

Street Sam (Ranged)

Metatype: Ogre; Female; Age: 25; Height: 1.9m; Weight: 128kg

Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....	4		Essence	2.205	
Agility	5/7		Edge	5	
Reaction	3/5		Initiative ...	6/9+3D6	
Strength	3/5		Inherent Limits		
Willpower	4		[7] Physical Limit		
Logic	2		[4] Mental Limit		
Intuition.....	3/4		[4] Social Limit		
Charisma.....	4				

Movement

14m/28m/+2 Land Movement

6m/+1 Swimming

Active Skills

- 13 [A] Automatics 6 (Agi)
(Assault Rifles +2)
- 8 [A] Blades 1 (Agi)
(Knives +2)
- 4 [4] First Aid 2 (Log)
- 4 [?] Industrial Mechanic 2 (Log)
- 6 [4] Instruction 2 (Cha)
- 5 [4] Leadership 1 (Cha)
- 12 [A] Longarms 5 (Agi)
(Shotguns +2)
- 6 [4] Navigation* (Int)
Outdoorsman: +2 on tests made in a rural or wild environment.
- 6 [4] Perception 2 (Int)
Outdoorsman: -1 on tests when in an urban environment.
- 7 [H] Pilot Ground Craft 2 (Rea)
- 11 [A] Pistols 4 (Agi)
- 6 [7] Running 1 (Str)
- 9 [7] Sneaking 2 (Agi)
- 6 [7] Survival* (Wil)
Outdoorsman: +2 on tests made in a rural or wild environment.; Outdoorsman: -1 on tests when in an urban environment.
- 6 [7] Swimming 1 (Str)
- 6 [4] Tracking* (Int)
Outdoorsman: +2 on tests made in a rural or wild environment.

2 * Outdoors Group 2

Knowledge Skills

- 6 [4] Area Knowledge Neo-Tokyo 2 (Int)
- 7 [4] Campsite Construction 3 (Int)
- 7 [4] Parazoology 3 (Int)
- 6 [4] Small Unit Tactics 2 (Int)
- 6 [4] Water Purification 2 (Int)
- 7 [4] Wilderness Survival 3 (Int)

Language Skills

- N Japanese
- 5 [4] Siouan 1

Attribute-Only Tests

- 8 Composure
- 8 Judge Intentions

Toxin Resistances

- | | | |
|-------------------|-------|---------|
| Contact (2 / 2) | Toxin | Disease |
| Ingestion (2 / 0) | 10 | 10 |
| | 10 | 8 |



Physical Damage

		-1
		-2
		-3

Overflow:

Natural Recovery:

0 (1 day) heal 1 bodykit

Stun Damage

		-1
		-2
		-3

Natural Recovery:

0 (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

Survival Knife Parry (-5 Interrupt, vs. one melee attack): +1 [7]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 9 [7]

Damage Resistances

- 27 Armor 19
- 29 Acid Protection 21 29 Electricity Protection 21
- 28 Cold Protection 20 29 Fire Protection 21
- 27 Falling Protection 19 12 Fatigue Resistance

Edge Pool

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Attribute-Only Tests

- 9 Lifting & Carrying
- 6 Memory

Toxin Resistances

Inhalation (4 / 4)	Toxin	Disease
Injection	Imm 8	Imm 8

Addiction Resistance

- 8 Resist Physical Addiction
- 6 Resist Psychological Addiction

Validation Report (0 issues): Nothing identified

Positive Qualities

Biocompatibility (Bioware)

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.

Ogre Stomach

The character's unique stomach, intestinal organs, and unusual gut flora can digest a variety of substances that normal metahumans cannot or have trouble digesting, such as raw meat and cellulose-based plant material, including grass. Lifestyle costs for this character are reduced by twenty percent, and the character receives a +2 dice pool modifier on Toxin Resistance Tests to resist ingested toxins (p. 408, SR5).

Outdoorsman

A character with this quality is often described as woodsy. They are far more comfortable in wilderness and rural environments than in the urban blight of the modern city. They are naturals at tracking and hunting, with a sense of direction even a compass could rely on. This quality provides a +2 dice pool modifier for all skills in the Outdoors skill group when in a rural or wild environment. The downside is the character suffers a -1 dice pool modifier to Perception and Survival Tests when in an urban environment.

