

Judge Geronimo

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg
Total Karma: 129; Current Karma: 7; Street Cred: 13;
Notoriety: 1; Public Awareness: 5



Attributes

Body.....	6	<input type="checkbox"/>	Essence	1.47	<input type="checkbox"/>
Agility	6	<input type="checkbox"/>	Edge	5	<input type="checkbox"/>
Reaction	5/6	<input type="checkbox"/>	Initiative .10/11+2D6		<input type="checkbox"/>
Strength	3	<input type="checkbox"/>	Inherent Limits		
Willpower	5/6	<input type="checkbox"/>	[6] Physical Limit		
Logic	3	<input type="checkbox"/>	[6] Mental Limit		
Intuition.....	5	<input type="checkbox"/>	[6] Social Limit		
Charisma.....	4	<input type="checkbox"/>			

Movement

6m/12m/+2 Land Movement

2.5m/+1 Swimming

Active Skills

- 5 [?] **Armorer 2** (Log)
- 9 [A] **Automatics 3** (Agi)
- 8 [A] **Exotic Melee Weapon: Blast Shield 2** (Agi)
- 7 [9] **First Aid 1** (Log)
- 13 [A] **Heavy Weapons 7** (Agi)
- 9 [9] **Intimidation 5** (Cha) (Interrogation +2)
- Disgraced : +2 on tests made to intimidate criminals.
- 12 [10] **Locksmith 2** (Agi)
- 13 [A] **Longarms 7** (Agi)
- 6 [6] **Navigation 1** (Int)
- 7 [6] **Perception 2** (Int)
- Increased Hearing Spectrum : +2 to identify a particular sound; **Vision Enhancement** : +2 for visual perception tests.; **Audio Enhancement** : +3 for audio perception tests.
- 7 [H] **Pilot Ground Craft 1** (Rea)
- 8 [6] **Sneaking 2** (Agi)

Knowledge Skills

- 8 [6] **Gangs 3** (Int)
- 6 [6] **Mixology 1** (Int)
- 8 [6] **Organized Crime 3** (Int)
- 4 [6] **Psychology 1** (Log)
- 8 [6] **Small unit Tactics 5** (Log) (SWAT +2)
- 8 [6] **Threat Assessment 5** (Log) (Guns +2)

Language Skills

- N **English**
- 8 [6] **Japanese 3**
- 8 [6] **Spanish 3**

Attribute-Only Tests

- 10 **Composure**
- 9 **Judge Intentions**
- 9 **Lifting & Carrying**
- 9 **Memory**

Toxin Resistances

Contact (3 / 2)	Toxin	Disease
Ingestion (1 / 0)	15	14
Inhalation (1 / 0)	13	12
Injection (1 / 0)	Imm	Imm
	13	12

Addiction Resistance

- 10 **Resist Physical Addiction**
- 7 **Resist Psychological Addiction**

Physical Damage

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

Stun Damage

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

Natural Recovery:
12 (1 hour), heal 1 box/hit

Overflow: ☐☐☐☐☐

Natural Recovery:
12 (1 day), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 11

Full Defense (-10 Interrupt, for the rest of the turn): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 11

Full Defense (-10 Interrupt, for the rest of the turn): +6

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

Blast Shield Parry (-5 Interrupt, vs. one melee attack): +2 [6]

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

Tusks Block (-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): 8 [6]

Damage Resistances

22 **Armor 16**

24 **Acid Protection 18** 23 **Electricity Protection 17**

23 **Cold Protection 17** 24 **Fire Protection 18**

22 **Falling Protection 16** 12 **Fatigue Resistance**

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Positive Qualities

Biocompatibility (Cyberware)

Common Sense

Cyber Singularity Seeker

Daredevil

Disgraced

School of Hard Knocks

Validation Report (0 issues): Nothing identified

Positive Qualities

Technical School Education

Negative Qualities

Family Curse

Impassive

Poor Self Control - Thrill-Seeker

Identities

Gerald Benson

Fake SIN

Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3), Garage (Large Car), Armory, Local Bar Patron: Dank Daves]

Licenses & SINs: Fake License: Driver (4), Fake License: Gun (4), Fake SIN (4)

Armor

Actioneer Business Clothes

8

Modifications: Electrochromic Modification

Hardened Mil-Spec Battle Armor (Heavy)

[20]

