

BoreOS

Player: Ryan

Metatype: Human; Male; Ethnicity: American ; Age: 25;
Height: 1.75m; Weight: 78kg; Hair: B; Eyes: G; Skin: W
Total Karma: 10; Current Karma: 0; Street Cred: 1;
Notoriety: 0; Public Awareness: 0

Attributes

Body.....2	<input type="checkbox"/>	Essence3.2	<input type="checkbox"/>
Agility2	<input type="checkbox"/>	Edge5	<input type="checkbox"/>
Reaction5/6	<input type="checkbox"/>	Initiative ..9/10+1D6	<input type="checkbox"/>
Strength2	<input type="checkbox"/>	Inherent Limits	
Willpower5	<input type="checkbox"/>	[4] Physical Limit	
Logic7	<input type="checkbox"/>	[8] Mental Limit	
Intuition.....4	<input type="checkbox"/>	[6] Social Limit	
Charisma.....2	<input type="checkbox"/>		

Movement

4m/8m/+2 Land Movement

2m/+1 Swimming

Active Skills

- 8 [?] Aeronautics Mechanic* (Log)
- 8 [?] Automotive Mechanic* (Log)
- 10 [M] Computer 3 (Log)
- 10 [M] Cybercombat 3 (Log)
- 11 [M] Electronic Warfare 4 (Log)
- 4 [6] Etiquette* (Cha)
Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 13 [M] Hacking 6 (Log)
- 8 [M] Hardware 1 (Log)
- 8 [?] Industrial Mechanic* (Log)
- 4 [6] Leadership* (Cha)
Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 8 [?] Nautical Mechanic* (Log)
- 4 [6] Negotiation* (Cha)
Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 8 [8] Perception 4 (Int)
- 6 [A] Pistols 4 (Agi)
- 10 [M] Software 3 (Log)
 - 1 * Engineering Group 1
 - 1 * Influence Group 1

Knowledge Skills

- 8 [8] cyber technology 1 (Log)
- 8 [8] Decker tricks 1 (Log)
- 10 [8] Local deckers Knowsoft 0 (3) (Log)
- 8 [8] Police Procedures 1 (Log)
- 9 [8] Rumor Mill 5 (Int)
- 5 [8] Small unit tactics 1 (Int)
- 8 [8] Software Modeling 1 (Log)
- 8 [8] Underworld Finance 4 (Int)
- 8 [8] Virtual Meeting Spots 4 (Int)

Language Skills

- N English
- 8 [8] Japanese 4

Attribute-Only Tests

- 7 Composure
- 6 Judge Intentions
- 4 Lifting & Carrying
- 12 Memory

Toxin Resistances

Contact	Toxin	Disease
Ingestion	7	7
Inhalation (1 / 1)	7	7
Injection	Imm	Imm
	7	7



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>		

Overflow: ☐
Natural Recovery:
4 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>		

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

Defenses

- Ranged attacks against you are at : +0
- Ranged Defense (No Action): 10
- Full Defense (-10 Interrupt, for the rest of the turn): +5
- Melee attacks against you are at : +0
- Melee Defense (No Action): 10
- Full Defense (-10 Interrupt, for the rest of the turn): +5
- Sensor-aided attacks against you are at : +0
- Sensor Defense (No Action): 1 [4]

Damage Resistances

- 16 Armor 14
- 16 Acid Protection 14 16 Electricity Protection 14
- 16 Cold Protection 14 16 Fire Protection 14
- 16 Falling Protection 14 7 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Addiction Resistance

- 7 Resist Physical Addiction
- 12 Resist Psychological Addiction

Positive Qualities

Codeslinger: Hack on the Fly

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action (which she selects when she selects this quality) and receives a +2 dice pool modifier to that Matrix action. This can only be selected for Matrix Actions (p. 237) that have a test associated with them.

Validation Report (0 issues): Nothing identified

Positive Qualities

Exceptional Attribute: Logic

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.

Perfect Time

Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

Negative Qualities

Did You Just Call Me Dumb?

The character can't resist camouflaging insults into well-spoken words. The character gets the satisfaction of feeling superior to everyone. Unfortunately, once in a while people will notice and get pretty upset. Any Glitch rolled by this character on any Social test always counts as a Critical Glitch.

Latest and Greatest

The character just loves her tech. Really, really loves it. That is, until something better comes along. After all, the problem with getting things is that you get something you used to want, right? The character has an unstoppable desire to upgrade her gear. Every month, she must upgrade or buy a more expensive version of one of her most commonly used pieces of gear. For example, a hacker would seek to upgrade her deck or commlink. A street samurai would get a better, more expensive assault rifle, or, of course, cyber upgrades such as the next highest rating of cybereyes with more accessories in it. Magic-users would want higher-rating focus or lodge. If all else fails, moving up to the next Lifestyle bracket is always an option.

