

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:	26	NOTORIETY:	1	PUBLIC AWARENESS:	0
COMPOSURE:	5	JUDGE INTENTIONS:	7	MEMORY:	6
LIFT/CARRY:	12	LIFT/CARRY WEIGHT:	105 kg / 70 kg	PRIMARY ARM:	Right
MOVEMENT:	20/40 (2m/hit)	SWIM:	8.5 (1m/hit)		
NUYEN:	12,504.97¥	KARMA:	13	CAREER KARMA:	258



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

PHYSICAL LIMIT: 9 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
--	---	------------------------	------------------------

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	9	Megacorp Law (Street) <small>INT</small>	4	9
Longarms* <small>AGI</small>	5	15	Sneaking <small>AGI</small>	2	12	Gangs <small>INT</small>	3	8
Pistols* <small>AGI</small>	5	15	Survival <small>WIL</small>	2	5	Magical Theory (Academic) <small>LOG</small>	3	6
Unarmed Combat <small>AGI</small>	5	15	Swimming <small>STR</small>	2	9	Military <small>LOG</small>	3	6
Etiquette <small>CHA</small> (Infiltration +2)	3	5	Throwing Weapons <small>AGI</small>	2	12	Politics: UCAS <small>LOG</small>	3	6
Armorer <small>LOG</small>	2	5	Demolitions <small>LOG</small>	1	4	Area Knowledge: Seattle <small>INT</small>	2	7
Blades <small>AGI</small>	2	12	Instruction <small>CHA</small>	1	3	Aztlan <small>LOG</small>	2	5
Computer <small>LOG</small>	2	5	* Firearms		5	Desert Wars <small>LOG</small>	2	5
First Aid <small>LOG</small>	2	5				Police Procedures (Street) <small>INT</small>	2	7
						Smuggler Routes <small>INT</small>	2	7
						Spanish <small>INT</small>	2	7
						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

		-1
		-2
	Down	OVR
OVR	OVR	OVR
OVR	Dead	

Natural Recovery Pool (1 day): 10

STUN DAMAGE TRACK

		-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	
Health Spells	Decrease Attribute - Body	8	
	Decrease Attribute - Agility	13	
	Decrease Attribute - Reaction	10	
	Decrease Attribute - Strength	10	
	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	12	

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	9	42(c)	[35]	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	4	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	4	1(ml)	[0]	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	4	11(c)	[11]	SR5 425
	RANGE		S	M	L	E			
	Light Pistols		0-5	6-15	16-30	31-50			
Smartgun System, External Grenade: High Explosive	12	9	16P (-2/m)	-2		4	Qty: 4		SR5 435
	RANGE		S	M	L	E			
	Standard Grenade		0-14	15-28	29-42	43-70			
Ingram Smartgun X	15	4 (6)	8S	+1	BF/FA	6	32(c)	[1]	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		4	-		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		4	-		SR5 436
	RANGE		S	M	L	E			
	Gear								
Ruger 101	15	6 (8)	11P	-3	SA	4 (5)	8(m)	[4]	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	4	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	9P	-3	0	SR5 422
Knife (Survival Kit)	12	5	8P	-1	0	SR5 422
Survival Knife	12	5	9P	-1	0	SR5 422
Survival Knife Bonuses; Survival Knife Wireless Bonuses;						
Unarmed Attack	15	9	10P	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY			
Ammo: Gel Rounds (Submachine Guns)	-	200	SR5 434	Climbing Gear	-	1	SR5 448	Missile: Fragmentation	-	0	SR5 436
Ammo: Gel Rounds (Assault Rifles)	-	100	SR5 434	Fake SIN (Dave Footman)	4	1	SR5 442	Slap Patch, Trauma Patch	-	2	SR5 451
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) ;				Sony Emperor	-	1	SR5 438
Ammo: Regular Ammo (Light Pistols)	-	39	SR5 434	Fake SIN "HIGH RISK" (John Catski)	4	1	SR5 442	Spare Clip (Colt America L36)	-	1	SR5 433
Ammo: Regular Ammo (Submachine Guns)	-	188	SR5 434	Flashlight	-	1	SR5 449	Spare Clip (Ruger 101)	-	1	SR5 433
Ammo: Regular Ammo (Assault Rifles)	-	132	SR5 434	Gas Mask	-	1	SR5 449	Spare Clip (Ares Alpha)	-	1	SR5 433
Ammo: Regular Ammo (Sniper Rifles)	-	42	SR5 434	Goggles	2	1	SR5 443	Spare Clip (Ingram Smartgun X)	-	1	SR5 433
Ammo: Regular Ammo "Custom +1 Damage Assault Rifle bullets" (Assault Rifles)	-	0	SR5 434	Low Light, Thermographic Vision;				Speed Loader (Ruger Super Warhawk)	-	1	SR5 433
Binoculars, Optical Vision Magnification;	-	1	SR5 443	Grenade: High Explosive	-	4	SR5 435	Survival Kit	-	1	SR5 449
				Medkit	4	1	SR5 450	Compass, Lighter, Lightweight Thermal Blanket, Matches, Several Days' Worth of Ration Bars, Water Purification Unit;			
				Minigrenade: High Explosive	-	4	SR5 435				

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;								

[illegible]

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
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	3	4
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.