Modifications: Custom Fit, Gear Access, Holster, Restrictive

Riot Control Armor

14

Acid: +2, **Cold:** +1, **Electricity:** +1, **Fire:** +2

Modifications: Chemical Protection (2), Drag Handle, Fire Resistance (2), Insulation (1), Nonconductivity (1), Padded, Radiation Shielding (1), Restrictive

Riot Control Armor Helmet

+2

Modifications: Camera [Camera], Gas Mask, Micro-Tranceiver, MotionSensor [Motion Sensor], Voice Warper (1)

Blast Shield

+0

Firearms & Heavy Weapons

Ballista Missile Launcher 24P, -4/m v -4/V-10 14 [6] 20-70/150/450/1500

Ammo Usage: 4 (m): □□□□

Single Action (1, simple action): 14 [6], 24P, -4/m Damage

Recoil Compensation: 6 (Double Uncompensated Recoil)

Accessories: Laser Sight

Anti-Vehicle Rocket: 24P, -4/m v -4/V-10, ____/4

Ares "Garuda", Anti-Vehicle: 24P, -4/m v -4/V-10, ____/1

Ares "Garuda", Fragmentation: 23P(f), -1/m v +5, ____/1

Ares "Garuda", High Explosive: 21P, -2/m v -2, ____/1

Fragmentation Rocket: 23P(f), -1/m v +5, ____/1

High Explosive Rocket: 21P, -2/m v -2, ____/1

Browning Ultra-Power 8P v -1 6 [6] 5/20/40/60

Ammo Usage: 10 (c): □□□□□ □□□□□

Semi-Auto (1, simple action): 6 [6], 8P Damage

Double-Tap (2, complex action): 6 [6], 9P Damage

Semi-Automatic Burst (3, complex action): 6 [6] vs. -2 Def, 8P Damage

Recoil Compensation: 6

Modifications: Laser Sight

Cavalier Falchion 12P v -1 15 [8] 10/40/80/150

Ammo Usage: 8 (m): □□□□□ □□□

Single Action (1, simple action): 15 [8], 12P Damage

Recoil Compensation: 7

Modifications: Advanced Safety System [Immobilization], Electronic Firing, Gecko Grip, Personalized Grip, Smartgun System, Internal

Accessories: Foregrip, Imaging Scope, Safe Target System, Sling, Tracker

Regular Ammo: • E, ____/800

Grapple Gun 7S v -2 7 [5] 15/45/120/180

Single Action (1, simple action): 7 [5], 7S Damage

Recoil Compensation: 6

Modifications: Smartgun System, Internal

Firearms & Heavy Weapons

Krime Boss 13P v -5 15 [6] 10/40/80/150

Ammo Usage: 15 (d): □□□□□ □□□□□ □□□□□

Semi-Auto (1, simple action): 15 [6], 13P Damage

Double-Tap (2, complex action): 15 [6], 14P Damage

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

Recoil Compensation: 8

Modifications: Advanced Safety System, Electronic Firing, Gecko Grip, Personalized Grip, Smartgun System, Internal

Accessories: Foregrip, Imaging Scope, Safe Target System, Sling, Tracker

APDS: • E v -4, ____/10

Micro Flare Launcher 5P(fire) v -5 5 [3] 6/24/60/120

Ammo Usage: 1 (ml): □

Single Action (1, simple action): 5 [3], 5P(fire) Damage

Recoil Compensation: 6

Micro Flares: • E, ____/3

Remington Suppressor 7P v -1 11 [9] 5/15/30/50

Ammo Usage: 15 (c): □□□□□ □□□□□ □□□□□

Semi-Auto (1, simple action): 11 [9], 7P Damage

Double-Tap (2, complex action): 11 [9], 8P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 11 [9] vs. -2 Def, 7P Damage

Aimed Burst (3, complex action): 11 [9], 8P Damage

Long Burst (6, complex action): 11 [9] vs. -5 Def, 7P Damage

Recoil Compensation: 7

Modifications: Advanced Safety System, Electronic Firing, Gecko Grip, Personalized Grip, Silencer/Suppressor, Smartgun System, Internal

Regular Ammo: • E, ____/150

Melee & Other Weapons

Blast Shield 20P v -4 8 [4] Reach: • E

Knife 5P v -1 5 [5] Reach: • E

Tusks 4P v -1 5 [6] Reach: • E

Unarmed Strike 4P 5 [6] Reach: • E

Matrix Devices

Hermes Ikon



Device Rating: 5

Data Processing: 5, **Firewall:** 5

Matrix Initiative: 10

Matrix DR: 10 [11] (11 [11] vs. Black IC)

