

Walker

Player: Ryan Silver

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

Total Karma: 172; Current Karma: 11; Street Cred: 15;
Notoriety: 1; Court of Shadows Notoriety: -1; Public Awareness: 3

Attributes

Body.....	3/4		Essence	5.4	
Agility	6		Edge	3	
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)

18 [13] Negotiation 6 (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)

10 [5] Conference Speaking 6 (Log)

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

Dodge (-5 Interrupt, vs. one melee attack): +5 [6]

Bayonet Parry (-5 Interrupt, vs. one melee attack): +5 [6]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [6]

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

Contact	Toxin 7	Disease 7
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Validation Report (0 issues): Nothing identified

Toxin Resistances

	Toxin	Disease
Ingestion	7🧫	7🧫
Inhalation	Imm	Imm
Injection	7🧫	7🧫

Addiction Resistance

- 7 🧠 Resist Physical Addiction
7 🧠 Resist Psychological Addiction

Positive Qualities

Adept
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

fake sin
Fake SIN
Licenses & SINs : Fake SIN (5)

nat sin
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
Securetech PPP Vitals Kit	+1
Modifications: Decrease Social Limit by 1	

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 [6], 15P Damage

Double-Tap (2, complex action): 13 [6], 16P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 13 [6] vs. -2 Def, 15P Damage

Aimed Burst (3, complex action): 13 [6], 16P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action): 13 [6] vs. -5 Def, 15P Damage

Brain Blaster (6, complex action): 13 [6], 17P Damage

Full Auto (10, complex action): 9 [6] 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

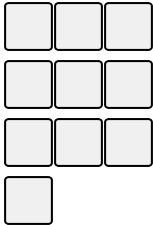
Springfield M1A 12P v -1 13 [7] 50/250/500/750
Ammo Usage : 20 (c): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Semi-Auto (1, simple action): 13 [7], 12P Damage
Double-Tap (2, complex action): 13 [7], 13P Damage
Semi-Automatic Burst (3, complex action): 13 [7] vs. -2 Def, 12P Damage
Recoil Compensation : 4
Accessories: Foregrip, 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

Bayonet 4P v -1 5 [4] Reach: 2
Injector Pen By Chem. 5 [4] Reach: • E
Ammo Usage : 1: ☐
Injector Pen Needle, Tetrodotoxin : 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] (8 [8] vs. Black IC)
Programs (1/2): Theme Music

Bioware (Essence: 0.6)

Tailored Pheromones (3) Essence: 0.6

Gear (Cash: 14,198¥)

Certified Credstick, Gold
(2x) Certified Credstick, Silver
Contacts (1)
Modifications: Vision Enhancement (1)
Dropped to Ground
MCT Blue Defender
Programs (1/2): Theme Music

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)

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

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.