

Walker

Player: Ryan Silver

Metatype: Elf Adept; Male; Age: 25; Height: 1.9m; Weight: 80kg

Total Karma: 227; Current Karma: 1; Street Cred: 24; Notoriety: 1; Court of Shadows Notoriety: -1; Public Awareness: 3

Attributes

Body.....	3/4		Essence	5.4	
Agility	6		Edge	4	
Reaction	4/7		Magic	6	
Strength	3		Initiate Grade	4	
Willpower	3		Initiative ..	8/11+4D6	
Logic	4		Inherent Limits		
Intuition.....	4				
Charisma.....	9				
			[6] Physical Limit		
			[5] Mental Limit		
			[14] Social Limit		

Movement

12m/24m/+2 Land Movement

5m/+2 Swimming

Active Skills

- 15 [13] Con* 3 (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 9 [5] Disguise 3 (Int)
- 16 [13] Etiquette 4 (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 14 [13] Impersonation* (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 11 [16] Intimidation 2 (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 18 [13] Leadership 6 (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 12 [A] Longarms 6 (Agi)
- 20 [13] Negotiation 8 (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 8 [5] Perception 4 (Int)
- 14 [13] Performance* (Cha)
First Impression : +2 to tests during the first meeting; Authoritative Tone : +1 to tests initiated by the adept
- 8 [A] Pistols 2 (Agi)
- 10 [6] Sneaking 4 (Agi)
- 2 * Acting Group 2

Knowledge Skills

- 8 [5] Classical Music 4 (Int)
- 7 [5] Combat tatics 3 (Int)
- 10 [5] Confrence Speaking 6 (Log)
- 6 [5] Rumor mill 2 (Int)

Language Skills

- N English
- 8 [5] Japanese 4
- 8 [5] Russian 4



Physical Damage

		-1
		-2
		-3

Overflow: ☐☐☐☐
Natural Recovery:
8 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
7 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 12
Full Defense (-10 Interrupt, for the rest of the turn): +3
Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +9

Melee attacks against you are at : +0
Melee Defense (No Action): 12
Full Defense (-10 Interrupt, for the rest of the turn): +3
Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +9

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 10 [6]

Damage Resistances

- 18 Armor 14
- 18 Acid Protection 14 18 Electricity Protection 14
- 18 Cold Protection 14 18 Fire Protection 14
- 18 Falling Protection 14 7 Fatigue Resistance

Edge Pool

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Attribute-Only Tests

- 12 Composure
- 14 Judge Intentions
- 7 Lifting & Carrying
- 7 Memory

Toxin Resistances

	Toxin	Disease
Contact	7	7
Ingestion	7	7
Inhalation	Imm	Imm
Injection	7	7

Validation Report (0 issues): Nothing identified

Addiction Resistance

- 7👤 Resist Physical Addiction
- 7👤 Resist Psychological Addiction

Positive Qualities

Adept
Common Sense
Exceptional Attribute: Charisma
First Impression
Honest Face
Too Pretty to Hit

Negative Qualities

Emotional Attachment: Executive Suite
Impassive
SINner (National SIN): born somewhere I dont like thinking

Adept Powers

Authoritative Tone (1)
Combat Sense (1)
Commanding Voice (15👤 vs. Willpower + Intuition)
Facial Sculpt (6 hours) (2) (10👤)
Improved Physical Attribute (1): Body
Improved Reflexes (3)
Lie Detector (1)
Magic Sense (70m)
Ventriloquism (6m)

Adept Power Enhancements

Silver-Tongued Devil

Metamagic Powers

Masking (10👤)
Power Point
Power Point
Supernatural Prowess (5/day): Agility

Metatype Abilities

Enhanced Senses: Low-Light Vision

Identities

cheapo fake sin
Fake SIN
Licenses & SINs : Fake SIN (2)
fake sin
Fake SIN
Licenses & SINs : Fake SIN (5)
good fake sin
Fake SIN
Licenses & SINs : Fake SIN (6)
Morgan Banks
National SIN
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
Neighborhood (2), Security (2)]