Modifications: Receiver

Programs (3/3): AR Games: Classic Mobile, Diagnostics, Ticker: ShadowNet

Cyberware (Essence: 4.17)

Biomonitor (Alphaware) Essence: 0.07

Cyber Arm (Obvious) (Alphaware) (Main Hand) Essence: 0.7

Modifications: Cyberarm Gyromount, Cyberlimb Agility (6),

Cyber Leg (Obvious) (Betaware) Essence: 0.6

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

Cybears (Alphaware) (3) Essence: 0.28

Modifications: Antennae, Audio Enhancement (3), Damper, Implant Medic (6), Increased Hearing Spectrum, Select Sound Filter (4), Sound Link, Spatial Recognizer

Cybereyes (Alphaware) (3) Essence: 0.28

Modifications: Flare Compensation, Image Link, Implant Medic (6), Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (2), Vision Magnification

Cybersafety

Cyberware (Essence: 4.17)

Datajack (Alphaware)	Essence: 0.07
Internal Router (Alphaware)	Essence: 0.49
Modular Connector, Shoulder (Alphaware)	Essence: 0.14
Modifications: Implant Medic (6)	
Olfactory Booster (Alphaware) (2)	Essence: 0.14
Modifications: Implant Medic (6)	
Wired Reflexes (Alphaware) (1)	Essence: 1.4
Modifications: Implant Medic (6)	

Bioware (Essence: 0.16)

Bilateral Coordination Co-processor	Essence: 0.16
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Geneware (Essence: 0.2)

Thickened Digestive Tract Lining	Essence: 0.1
Wired Reflex Optimization	Essence: 0.1

Gear (Cash: 5,250¥)

Autopicker (4)	
Certified Credstick, Gold	
Climbing Gear	
Dropped to Ground	
Grapple Gun	
Recoil Compensation : 6	
Modifications: Smartgun System, Internal	
Hermes Ikon	
Modifications: Receiver	
Programs (3/3): AR Games: Classic Mobile, Diagnostics, Ticker: ShadowNet	
Keycard Copier (5)	
(5x) Magnesium Torch	
Medkit (3)	
Metal Restraints	
Micro Flare Launcher	
Recoil Compensation : 6	
(400x) Microwire (m)	
Rapelling Gloves	
Reactive Myomer Pack	
Sequencer (5)	
Shop, Armorer	
(100x) Standard Rope (m)	
Survival Kit	
Tag Eraser	
Tool Kit, Armorer	

Vehicles

Ares "Garuda", Anti-Vehicle	
CHASSIS: ARES "GARUDA", ANTI-VEHICLE	
Handling 6, Speed 3, Acceleration 2, Body 2, Pilot 4, Sensor 3, Device Rating 4, Data Processing 4, Firewall 4	
Condition Monitor: 7	
Armor: 2H	
Limits: Mental 6	
Physical Initiative: 8+4D6	
Vehicle Mods:	
Booster Module	
Cluster Munitions	
Laser Guidance	
Launched	
Rigger Interface	
Gear:	
Linguistics: English (local language)	
Linguistics: Japanese (Manufacturer's Language)	
Ammunition & Resources:	
-none-	

Vehicles

Ares "Garuda", Fragmentation	
CHASSIS: ARES "GARUDA", FRAGMENTATION	
Handling 6, Speed 3, Acceleration 2, Body 2, Pilot 4, Sensor 3, Device Rating 4, Data Processing 4, Firewall 4	
Condition Monitor: 7	
Armor: 2H	
Limits: Mental 6	
Physical Initiative: 8+4D6	
Vehicle Mods:	
Booster Module	
Cluster Munitions	
Laser Guidance	
Launched	
Rigger Interface	
Gear:	
Linguistics: English (local language)	
Linguistics: Japanese (Manufacturer's Language)	
Ammunition & Resources:	
-none-	

Ares "Garuda", High Explosive	
CHASSIS: ARES "GARUDA", HIGH EXPLOSIVE	
Handling 6, Speed 3, Acceleration 2, Body 2, Pilot 4, Sensor 3, Device Rating 4, Data Processing 4, Firewall 4	
Condition Monitor: 7	
Armor: 2H	
Limits: Mental 6	
Physical Initiative: 8+4D6	
Vehicle Mods:	
Booster Module	
Cluster Munitions	
Laser Guidance	
Launched	
Rigger Interface	
Gear:	
Linguistics: English (local language)	
Linguistics: Japanese (Manufacturer's Language)	
Ammunition & Resources:	
-none-	