The character must spend at least sixty percent of her earnings on these upgrades. It is possible to earmark earnings for a specific purchase down the road if she's saving up for a particularly shiny new toy, but this money is unavailable to the character until then.

Negative Qualities

SINner (National SIN): UCAS (Bennit Freeman)

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).

Identities

Dennis WhoeverTheFuck

Fake SIN

Licenses & SINs : Fake License: The cyberdeck (4), Fake SIN (4)

UCAS (Bennit Freeman)

National SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

Licenses & SINs : License: Cyberdeck

Armor

Argentum Coat

12

Modifications: -3 modifier for concealability, Custom Fit, Custom Fit (Stack), Increase Social Limit by 1

Ballistic Mask

+2

Modifications: Gas Mask, Respirator (1), Vision Enhancement (3), Vision Magnification, Electronic

Firearms & Heavy Weapons

Ruger Super Warhawk 9P v -6 10 [5] 5/20/40/60

Ammo Usage : 6 (cy): ☐ ☐ ☐ ☐ ☐ ☐

Single Action (1, simple action): 10 [5], 9P Damage

Recoil Compensation : 2

APDS: • E v -4, ____/40

Gel Rounds: +0S v +1, ____/40

Stick-n-Shock: -2S(e) v -5, ____/10

Melee & Other Weapons

Unarmed Strike

3P

5 [4]

Reach: • E

Matrix Devices

FTL Quark



Device Rating: 4
Data Processing: 4, **Firewall:** 4
Matrix Initiative: 8
Matrix DR: 8 (9 vs. Black IC)



Meta Link



Device Rating: 1
Data Processing: 1, **Firewall:** 1
Matrix Initiative: 5
Matrix DR: 2 (6 vs. Black IC)



Renraku Tsurugi (Cyber)

Essence: 0.4



Device Rating: 3
Attribute Array: 6 5 5 3
 currently assigned as:
Attack: 6, **Data Processing:** 5, **Firewall:** 3,
Sleaze: 5
Matrix Initiative: 9
Matrix DR: 6 (8 vs. Black IC)
Modifications: Sim Module, Modified for Hot Sim



Cyberware (Essence: 2.8)

Cyber Arm (Obvious) (Main Hand)

Essence: 1

Modifications: Cyberlimb Agility (6), Cyberlimb Strength (3)

Cybereyes (1)

Essence: 0.2

Modifications: Image Link

Datajack

Essence: 0.1

Reaction Enhancers (1)

Essence: 0.3

Renraku Tsurugi (Cyber)

Essence: 0.4

Modifications: Sim Module, Modified for Hot Sim

Skilljack (6)

Essence: 0.6

Programs (0/0): Knowsoft: Knowledge Skill (3)

Smartlink

Essence: 0.2

Gear (Cash: 3,750¥)

AR Gloves

Bug Scanner (6)

Dropped to Ground

FTL Quark

Goggles (6)

Modifications: Vision Enhancement (6)

Headphones (6)

Modifications: Audio Enhancement (3)

(5x) Light Stick

Meta Link

Stim Patch (1)

Vehicles

Ford Americar

CHASSIS: FORD AMERICAR

Handling 4, **Handling (Off-Road)** 3, **Speed** 3, **Acceleration** 2, **Body** 11, **Pilot** 1, **Sensor** 2, **Seating** 4, **Device Rating** 1, **Data Processing** 1, **Firewall** 1

Condition Monitor: 18

Armor: 6H

Limits: Mental 2

Physical Initiative: 2+4D6

Vehicle Mods:

Anti-Theft System (2)

Interior Cameras

Smuggling Compartment

Workshop: Hardware

Gear:

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Ammunition & Resources:

-none-

Programs

Armor

Armor

Baby Monitor

Biofeedback

Biofeedback Filter

Blackout

Browse

Encryption

Exploit

Fly on a Wall

Shell

Shredder

Sneak

Virtual Machine

Contacts

Infobroker

Connection: 3 **Loyalty:** 2

Chips: You and the contact are even

News Reporter

Connection: 4 **Loyalty:** 3

Chips: You and the contact are even

Metatype: Human

Age: Young

Sex: Male

Type: Legwork

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Social Habit (alcohol)

Personal Life: Single

Type: Support

Background & Personal Details

BoreOS is a "professional" cybersecurity wizard. He got into all of this to flex the hacking skills that he picked up working for private hire for all sorts of people. Eventually he worked up enough money for a cyberdeck. For him it was go big or go home ? and his sights were set on an implanted version of the Sony CIY-720. He would often starve himself to meet his goal of this large purchase. Trouble was he did not really think he was going to get this far. And now that he has the thing• c well you know, he may as well use the damn thing. BoreOS is more dedicated to the idea of finding out where he cannot go, now he challenges the shadow runner world. Let• fs see how that works out for him.