

RENESCO

NAME:	Renesco				
PLAYER:	Abu Dhabi				
METATYPE:	Human (None)		AGE:	30-50	
GENDER:	Male	HEIGHT:	5'11"	WEIGHT:	
HAIR:	Brown	EYES:	Brown	SKIN:	Normal
STREET CRED: 10	NOTORIETY:	0	PUBLIC	0	
			AWARENESS:		
COMPOSURE: 5	JUDGE	7	MEMORY:	6	
	INTENTIONS:				
LIFT/CARRY: 11	LIFT/CARRY	90 kg / 60 kg	PRIMARY ARM:	Right	
	WEIGHT:				
MOVEMENT: 20/40 (2m/hit)	SWIM:	8 (1m/hit)			
NUYEN: 123,669.98¥	KARMA:	4	CAREER	107	
			KARMA:		



PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 2	EDGE: 5 (2)	INITIATIVE: 12 +3D6
AGILITY: 7 (10)	INTUITION: 5	CURRENT EDGE POINTS:	
REACTION: 5 (7)	LOGIC: 3	ESSENCE: 0.11	RIGGER INITIATIVE: 12 +3D6
STRENGTH: 3 (6)	WILLPOWER: 3		MATRIX AR: 12 +3D6 MATRIX COLD: 7 +3D6 MATRIX HOT: 7 +4D6

PHYSICAL LIMIT: 8 Chameleon Suit [+2] (Only for Sneaking, Must be visible)	MENTAL LIMIT: 5 Medkit [+4] (Only for First Aid and Medicine)	SOCIAL LIMIT: 3	ASTRAL LIMIT: 5
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Active Skills			Active Skills			Knowledge Skills		
Skill	RTG	Pool	Skill	RTG	Pool	Skill	RTG	Pool
Perception <small>INT</small>	6	11	Gymnastics <small>AGI</small>	2	12	English <small>INT</small>		Native
Automatics* <small>AGI</small>	5	15	Pilot Ground Craft <small>REA</small>	2	9	Philosophy <small>LOG</small>	6	9
Heavy Weapons <small>AGI</small>	5	15	Running <small>STR</small>	2	8	Gangs <small>INT</small>	3	8
Longarms* <small>AGI</small>	5	15	Sneaking <small>AGI</small>	2	12	Magical Theory (Academic) <small>LOG</small>	3	6
Pistols* <small>AGI</small>	5	15	Survival <small>WIL</small>	2	5	Military <small>LOG</small>	3	6
Unarmed Combat <small>AGI</small>	3	13	Swimming <small>STR</small>	2	8	Area Knowledge: Seattle <small>INT</small>	2	7
Armorer <small>LOG</small>	2	5	Throwing Weapons <small>AGI</small>	2	12	Smuggler Routes <small>INT</small>	2	7
Blades <small>AGI</small>	2	12	Demolitions <small>LOG</small>	1	4	Spanish <small>INT</small>	2	7
Computer <small>LOG</small>	2	5	Instruction <small>CHA</small>	1	3			
Etiquette <small>CHA</small>	2	4	* Firearms		5			
First Aid <small>LOG</small>	2	5						

QUALITY	
Addiction (Moderate): Ethanol	SR5 78
Blandness	SR5 72
Exceptional Attribute: AGI	SR5 72
SINner (National)	SR5 84

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
	Down	OVR	Down		
OVR	OVR	OVR	Natural Recovery Pool (1 hour): 8		
OVR	Dead				
Natural Recovery Pool (1 day): 10					

RESISTANCE		POOL	
Radiation		8	
Judge Intentions		5	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL	
Damage	26	26	
Fire	26	26	
Cold	26	26	
Electricity	27	27	
Acid	26	26	
Falling	26	26	
Fatigue	8		
Sonic	3		

RESISTANCE - TOXINS AND PATHOGENS				
	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	16	10	Immune	10
Pathogen	14	8	Immune	8