Thundercloud Morgan	
CHASSIS: THUNDERCLOUD MORGAN	
Handling 3/4, Handling (Off-Road) 5/4, Speed 4, Acceleration 3, Body 14, Pilot 0, Sensor 0, Seating 2, Device Rating 0, Data Processing 1, Firewall 1	
Condition Monitor: 19	
Armor: 6H	
Limits: Mental 0	
Physical Initiative: 1+4D6	
Vehicle Mods:	
Gridlink	
Gridlink Override	
Manual Control Override	
Metahuman Adjustment: Ork	
Morphing license plate	
Off-Road Suspension	
Racing Tires	
Run Flat Tires	
Searchlight	
Spoof chip	
Weapon Mount, Standard (Fixed, Internal, Manual)	w/ Internal
Visibility	
Gear:	
Linguistics: English (local language)	
Linguistics: Japanese (Manufacturer's Language)	
Ammunition & Resources:	
-none-	

Contacts

Bartender

Connection: 1 Loyalty: 2

Chips: You and the contact are even

Metatype: Elf

Sex: Male

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Entertainment (trid show Odd Coven)

Personal Life: None of Your Damn Business!

Type: Legwork

Fixer

Connection: 3 Loyalty: 2

Chips: You and the contact are even

Knight Errant Dispatcher

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Metatype: Dwarf

Sex: Male

Age: Old Age

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Legwork

Street Doc

Connection: 4 Loyalty: 2

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Old

Preferred Payment Method: Barter (items needed for the profession)

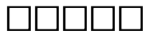
Hobbies/Vice: Family Obligations (kids)

Personal Life: Family

Type: Shadow Service

Tracked Resources

Common Sense (5)



Positive Qualities

Biocompatibility (Cyberware)

Something about the character's body is exceptionally accepting of either bioware or cyberware implants (choose one). Not only are the implants not rejected, but they seamlessly fit within the body, having less impact on its holistic integrity. In game terms, the Essence cost of implants of the particular chosen type are reduced by ten percent, rounded down to the tenth. This rebate is cumulative with the reduction offered by the chosen 'ware's grade, if any (e.g., the reduction for alphaware of 0.8 is reduced by ten percent, or 0.08, to become 0.72, and is rounded down to 0.7). This quality can only be chosen for bioware or cyberware. This quality may only be taken once.

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.

Cyber Singularity Seeker

In the Sixth World, many accept cyberware as a means to an end, as a way to augment their capacity. For most it is a trade-off between their sense of self and being more capable. For you, though, cyberware *is* the end. You believe that the more chrome you get, the closer you get to some sort of point of nirvana, of hitting a singularity where you blend man and machine to perfection.

The character gains +1 Willpower for every two full cyberlimb replacements they get (partial limb replacements don't count), up to a maximum of +2 Willpower.

Daredevil

Better to be lucky than good, when you're living on the edge. A character with this quality is particularly lucky when it comes to doing the outrageous. Whenever the character performs an exceptionally daring action (gamemaster's discretion), she gets two points of Edge back instead of one.

Disgraced

The character used to be a figure of authority, feared in the streets and publicly lauded as a hero until his reputation got tarnished (justly or unjustly), and he was cast out of his community. Such was the character's fearsome reputation that criminals (gangsters, organized crime members, and so on, as determined by the gamemaster) still treat him warily. The character receives a +2 dice pool modifier when attempting to intimidate such individuals. However, any upright citizen will treat the character with the disdain reserved for disgraced heroes, being treated as Prejudiced in any Etiquette Test.

School of Hard Knocks

The streets were this character's classroom. Thanks to all the time spent trying to stay one step ahead of the next guy, and knowing that knowledge is power on the streets, the character can buy Street Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Street Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Technical School Education

All your schoolbooks focus on the practical and real- life working world. Thanks to time spent being formally educated in a technical school, the character can buy Professional Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Professional Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Negative Qualities

Family Curse

Your parent(s) liked their drugs. A lot. So did theirs, and their parents before them. To say that addiction runs in the family is like saying Lone Star officers enjoy clubbing punks. When making Addiction Tests, the character receives a -2 dice pool penalty.

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.

Poor Self Control - Thrill-Seeker

Whether they're a booster, an adrenaline junkie, or just can't stand disorder, characters with this quality span a variety of mental ticks that all boil down to the inability to control one's actions. The Karma costs vary based on the threshold of the Composure test involved in restraining the character's actions. The quality can be taken multiple times, but only once for each form of control issue.

