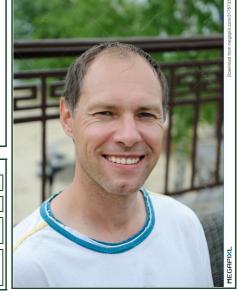
RENESCO

NAME: Renesco PLAYER: Abu Dhabi METATYPE: Human (None) AGE: 30-50 GENDER: HEIGHT: 5'11" WEIGHT: Male HAIR: Brown EYES: Brown SKIN: Normal STREET CRED: NOTORIETY: PUBLIC 0 6 0 AWARENESS: COMPOSURE: 5 JUDGE 7 MEMORY: 6 INTENTIONS: LIFT/CARRY: LIFT/CARRY 75 kg / 50 kg PRIMARY ARM: 10 Right WEIGHT: MOVEMENT: 20/40 (2m/hit) SWIM: 7.5 (1m/hit) NUYEN: 27,569.99¥ KARMA: CAREER KARMA: 62 21

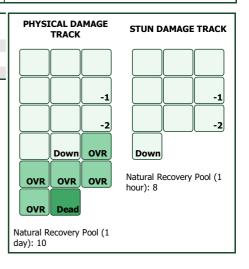
PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 2	EDGE: 4 (2)	INITIATIVE: 12 +3D6
AGILITY: 7 (10)	INTUITION: 5	CURRENT EDGE POINTS:	
REACTION: 5 (7)	LOGIC: 3	ESSENCE: 0.11	RIGGER INITIATIVE: 12 +3D6
STRENGTH: 2 (5) CURRENT FORM:	WILLPOWER: 3		MATRIX AR: 12 +3D6 MATRIX 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 INT	6	11	Gymnastics AGI	2	12	English INT	Na	tive
Automatics* AGI	5	15	Pilot Ground Craft REA	2	9	Philosophy LOG	5	8
Heavy Weapons AGI	5	15	Running STR	2	7	Gangs INT	3	8
Longarms* AGI	5	15	Sneaking AGI	2	12	Military LOG	3	6
Pistols* AGI	5	15	Survival WIL	2	5	Area Knowledge: Seattle INT	2	7
Armorer LOG	2	5	Swimming STR	2	7	Smuggler Routes INT	2	7
Blades AGI	2	12	Throwing Weapons AGI	2	12	Spanish INT	2	7
Computer LOG	2	5	Unarmed Combat AGI	2	12			
Etiquette CHA	2	4	* Firearms		5			
First Aid LOG	2	5						

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



RESISTANCE		POOL	RESISTANCE - SPELLS	POOL
Radiation		8	Direct, Mana	3
Judge Intentions		5	Combat Spells Direct, Physical	5
RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL	Indirect, Defense	12
Damage	26	26	Detection Spells	6
Fire	26	26	Decrease Attribute - Body	8
Cold	26	26	Decrease Attribute - Agility	13
Electricity	27	27	Decrease Attribute - Reaction	10
Acid	26	26	Decrease Attribute - Strength	8
Falling	26	26	Decrease Attribute - Charisma	5
Fatigue	Ω	20	Decrease Attribute - Intuition	8
Sonic	2		Decrease Attribute - Logic	6
Soriic	J		Decrease Attribute - Willpower	6
RESISTANCE - TOXINS AND	CONTACT INCESTION	INHALATION INJECTION	Tillusion Challe Mana	6
PATHOGENS	CONTACT INGLISTION	TIMIALATION INSECTION	Illusion Spells Physical	8
Toxin	10 10	Immune 10	Manipulation Co. alla Mental	6
Pathogen	8 8	Immune 8	Manipulation Spells Physical	10
RESISTANCE - ADDICTION	NOT ADDICTED YE	ALREADY ADDICTED		
Physiological	8	8		
Psychological	6	6		

IMPLANT	ESSENCE	GRADE	
Bone Density Augmentation 4	1.50	Used	SR5 459
Damage Compensators 3	0.30	Standard	SR5 460
Datajack	0.08	Alphaware	SR5 452
Universal Connector Cord (Meter)			
Muscle Augmentation 3	0.75	Used	SR5 459
Muscle Toner 3	0.75	Used	SR5 459
Orthoskin 3	0.75	Standard	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	12	**	SR5 437
Nonconductivity 1			
Helmet	+2	**	SR5 438
Total of equipped single highest armor and accessories	17		
Other Armor			
Actioneer Business Clothes	8		SR5 437
Holster			
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