Negative Qualities

Code of Honor: The Akichita Code (8 🐉 vs. 4)

Restriction: Never show fear. Challenge your strength against worthy foes. Do not allow yourself or your loved ones to fall into decadence or slothful behavior. Never harm the weak or innocent.

One of the newest, and more controversial, codes is that of the Akichita, or warrior society, of the Sioux. Originally a Lakota creed, Akichita has been branching out into neighboring communities and has been notably embraced by the younger members of the Cascade Orks in the Salish-Shidhe nation. From there, it's being passed into Seattle's Ork Underground and ork gangs. Originally, an Akichita fraternity was for the young men of a tribe to gather together and learn from one another, serving as protectors of their people, hunters, and warriors when needed. The spirit of brotherhood it carried was similar enough to gang codes of honor to be easily taken up, while the Sioux traditions of pride and strength made it appealing to impressionable ork teens. A follower of Akichita is expected to protect the tribe (or neighborhood) against all threats, giving their life to save the women and children. They are further expected to keep their brothers strong, testing them for weakness and pushing them to higher levels of personal ability. An Akichita warrior must show bravery and strength, and few instances of this are as telling as counting coup. Those who follow Akichita often compete with one another for battle honors, such as being the first into a fight or claiming a victory over the toughest foe, returning with trophies of their victory and holding one's honor highly. A protector and policeman as well as warrior, the Akichita follower is compelled to teach others whatever he knows, so that his strength can be shared with the whole.

Code of Honor

The character has a binding Code of Honor when it comes to killing members of a specific group; it's a matter of unwavering principle. The character with the Code of Honor quality chooses a specific group that they will not kill or allow others to kill. Examples of this group could include women, children, innocent bystanders, or a specific metatype. A character can choose to protect specific paracritters, but only if the specified paracritter possesses the Sapience power.

The gamemaster must approve the group that the character designates as being "off limits." If the group (such as children) is not regularly encountered in campaigns, the gamemaster can reject the choice. If the player feels strongly about his choice, the gamemaster may allow the player to take two groups they will not harm, (i.e., women and children), one of which must be likely to be encountered in the campaign. A magician can legitimately choose to not destroy any type of spirit from which their Mentor Spirit bestows a bonus for summoning. This Code of Honor respects their Mentor Spirit and is worthy of the Karma. Characters can't pick an obscure or non-existent group to acquire this quality - you can't acquire Karma by vowing to never kill sapient hamsters, for example.

Any time anyone attempts to kill a member of the character's protected list, the character must make a Charisma + Willpower (4) Test. A failed roll means the character must immediately put a stop to the violence against the member of their protected group. If the situation forces the character to take action against any of his protected group, he will always choose non-lethal methods. Killing a member of the group he has sworn to protect is a line he will not cross for any reason.

There are drawbacks to having a Code of Honor. For example, it can leave witnesses behind. For each person in the protected group the character leaves alive and who is in a position to remember them, increase the character's Public Awareness by 1. The character's job options are also limited - he will not take a job if the objective is the death of a member of his protected group and will have reservations about taking part in a mission with a high probability of causing collateral harm to members of his protected group.

There is always a chance things will go wrong whenever non-lethal force is used. A person may have a life-threatening allergic reaction to a usually harmless knockout drug, or a heart condition that makes a taser shock deadly. For this reason, each time the

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Negative Qualities

Simsense Vertigo

Characters who suffer from Simsense Vertigo experience feelings of disorientation whenever they work with augmented reality, virtual reality, or simsense (including smartlinks, simrigs, and image links). Such characters receive a -2 dice pool modifier to all tests when interacting with AR, VR, or simsense.

SINner (National SIN): Sioux

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.