Armor

🛡️ **Ballistic Mask (Customized)** +2
Modifications: Gas Mask, Smartlink, Vision Enhancement (5)
🛡️ **Executive Suite** 12
Modifications: Custom Fit, Increase Social Limit by 2, Newest Model
Fashion Gas Mask +0
Helmet +2
Securetech PPP Vitals Kit +1
Modifications: Decrease Social Limit by 1
Ares Briefcase Shield +4





Firearms & Heavy Weapons

Auto-Assault 16 15P v -2 13👤 [6] 10/40/80/150
Ammo Usage : 10 (c): □□□□□ □□□□□
Semi-Auto (1, simple action): 13👤, 15P Damage
Double-Tap (2, complex action): 13👤, 16P Damage
Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 13👤 vs. -2 Def, 15P Damage
Aimed Burst (3, complex action): 13👤, 16P Damage
Full Auto (6, simple action) or **Long Burst** (6, complex action): 13👤 vs. -5 Def, 15P Damage
Brain Blaster (6, complex action): 13👤, 17P Damage
Full Auto (10, complex action): 9👤 vs. -9 Def, 15P Damage
Recoil Compensation : 5
Modifications: Ceramic/Plasteel Components (6), Chameleon Coating
Accessories: Foregrip, Smartgun System, External
APDS: • E v -4, ____/30
EX-Explosive Rounds : +2 v -1, ____/20
Flechette Rounds: +2(f) v +5, ____/10
Regular Ammo: • E, ____/20
Cavalier Arms Crockett EBR 12P v -3 13👤 [8] 50/350/800/1500
Ammo Usage : 30 (c): □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Semi-Auto (1, simple action): 13👤, 12P Damage
Double-Tap (2, complex action): 13👤, 13P Damage
Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 13👤 vs. -2 Def, 12P Damage
Aimed Burst (3, complex action): 13👤, 13P Damage
Long Burst (6, complex action): 11👤 vs. -5 Def, 12P Damage
Recoil Compensation : 3
Modifications: Flashlight, Low-Light, Gecko Grip
Accessories: Extended Clip (1), Flashlight, Low-Light, Foregrip [Turned Off], Imaging Scope, Laser Sight, Shock Pad, Silencer/Suppressor, Sling, Smartgun System, External
APDS: • E v -4, ____/20
Explosive Rounds: +1 v -1, ____/20
Regular Ammo : • E, ____/30
Stick-n-Shock: -2S(e) v -5, ____/10
Subsonic Ammo: -1, ____/20
Cavalier Falchion 12P v -1 13👤 [7] 10/40/80/150
Ammo Usage : 8 (m): □□□□□ □□□
Single Action (1, simple action): 13👤, 12P Damage
Recoil Compensation : 4
Modifications: Advanced Safety System, Smartgun System, Internal
Accessories: Bayonet, Foregrip, Laser Sight, Shock Pad, Sling
APDS: • E v -4, ____/20
Flare: -2 v +2, ____/2
Regular Ammo : • E, ____/20
Stick-n-Shock: -2S(e) v -5, ____/10
Colt America L36 7P 8👤 [7] 5/15/30/50
Ammo Usage : 11 (c): □□□□□ □□□□□ □
Semi-Auto (1, simple action): 8👤, 7P Damage
Double-Tap (2, complex action): 8👤, 8P Damage
Semi-Automatic Burst (3, complex action): 8👤 vs. -2 Def, 7P Damage
Recoil Compensation : 2
APDS: • E v -4, ____/10
Regular Ammo : • E, ____/20

Firearms & Heavy Weapons

Springfield M1A 12P v -1 13 [7] 50/250/500/750
Ammo Usage : 20 (c): □□□□□ □□□□□ □□□□□ □□□□□
Semi-Auto (1, simple action): 13 [7], 12P Damage
Double-Tap (2, complex action): 13 [7], 13P Damage
Semi-Automatic Burst (3, complex action): 13 [7] vs. -2 Def, 12P Damage
Recoil Compensation : 4
Accessories: Foregrip, Laser Sight, Shock Pad, Springfield M1A Imaging Scope
APDS: • E v -4, ____/30
Regular Ammo: • E, ____/20
Stick-n-Shock: -2S(e) v -5, ____/20