WEAPON	P	OOL	ACCL	JRACY	DAMAGE		AP		MODE	RC	АММО	[LOADED)]	
Ares Alpha		15		(7)	11P		-2		A/BF/FA	8	42(c)	•	_	SR5 428
			RANGE		S	М		L	E					
			Assault Rifle	es	0-25	26-150	151	1-350	351-55	50				
Gas-Vent 3 System; Smartgun 9 Under: Ares Alpha Grenade Launcher	System,	Intern 15		6	Grenade		-		SS	3	6(c)		9	SR5 428
233.13.13.		Gre	RANGE enade Laund	hers	S 5-50	M 51-100		L 1-150	E 151-50	00				
Aztechnology Striker		15		5	Missile		-		SS	3	1(ml)		9	SR5 431
		Mi	RANGE ssile Launch	ners	S 20-70	M 71-150		L 1-450	E 451-15	00				
Colt America L36		15	7	(9)	7P		-		SA	3	11(c)		9	R5 425
			RANGE Light Pistol	s	S 0-5	M 6-15		L 5-30	E 31-50					
Smartgun System, External														
Grenade: High Explosive		12		8	16P (-2/m)		-2			3	1		9	R5 435
		Sta	RANGE andard Gren	ade	S 0-10	M 11-20		L 1-30	E 31-50					
Ingram Smartgun X		15	4	(6)	8P		-		BF/FA	5	32(c)		9	SR5 427
		Su	RANGE bmachine G	iuns	S 0-10	M 11-40		L 1-80	E 81-15	0				
Gas-Vent 2 System; Smartgun S	System,	Intern	al; Sound S	uppressor;										
Minigrenade: High Explosive		15		0	16P (-2/m)		-2			3	-		9	R5 435
		Gra	RANGE enade Laund	hore	S 5-50	M 51-100		L 1-150	E 151-50	00				
Missile: Fragmentation		15		0	23P(f) (-1/m)		+5	1-130	131-30	3	_			SR5 436
Plissile. Hagiilentation		13	RANGE Gear	<u> </u>	S	<u>М</u>		L	E	J				N 730
Ruger 101		15		(8)	11P		-3		SA	3 (4)	8(m)		9	SR5 429
			RANGE Sniper Rifle	. ,	S 0-50	M 51-350		L 1-800	E 801-15		-()			
Imaging Scope; Shock Pad; Sm	artgun	System	, External;											
Ruger Super Warhawk		15	5	(7)	9P		-2		SS	3	6(cy)		9	SR5 427
			RANGE		S	M		L	E					
Smartgun System, External			Heavy Pisto	IS	0-5	6-20	21	1-40	41-60)				
wasan					100110101									
WEAPON Combat Knife				OOL 12	ACCURACY 6	DAMAC 7P	3E	AI -3		REACI 0	1			SR5 422
Knife (Survival Kit)				12	5	6P		-1		0				R5 422
Survival Knife				12	5	7P		-1	Ĺ	0				R5 422
Survival Knife Bonuses; Surviva	I Knife \	Wireles	s Bonuses;											
Unarmed Attack				12	8	8P		-		0			9	R5 132
NAME	RTG	QTY		NAME		RTG	QTY		NAME			RTG	QTY	
Ammo: Gel Rounds (Submachine Guns)	-	50	SR5 434		(Dave Footman) cense rating 4 (Conce	4 ealed Carry		R5 442 Fake	Minigrena Missile: Fr		h Explosive tation	e -	3	SR5 435 SR5 436
Ammo: Regular Ammo (Heavy Pistols)	-	100	SR5 434	License	rating 4 (Pistol Licen ink License) , Fake Li	nse) , Fake I	License ra	ating 4	Spare Clip	(Colt A	merica L3	6) -	1	SR5 433 SR5 433
Ammo: Regular Ammo (Light Pistols)	-	50	SR5 434	License Fake SIN) ; (John Catski)	4	1 SF	R5 442	Spare Clip	(Ares	Alpha)	-	1	SR5 433
Ammo: Regular Ammo (Submachine Guns)	-	188	SR5 434	Flashlight Gas Mask		-		R5 449 R5 449	Speed Loa	ader (Ri	m Smartgı uger Super	•	1	SR5 433 SR5 433
Ammo: Regular Ammo (Assault Rifles)	-	172	SR5 434	Goggles		2		R5 443	Warhawk) Survival K			-	1	SR5 449
Ammo: Regular Ammo (Sniper Rifles)	-	50	SR5 434	Grenade:	ht, Thermographic Vi High Explosive	-		R5 435	Matches	s, Sever	al Days' W	eight Therm orth of Rati		
Binoculars, Optical Vision Magnification;	-	1	SR5 443	Medkit		4	1 SF	R5 450	Purificat	tion Uni	t;			
DEVICE Sony Emperor				CATEG Comml		G ATTA	CK S	SLEAZE 0	DAT	A PRO	C. F	IREWALL 2	9	SR5 438
Commlink Functionality with Ca Water-Resistant Case, Touchscr			Chip Player,	Credstick F	Reader, Earbuds 1, G	PS Guidance	e System	, Micro	Γrid-Project	or, Mus	ic Player, F	RFID Tag So	anner,	Shock- and

HANDLING ACCEL SPEED PILOT BODY ARMOR SENSOR CM SEATS DEVICE

4

1 3 1

COST

2,216.67¥

LEVEL

Low

14 1

1

1

DURATION

1 Month

SR5 462

SR5 369

VEHICLE

LIFESTYLE

Dodge Scoot (Scooter)

Improved Economy Sensor Array Rating 2

Dangerous Area; DocWagon Contract, Basic; Obscure/Difficult to Find;

CONTACT LOCATIO	N	ARCHETYPE	CONNECTION	LOYALTY
Doc "Painless"		Street Doc	3	3
Metatype:	Ork			
Gender:	Male			
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.