National SIN At the 5 Karma level, the character has what is called a National SIN. The character's parents were legal citizens of a nation (such as the UCAS or CAS) and he has been a citizen of that nation from birth. He has the right to vote, qualify for passports issued by his nation, enlist in the national military, or work in the national government. A National SIN is required for any national security clearance or any form of national military career. A character with a National SIN pays fifteen percent of their gross income in taxes. He is also in no way connected to any of the megacorporations. The main drawback to having a legal National SIN is the character is in the system. The nation in the player character's background has the character's biometric data (DNA, fingerprints, retinal scans) on file, and that biometric data is shared with law enforcement agencies through the Global SIN Registry. This makes it much easier to track a character should a job go sideways. Also, nations typically sell the personal information tied to the character's SIN to corporations. Those with a legal SIN get nearly three times as much spam as those who don't have a SIN or rely on fake SINS, and the spam messages they receive are disturbingly tailored to their preferences (based on their buying and browsing habits).

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.

Identities

Bug-Out Identity

Fake SIN

Licenses & SINS : Fake SIN (1)

Identity: Specify Name

Fake SIN

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

Licenses & SINS : Fake License: Drivers (4), Fake License: Investigators (4), Fake License: Restricted Bioware (4), Fake License: Restricted Cyberwear (4), Fake License: Restricted Firearms (4), Fake License: Teaching (4), Fake SIN (4)

Identity: Specify Name

National SIN

Armor

Armor Clothing

Armor

12

Modifications: AR Fashion, Chemical Protection (2), Concealed Pockets, Electrochromic Modification, Fire Resistance (2), Insulation (1), Nonconductivity (2), Quick-Draw Holster

+2

Forearm Guards

Orthoskin (3)

+3

Securetech PPP Legs Kit

+1

Firearms & Heavy Weapons

Firearms & Heavy Weapons

10/40/80/150

Regular Ammo: —, ____/20

Melee & Other Weapons

Reach: 1

Reach: –

Reach: –

Matrix Devices

□ □ □

Matrix DR : 6 (7 vs. Black IC)

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Matrix DR : 4 (6 vs. Black IC)

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Matrix DR : 12 (10 vs. Black IC)

Bioware (Essence: 3.795)

Essence: 1.32

Essence: 0.18

Essence: 0.36

Essence: 0.36

Essence: 0.9

Gear (Cash: 2,805¥)

Programs (0/0): 1,000¥

Modifications: Audio Enhancement (2), Select Sound Filter (1)

Modifications: Flare Compensation, Image Link, Low Light Vision, Vision Magnification, Electronic

Gear (Cash: 2,805¥)

(2x) Long Haul
Metal Restraints
Red Dot Sights
Red Dot Sights
Red Dot Sights
Renraku Sensei
(10x) Security Tags
Sony Emperor
Telescoping Mirror on a Stick
Tool Kit: Survival
Transys Avalon

Vehicles

Thundercloud Morgan
CHASSIS: THUNDERCLOUD MORGAN
Handling **3**, Handling (Off-Road) **5**, Speed **4**, Acceleration **3**, Body **14**, Pilot **0**, Sensor **0**, Seating **2**, Device Rating **0**, Data Processing **1**, Firewall **1**
Condition Monitor: 19
Armor: 6H
Limits: Mental 0
Physical Initiative: 1+4D6
Vehicle Mods:
Manual Control Override
Off-Road Suspension
Weapon Mount, Standard (Fixed, External, Manual)
Ammunition & Resources:
-none-

Contacts

Coyote

Connection: 3 Loyalty: 4
Chips: You and the contact are even

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

Pawn Broker

Connection: 3 Loyalty: 4
Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Old

Preferred Payment Method: Barter (easy items to sell)

Hobbies/Vice: Social Habit (alcohol)

Personal Life: In a relationship

Type: Swag

Street Doc

Connection: 3 Loyalty: 4
Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Old

Preferred Payment Method: Barter (items needed for the profession)

Hobbies/Vice: Family Obligations (kids)

Personal Life: Family

Type: Shadow Service

Background & Personal Details

Wilderness Survival Training Instructor, and an avid Prepper. She chooses to teach the traditional Sioux way of living off the land and surviving with what nature provides. Surprisingly in Neo-Tokyo she has found plenty of people interested in the old ways.

But nature has been difficult.

So she adapted, getting bioware implants to help with various things. She considered Cyber, but decided against it as she didn't think she could maintain it in the wild.

Proficient in most every weapon, and deadly in others she tries to lead by example to the others in her care as she teaches. Her stories about the various times she has "counted coup" while on the hunt for food are vast and detailed, but never includes metahumans. However you can tell that there probably has been a few just by the way she avoids the subject...