Melee & Other Weapons

Ares Briefcase Shield	2P	5  [3]	Reach: • E
Bayonet	4P v -1	5  [4]	Reach: 2
Injector Pen	By Chem.	5  [4]	Reach: • E
Ammo Usage : 1: <input type="checkbox"/>			
<i>Injector Pen Needle, Tetrodotoxin</i> : By Chem., ____/1			
Unarmed Strike	3S	5  [6]	Reach: • E

Matrix Devices

MCT Blue Defender

Device Rating : 3
Data Processing : 3, **Firewall** : 5
Matrix Initiative : 7
Matrix DR : 8 (8 vs. Black IC)
Programs (1/2): Theme Music

Bioware (Essence: 0.6)

Tailored Pheromones (3)	Essence: 0.6
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Gear (Cash: 280,378¥)

(20x) Black Panther
(5x) Bug Promotional Pen
 Modifications: Camera
Certified Credstick, Gold
(2x) Certified Credstick, Silver
Contacts (1)
 Modifications: Vision Enhancement (1)
Dropped to Ground
Endoscope
Gorepak
MCT Blue Defender
 Programs (1/2): Theme Music
(10x) Stealth Tags
Tool Kit, Disguise

Vehicles

Hyundai Shin-Hyung
CHASSIS: HYUNDAI SHIN-HYUNG
 Handling **5**, Handling (Off-Road) **4**, Speed **6**, Acceleration **3**, Body
10, Pilot **1**, Sensor **2**, Seating **4**, Device Rating **1**, Data
 Processing **1**, Firewall **1**
Condition Monitor: 17
Armor: 6H
Limits: Mental 2
Physical Initiative: 2+4D6
Vehicle Mods:
 Anti-Theft System (1)
 Manual Control Override
 Run Flat Tires
 Spoof chip
Gear:
 Linguistics: English (local language)
 Linguistics: Japanese (Manufacturer's Language)

Programs

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magic: ???? (1)
magic: ???? (6)
magic: ???? (2)
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Contacts

Arms Dealer
Connection: 3 Loyalty: 3
Metatype: Human
Sex: Male
Age: Middle-aged
Preferred Payment Method: Barter (hobby/vice items)
Hobbies/Vice: Weapons (military)
Personal Life: Divorced
Type: Swag

CAT (Mr. Johnson)
Connection: 6 Loyalty: 2

Fixer
Connection: 2 Loyalty: 2

Gang Boss
Connection: 4 Loyalty: 3
Metatype: Human
Sex: Male
Age: Middle-aged
Preferred Payment Method: Service (shadowrun job)
Hobbies/Vice: Bad Habit (dream chips)
Personal Life: None of Your Damn Business
Type: Legwork

ID Manufacturer
Connection: 3 Loyalty: 2
Metatype: Elf
Sex: Female
Age: Middle-aged
Preferred Payment Method: Cash (credstick)
Hobbies/Vice: Nothing of Interest
Personal Life: Family
Type: Shadow Service

Street Doc
Connection: 2 Loyalty: 3
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

Tracked Resources

Common Sense (4) ☐ ☐ ☐ ☐

Supernatural Prowess (5/day): Agility (5) ☐ ☐ ☐ ☐ ☐

Background & Personal Details

Notes:

when running:

Social limit is 8 due to Vitals kit

roll 13 dice for visual perception when wearing mask.

Positive Qualities

Adept

? Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.

? Adepts never astrally project (p. 313).

? Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).

? Adepts can learn the Assensing skill only if they have the Astral Perception power.

? Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).

? Adepts can follow mentor spirits (p. 320).

? Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

Common Sense

"Common sense is not so common" as they say. It's nothing supernatural, just a keen sense of knowing when something is just a bad idea. Any time a character with this quality is about to do something the gamemaster deems foolish, the gamemaster must act as their proverbial inner voice of reason and issue a little warning. The gamemaster can only give a number of warnings per session equal to or less than the character's Edge rating. After that, they're on their own.