Thrill-Seeker (4 Karma): It's all about the rush. The character will always take the most dangerous and risky option in any situation if they don't succeed at a Composure (2) Test. There is a slight payoff, as the adrenaline rush provides a +1 to their Initiative Score for 5 Combat Turns (meaning that is how long the bonus lasts, not that the character gets an additional bonus each turn).

Contacts

Bartender

Connection Rating: 1

Loyalty Rating: 2

Chips: You and the contact are even

Uses: Information, additional contacts, back rooms for private meets

Places to Meet: Any bar/nightclub

Similar Contacts: Bouncer, Nightclub Owner, Stripper, Waitress

Metatype: Elf

Sex: Male

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Entertainment (trid show Odd Coven)

Personal Life: None of Your Damn Business!

Type: Legwork

Bartenders serve drinks. They also serve as counselor and crying shoulder to nearly everyone who comes into their joint. They see and hear just about everything, which is why it's so very important to make his acquaintance and make his tip jar a little heavier.

Bartenders know everyone, so they'll be able to let you know who hasn't been in for a while, whose kid has run away from home this time, whose wife is screwing some other guy - just about anything you might need to know. He can also connect you to the local rumor mill, and he might have something juicy that one of his clients let slip in a haze of gin and tonic. He can guide newbies to suppliers of a variety of goods and services. It'll all cost you, of course - sometimes straight-up cred, sometimes a round for the house to keep the good will flowing.

He's known for his discretion, however. He won't just spill to anyone without a really good reason. Like we said, it'll cost you but it's usually worth it to keep him (and sometimes his other customers) happy.

Contacts

Fixer

Connection Rating: 3

Loyalty Rating: 2

Chips: You and the contact are even

Uses: Jobs and cred, information, gear, additional contacts

Places to Meet: Local bars or clubs, coffee shops, street corners where surveillance is next to impossible

Similar Contacts: Fence, loan shark, Mr. Johnson

If you know nobody else, make the acquaintance of a fixer. They are the center of the shadowrunning universe, and they know everyone you might need to know. Find one, get on his good side, and you'll have a shot at prospering in the shadows. He can get you anything you need ... for a price. After all, nothing's free in the shadows.

Fixers are only as good as their connections, which they go to great lengths to cultivate. They're a one-man combination of employment agency, procurement firm, and fence. They make their living on whom and what they know, and by how well they can make deals between interested parties looking to buy or sell goods and services. A shadowrunner has something hot that he needs to unload pronto? The fixer's the man he needs to see. Mr. Johnson needs a team to extract someone from a competitor's compound? The fixer's the man who sets up the meeting. A team needs a specialist to pull off a tricky run? You guessed it; the fixer knows who to call.

These kinds of services don't come cheap, however. A fixer takes a percentage from every transaction, and the better he is, the bigger that cut is going to be. Once you've found a quality fixer, stay on his good side. You might get a discount if he likes you, and even better, you might get another job without having to relocate to another city and start all over again.

Knight Errant Dispatcher

Connection Rating: 2

Loyalty Rating: 3

Chips: You and the contact are even

Metatype: Dwarf

Sex: Male

Age: Old Age

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Legwork

They don't walk the streets, but they have a finger on the pulse of the city. They monitor security alarms, law-enforcement radios, and panic buttons. They have their fellow officers' backs as they coordinate backup to high-threat situations. A dispatcher can be very useful for shadowrunners, possibly telling them when they've been spotted or how long and from what direction that Lone Star response is coming. Most of this would be under special circumstances that there will not be a fight. A dispatcher is also good in tracking active events in a city: stakeouts, SWAT teams, and chases.

Contacts

Street Doc

Connection Rating: 4

Loyalty Rating: 2

Chips: You and the contact are even

Uses: Medical care, information, additional contacts, gear (drugs)

Places to Meet: Local clinic, body shop

Similar Contacts: EMT, ambulance driver, street mage/shaman

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

Traditional medical treatment, for a shadowrunner, is not always a convenient choice. There's a great deal of paperwork, after all. It's times like this when knowing a street doc can be the difference between breathing for another day and becoming ghoulish chow. Street docs operate out of local clinics and body-mod shops, and they don't ask a lot of questions. They have comparatively reasonable rates. They might not have an actual medical degree. Street docs are, often as not, med-school dropouts, nurses, or former combat medics. Beggars can't be choosers in the shadows, though, and if you're bleeding profusely and legitimate medical care is out of the question, your choice is pretty clear. Not only will they put you back together, but many street docs will also rebuild you. Many of them have cyberware installation as one of their income streams. It's often used ware, salvaged from runners who didn't make it, but it's usually a pretty good deal in terms of price. Keep your street doc happy. He'll cut you a better deal, you'll get treated better, and he'll be a lot less likely to kill you on the table and sell your parts to organleggers and other shadowrunners.