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Equipment

AK-97

The AK-97 is a legendary weapon with storied reliability - you can bury it for ten years, dig it up, and fire it immediately without a single problem. When all of the nano-fabricated AK-174s melted to slag, the AK-97s kept functioning just fine.

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.

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.

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: 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.

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.

Colt Manhunter A1

Falling a distant third place between the constant advertising battle between the Savalette Guardian and the Ares Predator V, Colt has taken a different track with the latest iteration of the Manhunter. Removing the smartlink and the associated features like electronic safety and clip ejection, and shifting everything back to traditional mechanical mechanisms with the exception of a holographic sight (p. 181). The worst a hacker can do is make you slightly less accurate with this gun and that appeals to a lot of the less technologically minded consumers. While production numbers are currently significantly smaller than its competitors, it is still readily available and a common sight on the streets.

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.

Holographic 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.

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.

Marlin 3468SS

This large-caliber rifle utilizes the classic .45-70 Government cartridge, making it ideal for hunting larger North American game, and is powerful enough to handle most Awakening-related problems an outdoorsman is likely to encounter. The reinforced polymer frame is designed to endure years of rough handling in the woods, while the improved double-link system ensures a smooth cycling action.

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.

Imaging Scope : The scope's "line of sight" can be shared, allowing you to share what your scope sees with your team (and yourself if you're using it to look around a corner).

Equipment

Renraku Sensei

Basic Persona : Kimono-clad samurai

Base Theme : Dojo (training house)

Device Icon : Ornate paper structure

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

Sony Emperor

Basic Persona : Robed figure

Base Theme : Imperial palace

Device Icon : Ornate doorway

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Streetline Special

Popular among society's dregs, the Streetline Special is a small, lightweight weapon made of composite materials. Magnetic Anomaly Detectors (see **MAD Scanner**, p. 446) suffer a -2 dice pool modifier to detect it.

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.

Survival Knife

A fine quality blade - smooth on one edge, serrated on the other - with several accessories, including a GPS monitor, mini-multitool, micro-lighter, and a hidden compartment in the handle. The sides of the steel are coated with a non-toxic chemical that blacks out the blade when inert to prevent unwanted reflection, but can be activated to provide two hours of phosphorescent light. All knives can cut flesh, but a survival knife is better at cutting rope and wood, or otherwise being used as a tool. The survival knife is the kind of gadget that no professional should be without.

Wireless: The knife displays an ARO of local maps, your GPS position, and can be used to make commcalls.

Equipment

Transys Avalon

Basic Persona : Monarch

Base Theme : Castle

Device Icon : Castle

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Wireless: Your commlink is connected to the matrix

Winchester Model 2066

Featured in the recent trid hit "Mad Als at Dawn," the Model 2066 is a development of a classic Winchester shotgun design, modernized for today's sportsman, combined with a robot slayer. The receiver is constructed with high-tensile steel, improving the weapon's ability to handle custom hunting loads, while the case-ejection system has been strengthened for shooters who prefer the modern, longer cartridges. The level-action has been designed with self-lubricating parts to ensure smooth operation and loading, which is a critical factor for those caught by surprise in wild country.

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.

Thundercloud Morgan

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Attributes

Handling3 ☐ Device Rating0 ☐
 Handling (Off-Road) 5 ☐ Initiative 1+4D6 ☐
 Speed4 ☐ **Inherent Limits**
 Acceleration3 ☐ – Mental Limit
 Body.....14 ☐
 Pilot 0 ☐
 Sensor 0 ☐
 Seating 2 ☐
 Data Processing ..1 ☐
 Firewall1 ☐

Damage Resistances

20 [6] Armor 6
 20 Acid Protection 6
 20 Cold Protection 6
 20 Electricity Protection 6
 20 Fire Protection 6

Physical Damage

		-1
		-2
		-3
		-4
		-5
		-6

Matrix Damage

Defenses

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

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

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

Vehicle Modifications

Manual Control Override
 Off-Road Suspension
 Weapon Mount, Standard (Fixed, External, Manual)

Gear (Cash: 2,805¥)

Dropped to Ground

Programs

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

Validation Report (0 issues): Nothing identified