Exceptional Attribute: Charisma

The Exceptional Attribute quality is how you get to be the charismatic troll, or the agile dwarf. It allows you to possess one attribute at a level one point above the metatype maximum limit. For example, an ork character with the Exceptional Attribute quality for Strength could take his Strength attribute up to 10 before augmentations are applied, instead of the normal limit of 9. Exceptional Attribute also applies toward Special Attributes such as Magic and Resonance. Edge cannot be affected by the Exceptional Attribute (Edge is raised by another quality called Lucky). A character may only take Exceptional Attribute once, and only with the gamemaster's approval.

First Impression

The First Impression quality enables a character to slide easily into new environments, situations, groups, and jobs. Whether infiltrating a gang, making contacts in a new city, or wrangling an invite to a private meet, the character gains a temporary +2 dice pool modifier for relevant Social Tests such as Negotiation and Con during the first meeting. This modifier does not apply to second and subsequent encounters.

Honest Face

Who, me? Whether you sold bad cars to old ladies or spent a whole lot of time looking in the mirror getting ready for Friday night poker, you sure don't look like a liar, particularly when you are lying. This doesn't make you look innocent? just without guile. Good for selling lunar real estate. Better for convincing the interrogator you really don't know anything else.

Whenever someone makes a Judge Intentions test against you, you receive a +2 dice pool modifier to the opposing Charisma + Willpower test.

Too Pretty to Hit

It's more about force of personality than actually being pretty - sometimes a character just has a presence about them that keeps people from shooting straight.

The character can use their Charisma attribute instead of their Willpower attribute while using Full Defense.

Negative Qualities

Emotional Attachment: Executive Suite

The character has an irrational emotional attachment to a piece of gear. The character will always use this item, even if presented with a "better" option. Furthermore, if lost in some manner, the character will do everything in his power, up to and including risking his life and that of his teammates, to retrieve his item. If the piece of gear is irretrievably lost or damaged, the player must either immediately spend Karma to buy off the quality or suffer a -1 penalty on all tests that would have used that piece of gear for a six-month period. After that time, they learn to love a replacement piece of gear, and the quality transfers to that item.

Impassive

Nobody can see as much death as you have and not have it affect them. Some would have gone mad, but you simply grew cold. Your Limit for all social skills except Intimidation decreases by 1.

SINner (National SIN): born somewhere I don't like thinking

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).

Adept Powers

Authoritative Tone (1)

Adepts with this power can speak in a way that immediately makes people want to believe them and follow their orders. For every level of this power, an adept gains a +1 die to any Opposed Social Skill Test that they initiate (normal limits apply).

Combat Sense (1)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a +1 dice pool bonus to defense tests per level of this power. Adepts with this power are always allowed a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.

Adept Powers

Commanding Voice (15 🧙 vs. Willpower + Intuition)

This power channels the adept's magic into his voice to enhance the modulation and pitch, subliminally influencing the actions of any listeners. The adept takes a Complex Action to give a simple but forceful command (five words or less) to the target, making an Opposed Test with Leadership + Charisma against the target(s) Willpower + Intuition. If the adept succeeds in the test, the target uses his next action to either carry out the command or stands confused (gamemaster's choice, but the more net hits achieved the more likely it is for the target to obey the adept's command). Such commands carry no weight beyond the immediate impetus, and the affected characters will quickly reassert their wits, returning to their original course of action. If multiple individuals are targeted, use the largest dice pool among the defenders and add 1 die per additional target (to a maximum of six individuals). Commanding Voice may only be used on metahumans who can directly hear and understand the adept's words. It has no effect when the voice is amplified or broadcast via technological means (e.g., wireless transmission or loudspeaker). It is also less effective on subsequent uses against the same target. Apply a cumulative ?2 dice pool penalty for each use within the preceding 24 hours.

With this power, an adept can give a target a five-word command. With magical energies empowering their words, an adept with this ability can compel a target to do almost anything, including dropping a weapon, walking out of a building, getting into a car, or remaining silent while another team member renders the target unconscious. Adepts have said that this ability can only be used on a single target a limited number of times within a twenty-four hour period or else they grow resistant to it, but all it takes is one action the adept stops or alters to make a difference in a run. This power, if used properly, can minimize opportunities for things to go wrong and minimize any violence that may be required to grab the target.

Facial Sculpt (6 hours) (2) (10 🧙)

This power allows an adept to change his appearance by shifting the muscles, bone structure, and cartilage in his face. Each level purchased gives the adept a +1 dice pool modifier for Disguise Tests. The effect can be sustained for (Magic) hours.

