

RENESCO

NAME:	Kevin Mullins as "Renesco"				
PLAYER:	Abu Dhabi				
METATYPE:	Human (None)		AGE:	30-50	
GENDER:	Male	HEIGHT:	5'11"	WEIGHT:	
HAIR:	Brown	EYES:	Brown	SKIN:	Normal
STREET CRED:	19	NOTORIETY:	0	PUBLIC AWARENESS:	0
COMPOSURE:	5	JUDGE INTENTIONS:	7	MEMORY:	6
LIFT/CARRY:	11	LIFT/CARRY WEIGHT:	90 kg / 60 kg	PRIMARY ARM:	Right
MOVEMENT:	20/40 (2m/hit)	SWIM:	8 (1m/hit)		
NUYEN:	11,543.31¥	KARMA:	13	CAREER KARMA:	180



PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 2	EDGE: 6	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	MENTAL LIMIT: 5	SOCIAL LIMIT: 3	ASTRAL LIMIT: 5
Chameleon Suit [+2] (Only for Sneaking, Must be visible)	Medkit [+4] (Only for First Aid and Medicine)		

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>	5	15	Swimming <small>STR</small>	2	8	Politics: UCAS <small>LOG</small>	3	6
Etiquette <small>CHA</small>	3	5	Throwing Weapons <small>AGI</small>	2	12	Area Knowledge: Seattle <small>INT</small>	2	7
Armorer <small>LOG</small>	2	5	Demolitions <small>LOG</small>	1	4	Police Procedures (Street) <small>INT</small>	2	7
Blades <small>AGI</small>	2	12	Instruction <small>CHA</small>	1	3	Smuggler Routes <small>INT</small>	2	7
Computer <small>LOG</small>	2	5	* Firearms	5		Spanish <small>INT</small>	2	7
First Aid <small>LOG</small>	2	5				Small Unit Tactics <small>INT</small>	1	6

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

PHYSICAL DAMAGE TRACK

0	1	2
		-1
		-2
	Down	OVR
OVR	OVR	OVR
OVR	Dead	

STUN DAMAGE TRACK

0	1	2
		-1
		-2
Down		

Natural Recovery Pool (1 hour): 8

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	
Decrease Attribute - Body		8	
Decrease Attribute - Agility		13	
Decrease Attribute - Reaction		10	
Health Spells	Decrease Attribute - Strength	9	
	Decrease Attribute - Charisma	5	
	Decrease Attribute - Intuition	8	
	Decrease Attribute - Logic	6	
	Decrease Attribute - Willpower	6	
	Illusion Spells	Mana	6
		Physical	8
Manipulation Spells	Mental	6	
	Physical	11	

IMPLANT	ESSENCE	GRADE	
Bone Density Augmentation 4	0.84	Betaware	SR5 459
Damage Compensators 3	0.30	Standard	SR5 460
Datajack	0.08	Alphaware	SR5 452
Universal Connector Cord (Meter)			
Essence Hole 139	1.39	None	SR5 0
Muscle Augmentation 3	0.42	Betaware	SR5 459
Muscle Toner 3	0.42	Betaware	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	0.28	Betaware	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
<div><div>RANGE</div><div>Assault Rifles</div><div>S0-25</div><div>M26-150</div><div>L151-350</div><div>E351-550</div></div>								
Gas-Vent 3 System; Smartgun System, Internal; Under: Ares Alpha Grenade Launcher	15	6	Grenade	-	SS	3	6(c)	SR5 428
<div><div>RANGE</div><div>Grenade Launchers</div><div>S5-50</div><div>M51-100</div><div>L101-150</div><div>E151-500</div></div>								
Aztechnology Striker	15	5	Missile	-	SS	3	1(ml)	SR5 431
<div><div>RANGE</div><div>Missile Launchers</div><div>S20-70</div><div>M71-150</div><div>L151-450</div><div>E451-1500</div></div>								
Colt America L36	15	7 (9)	7P	-	SA	3	11(c)	SR5 425
<div><div>RANGE</div><div>Light Pistols</div><div>S0-5</div><div>M6-15</div><div>L16-30</div><div>E31-50</div></div>								
Smartgun System, External								
Grenade: High Explosive	12	8	16P (-2/m)	-2		3	Qty: 4	SR5 435
<div><div>RANGE</div><div>Standard Grenade</div><div>S0-12</div><div>M13-24</div><div>L25-36</div><div>E37-60</div></div>								
Ingram Smartgun X	15	4 (6)	8P	-	BF/FA	5	32(c)	SR5 427
<div><div>RANGE</div><div>Submachine Guns</div><div>S0-10</div><div>M11-40</div><div>L41-80</div><div>E81-150</div></div>								
Gas-Vent 2 System; Smartgun System, Internal; Sound Suppressor;								
Minigrenade: High Explosive	15	0	16P (-2/m)	-2		3	-	SR5 435
<div><div>RANGE</div><div>Grenade Launchers</div><div>S5-50</div><div>M51-100</div><div>L101-150</div><div>E151-500</div></div>								
Missile: Fragmentation	15	0	23P(f) (-1/m)	+5		3	-	SR5 436
<div><div>RANGE</div><div>Gear</div><div>S</div><div>M</div><div>L</div><div>E</div></div>								
Ruger 101	15	6 (8)	11P	-3	SA	3 (4)	8(m)	SR5 429
<div><div>RANGE</div><div>Sniper Rifles</div><div>S0-50</div><div>M51-350</div><div>L351-800</div><div>E801-1500</div></div>								
Imaging Scope; Shock Pad; Smartgun System, External;								
Ruger Super Warhawk	15	5 (7)	9P	-2	SS	3	6(cy)	SR5 427
<div><div>RANGE</div><div>Heavy Pistols</div><div>S0-5</div><div>M6-20</div><div>L21-40</div><div>E41-60</div></div>								
Smartgun System, External								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH
Combat Knife	12	6	8P	-3	0
Knife (Survival Kit)	12	5	7P	-1	0
Survival Knife	12	5	8P	-1	0
Survival Knife Bonuses; Survival Knife Wireless Bonuses;					
Unarmed Attack	15	8	9P	-	0

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	-	1	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)	-	46	SR5 434	Low Light, Thermographic Vision;				Spare Clip (Ingram Smartgun X)	-	1	SR5 433
Binoculars, Optical	-	1	SR5 443	Grenade: High Explosive	-	4	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	-	6	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
Improved Economy										
Sensor Array Rating 2										

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

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Butch's Shadow Clinic	Seattle	Street Doc	6	3
Doc "Painless"	Seattle	Street Doc	3	3
	Metatype: Ork Gender: Male			
Local Gang Leader	Renesco's Hood	Gang Leader	2	2
Mr Hands	Seattle	Fixer	6	1
Wilbert Horton	Seattle	Weapons Dealer	2	2
	Metatype: Dwarf Gender: Male			
Your Name	Seattle	Fixer	5	2

Notes

Crossed the Red Samurai and won.

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.