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	8	8
Psychological	6	6

RESISTANCE - SPELLS		POOL	
Direct, Mana		3	
Combat Spells	Direct, Physical	5	
	Indirect, Defense	12	
Detection Spells		6	
Health Spells	Decrease Attribute - Body	8	
	Decrease Attribute - Agility	13	
	Decrease Attribute - Reaction	10	
	Decrease Attribute - Strength	9	
	Decrease Attribute - Charisma	5	
	Decrease Attribute - Intuition	8	
	Decrease Attribute - Logic	6	
	Decrease Attribute - Willpower	6	
	Mana	6	
	Physical	8	
Manipulation Spells	Mental	6	
	Physical	11	

IMPLANT	ESSENCE	GRADE	
Bone Density Augmentation 4	0.96	Alphaware	SR5 459
Damage Compensators 3	0.30	Standard	SR5 460
Datajack	0.08	Alphaware	SR5 452
Universal Connector Cord (Meter)			
Essence Hole 49	0.49	None	SR5 0
Muscle Augmentation 3	0.75	Used	SR5 459
Muscle Toner 3	0.75	Used	SR5 459
Orthoskin 4	0.80	Alphaware	SR5 459
Platelet Factories	0.20	Standard	SR5 459
Smartlink	0.16	Alphaware	SR5 453
Synaptic Booster 2	1.00	Standard	SR5 461
Toxin Extractor 2	0.40	Standard	SR5 460

ARMOR	VALUE	
Equipped		
Armor Jacket ("RAD JACKET")	12	SR5 437
Chemical Protection 6		
Helmet ("RAD HELMET")	+2	SR5 438
Chemical Protection 6		
Total of equipped single highest armor and accessories	17	
Other Armor		
Actioneer Business Clothes	8	SR5 437
Holster		
Armor Jacket	12	SR5 437
Nonconductivity 1		
Armor Vest	9	SR5 437
Chameleon Suit	9	SR5 437
Clothing ("Cheap clothes")	0	SR5 437
Clothing ("Medium clothes")	0	SR5 437
Clothing ("Kinda pricy clothes")	0	SR5 437
Helmet	+2	SR5 438

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Ares Alpha	15	5 (7)	11P	-2	SA/BF/FA	8	42(c)	SR5 428
	RANGE		S	M	L	E		
	Assault Rifles		0-25	26-150	151-350	351-550		
Gas-Vent 3 System; Smartgun System, Internal; Under: Ares Alpha Grenade Launcher	15	6	Grenade	-	SS	3	6(c)	SR5 428
	RANGE		S	M	L	E		
	Grenade Launchers		5-50	51-100	101-150	151-500		
Aztechnology Striker	15	5	Missile	-	SS	3	1(ml)	SR5 431
	RANGE		S	M	L	E		
	Missile Launchers		20-70	71-150	151-450	451-1500		
Colt America L36	15	7 (9)	7P	-	SA	3	11(c)	SR5 425
	RANGE		S	M	L	E		
	Light Pistols		0-5	6-15	16-30	31-50		
Smartgun System, External								
Grenade: High Explosive	12	8	16P (-2/m)	-2		3	Qty: 5	SR5 435
	RANGE		S	M	L	E		
	Standard Grenade		0-12	13-24	25-36	37-60		
Ingram Smartgun X	15	4 (6)	8P	-	BF/FA	5	32(c)	SR5 427
	RANGE		S	M	L	E		
	Submachine Guns		0-10	11-40	41-80	81-150		
Gas-Vent 2 System; Smartgun System, Internal; Sound Suppressor; Minigrenade: High Explosive	15	0	16P (-2/m)	-2		3	-	SR5 435
	RANGE		S	M	L	E		
	Grenade Launchers		5-50	51-100	101-150	151-500		
Missile: Fragmentation	15	0	23P(f) (-1/m)	+5		3	-	SR5 436
	RANGE		S	M	L	E		
	Gear							
Ruger 101	15	6 (8)	11P	-3	SA	3 (4)	8(m)	SR5 429
	RANGE		S	M	L	E		
	Sniper Rifles		0-50	51-350	351-800	801-1500		
Imaging Scope; Shock Pad; Smartgun System, External; Ruger Super Warhawk	15	5 (7)	9P	-2	SS	3	6(cy)	SR5 427
	RANGE		S	M	L	E		
	Heavy Pistols		0-5	6-20	21-40	41-60		
Smartgun System, External								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Combat Knife	12	6	8P	-3	0	SR5 422
Knife (Survival Kit)	12	5	7P	-1	0	SR5 422
Survival Knife	12	5	8P	-1	0	SR5 422
Survival Knife Bonuses; Survival Knife Wireless Bonuses;						
Unarmed Attack	13	8	9P	-	0	SR5 132