Common changes include altering ear shape, changing nose shape, raising/lowering cheekbones, growing tusks, reshaping the forehead, lengthening/shortening facial hair, and so on. Adepts can even change their face to another metatype of they wish, but they can't change their body shape. The time required to change one feature is approximately one minute. Multiple features can be changed simultaneously with a Body + Magic Test, with each hit resulting in one additional change. The adept needs another full minute to undo the changes and return their features to normal.

Improved Physical Attribute (1): Body

This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.

Improved Reflexes (3)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also affects Initiative) and +1D6 Initiative Die (to a maximum of 5D6). The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with other technological or magical increases to Initiative.

Lie Detector (1)

You can always spot a liar. Gain +1 to Judge Intentions tests, assensing for emotional states, or tests to determine if someone is telling the truth. Adepts with this power are highly sought after by corporations for their ability to effectively counter other adepts using Kinesics.

Adept Powers

Magic Sense (70m)

Magic Sense allows an adept to detect the use of magic in her vicinity. Treat this power as the Detect Magic spell (p. 287, SR5) but with a range equal to (Magic x 10) meters. Adepts with the Astral Perception power can also use Magic Sense to detect astral forms while perceiving the astral plane.

Detect Magic

The subject can detect the presence of all foci, spells, wards, magical lodges, alchemical preparations, active rituals, and spirits within range of the sense. It does not detect Awakened characters or critters, astral signatures, alchemical preparations that have expired or already triggered, or the effects of permanent spells once they have become permanent.

Ventriloquism (6m)

An adept with this power is able to throw their voice up to (Magic) meters. While you do not appear to be speaking, you can make it appear as though the sound of your voice originates from any point that is in range and within line of sight.

Adept Power Enhancements

Silver-Tongued Devil

An adept of the Speaker's Way can create a longer-lasting impression on subjects when using Commanding Voice (p. 170). If the adept wins the Opposed Test, the target continues to carry out the action for one minute before realizing what they're doing. The Silver-Tongued Devil's verbosity makes it unusable in combat situations. This power comes at a price of mental stress. When using the power, the adept suffers Stun damage equal to the hits (not net hits) from the target's Opposed Test. Damage is resisted by Body + Willpower. **Prerequisite: Commanding Voice**

Metamagic Powers

Masking (10 🧙)

You learn to change the appearance of your aura (and astral form). You can make it look mundane, or make your Magic Rating look higher or lower by up to your grade. When someone tries to read your masked aura, the Assensing Test becomes opposed by your Magic + initiate grade - if they get any net hits, they see both your mask and your real aura.

If you can use astral perception, you can even make your aura look like a different type (like a spirit or a focus - great for astral costume parties). You can also use this metamagic to mask the auras of as many of your bonded foci as your initiate grade.

Supernatural Prowess (5/day): Agility

For any physical action, the adept can substitute a physical attribute for Magic + initiate grade for that test. If done during combat, the substitution affects all physical actions associated to that attribute within a Combat Turn. This metamagic cannot be combined with Attribute Boost. This can be done 1 + initiate grade times per day. Dice pools and Physical limits temporarily change with this action.

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.

Bioware

Tailored Pheromones (3)

These pheromones are specially tailored to subtly influence others and can be released at will. Tailored pheromones add their Rating as a dice pool modifier to your skill tests for skills in the Acting and Influence skill groups, but only when the person you're using them on is within a comfortable conversation range - if they can't smell you, the pheromones don't work. Tailored pheromones also work on you to make you feel better about yourself; increase your Social limit by the Rating. Tailored pheromones have no effect on magical abilities and tests.

Equipment

Auto-Assault 16

A favorite among military and mercenary units, the rugged and deadly AA-16 is the latest in the "AA" line of assault shotguns. Unofficially nicknamed "The Warhammer" by its users, the fully-auto capable AA-16 provides superior firepower and ammo capacity in short to medium ranged engagements while completely dominating in a close-quarters battle. Specially designed internal mechanisms also absorb most of the weapon's recoil, making the AA-16 extremely easy to handle in combat.

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.

