Nothing identified