NAME	RTG			QTY	NAME	RTG			QTY	NAME	RTG			QTY
Ammo: Gel Rounds (Submachine Guns)	-	50	SR5	434	Fake SIN (Dave Footman)	4	1	SR5	442	Missile: Fragmentation	-	2	SR5	436
Ammo: Regular Ammo (Heavy Pistols)	-	100	SR5	434	Fake License rating 4 (Concealed Carry Permit) , Fake License rating 4 (Pistol License) , Fake License rating 4 (Smartlink License) , Fake License rating 4 (Driving License) ;					Slap Patch, Trauma Patch	-	2	SR5	451
Ammo: Regular Ammo (Light Pistols)	-	50	SR5	434	Fake SIN "HIGH RISK" (John Catski)	4	1	SR5	442	Sony Emperor	-	1	SR5	438
Ammo: Regular Ammo (Submachine Guns)	-	188	SR5	434	Flashlight	-	1	SR5	449	Spare Clip (Colt America L36)	-	1	SR5	433
Ammo: Regular Ammo (Assault Rifles)	-	132	SR5	434	Gas Mask	-	1	SR5	449	Spare Clip (Ruger 101)	-	1	SR5	433
Ammo: Regular Ammo (Sniper Rifles)	-	50	SR5	434	Goggles	2	1	SR5	443	Spare Clip (Ares Alpha)	-	1	SR5	433
Ammo: Regular Ammo "Custom +1 Damage Assault Rifle bullets" (Assault Rifles)	-	90	SR5	434	Low Light, Thermographic Vision;					Spare Clip (Ingram Smartgun X)	-	1	SR5	433
Binoculars, Optical	-	1	SR5	443	Grenade: High Explosive	-	5	SR5	435	Speed Loader (Ruger Super Warhawk)	-	1	SR5	433
Vision Magnification;					Medkit	4	1	SR5	450	Survival Kit	-	1	SR5	449
					Minigrenade: High Explosive	-	7	SR5	435	Compass, Lighter, Lightweight Thermal Blanket, Matches, Several Days' Worth of Ration Bars, Water Purification Unit;				

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA	PROC.	FIREWALL	
Sony Emperor	Commlinks	2	0	0	2	2			SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;									

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Dodge Scoot (Scooter)	4/3	1	3	1	4	4	1	14	1	1	SR5 462
Improved Economy											
Sensor Array Rating 2											

LIFESTYLE	LEVEL	COST	DURATION	
Dave Footman	Low	2,216.67¥	1 Month	SR5 369
Dangerous Area; DocWagon Contract, Basic; Obscure/Difficult to Find;				

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Doc "Painless"	Metatype: Ork Gender: Male	Street Doc	3	3
Wilbert Horton		Weapons Dealer	2	2
	Metatype: Dwarf Gender: Male			
Your Name	Here	Fixer	5	2

Notes

Concept
Ex-military street samurai.

Description
A middle-aged man, of which there are scads everywhere. Shave off the neglected stubble and put him in a monkey suit, and you've got a perfectly bland salaryman. He's generally quiet and keeps to himself.

Background

Former UCAS infantryman. No dependents, no future, but has a drinking problem.