Smartgun System, External : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Ballistic Mask (Customized)

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.
Vision Enhancement : Add the vision enhancement's rating as a dice pool modifier to your visual Perception Tests.

Black Panther

Although the genetic codes for pheromone reception are largely inactive in metahumans, certain artificially crafted pheromones have been found that have proven effect. Tanaka and several other corps have incorporated these compounds into perfumes and colognes. They last for four hours or until washed off.

Black Panther : +1 to Social tests vs metahumans.

Bug Promotional Pen

Apparently bought by the truckload by sales people, pens featuring a company logo are still common in the corporate world after more than a century. Any business worth dealing with hands out pens that also operate as a digital stylus. With all the microtronics that make this possible, it can be quite easy to slip in a number of goodies. The pen can accept [2] capacity of sensors with a max rating of 2. In addition, a standard or stealth RFID tag can be included.

Equipment

Cavalier Arms Crockett EBR

Straddling the line between assault rifle and sniper rifle, the Crockett EBR features a burst fire mode. While it lacks the magazine capacity of a true assault rifle, and lacks the precision of a true marksman's weapon, it makes up for this in versatility, being able to switch fluidly between a sniping role and a combat role as easy as flipping a switch. It comes equipped with a rigid stock with shock pad and a detachable imaging scope.

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).

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.

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun Syst

Cavalier Falchion

Cavalier's companion to the Sheriff, the Falchion is designed to be part of a shooter's integrated Personal Area Network. The Falchion's smartlink system painlessly synchronizes with the user's commlink, providing visual cues when performing a weapon switch in a tactical situation. The advanced safety system and lack of manual controls ensures the weapon cannot be turned against its user. Also, in keeping with the Sheriff's popular visual customization options, the Falchion is available in a number of different colors and decorative patterns.

Upgrades: Melee Hardening, Trigger Removal

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.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Colt America L36

A venerable pistol with a great reputation. This basic firearm is cheap, easily concealed, and nearly ubiquitous. A perfect throwaway weapon.

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Contacts (1)

The most recent display devices are worn directly on the eyes. They are nearly undetectable, but they offer a bit of space for enhancements. Contacts have to be wireless; they don't have room for a universal data connector.

Wireless: Vision Enhancement : Add the vision enhancement's rating as a dice pool modifier to your visual Perception Tests.

Equipment

Executive Suite

The line's name pretty much says it all. These suits are usually found on the ultra-secure upper floors of megacorporate headquarters. They're slick and smooth, and outside of the improvements they've had added from Zoe's armor tech advancements, they haven't changed much in the past decade.

Wireless: Increase Social Limit by 2

Fashion Gas Mask

Functions as a gas mask or respirator (p. 449, SR5) without clashing with the look of your fancy outfit or drawing unwanted attention from law enforcement (negates the ?2 Etiquette modifier for wearing the wrong attire as described on the Social Modifiers Table on p. 140, SR5).

Gas Mask

This air-supplied re-breather completely covers your face and gives you immunity to inhalation- vector toxin attacks (**Toxins, Drugs, and BTLs**, p. 408). It comes with a one-hour clean-air supply (replacements cost 40 nuyen) and can be attached to larger air tanks. It cannot be combined with a regular respirator.

MCT Blue Defender

This commlink comes standard as a wristband that is, as you'd expect, blue. Designed for legitimate sale to security forces and off-the-books distribution to shadowrunners and criminals worldwide, this stylish bracelet protects your devices from evil hackers with a stronger- than-average Firewall.

Wireless: Your commlink is connected to the matrix

Springfield M1A

A classic North American hunting rifle evolved from a century-old military design, Springfield is happy to announce a new manufacturing partner for this historically significant rifle. Our current partner has updated the rifle to accept modern attachments to meet the needs of today's shooters, including an advanced imaging sight designed to link with the shooter's PAN, helping with accuracy and eliminating missed opportunities on hunting trips. Interested customers should contact their local dealer for availability or purchase direct from our Matrix store. Please be advised, due to strong demand, Matrix orders will require three weeks for delivery.

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.

Springfield M1A 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).

Vision Enhancement : Add the vision enhancement's rating as a dice pool modifier to your visual Perception Tests.