Cyberware

Biomonitor (Alphaware)

While this is simply an implanted version of the standard biomonitor, its cybernetic nature allows it to integrate the user's augmentations into calculations so that, for instance, a user's bone structure will not read as damaged just because they have plastic implants.

Wireless: Provides interaction with a user's healthcare provider, as well as constant updates in their personal PAN, making checking your vitals into a Free Action.

Cybears (Alphaware) (3)

Ordinarily, cybears replace only the inner ear, although the whole thing can be replaced as well if you like. Cybears offer hearing with normal ranges (like an omni-directional microphone), a sound link, and Capacity for modifications and enhancements.

Wireless: Audio Enhancement: Add the audio enhancement's rating as a dice pool modifier to your audio Perception Tests.

Increased Hearing Spectrum: Access to a public database that allows these sounds to be compared to known sounds and identified, giving +2 dice to Perception tests to identify a particular sound.

Spatial Recognizer: You get a +2 dice pool modifier to your Perception Tests when looking for a sound's source.

Cybeyes (Alphaware) (3)

The basic cybeyes system features 20/20 vision for both eyes, an image link, and a built-in camera at no extra cost, as well as capacity for vision enhancements.

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

Cyberware

Datajack (Alphaware)

A datajack gives you a direct neural interface (p. 222), which can be handy in a lot of situations. It also comes with a retractable spool of micro-cable (about a meter long) that lets you directly interface with any electronic device via a universal access cable. Datajacks are equipped with their own cache of storage memory for downloading or saving files. Two datajack users can string a fiberoptic cable between themselves to conduct a private mental communication immune to radio interception or eavesdropping.

Wireless: The datajack gives you Rating 1 noise reduction.

Internal Router (Alphaware)

Using the body's internal neural network as "wires," the internal router allows the user's cybernetics to communicate with one another as if they were wirelessly connected and, if expanded via a datajack or similar broadcast-enabled piece of cyberware, with the rest of the user's gear.

This allows the use of some wireless functionality, such as the quick-loading function of a smartgun or the engagement of a smuggling compartment, but not those that require an outside network or similar function, such as skillwire downloads.

Modular Connector, Shoulder (Alphaware)

A wide variety of modular cyberlimbs and modular cyberlimb accessories exist. The basic form is a simple switch-out ring that allows the user to easily remove part of a limb, most commonly a wrist that allows a hand's removal, leaving a port where the removed limb can be replaced with some kind of tool. While most users keep it simple, having a normal cyberhand and a single tool that they switch between, others keep a stunning array of cyberlimbs stored in their home, allowing them to slip a new one on as easily as ordinary people change shoes.

Wireless: Removing a modular part is a Free Action instead of a Simple Action. Attaching a new modular part is always a Simple Action.

Wired Reflexes (Alphaware) (1)

This highly invasive, painful, life-changing operation adds a multitude of neural boosters and adrenaline stimulators in strategic locations throughout your body work to catapult you into a whole new world where everything around you seems to move in slow motion. The system includes both manual and wireless triggers to turn the wired reflexes on and off; activating or deactivating the trigger manually requires a Complex Action, doing so wirelessly is a Simple Action. When activated, each rating point of wired reflexes gives you +1 Reaction (and accompanying bonus to Initiative) and +1D6 Initiative Die. Wired reflexes are incompatible with augmentations that affect Reaction or Initiative.

Wireless: The system is compatible with wireless reaction enhancers, and the total Reaction bonus from both systems can be above +4 if both systems have wireless active.

Bioware

Bilateral Coordination Co-processor (Alphaware)

The BCC is a small amount of specialized brain tissue added to the corpus callosum, which balances dexterity between the left and right portions of the body. This augmentation negates 2 points of penalties for using your off hand.

Geneware

Thickened Digestive Tract Lining

You know how some kids can eat a handful of dirt or eat slightly spoiled or exotic food? There's a gene for that. This augmentation reduces your lifestyle cost by ten percent and grants +1 dice pool modifier to toxin resistance tests.

Geneware

Wired Reflex Optimization

This augmentation improves the strength and speed of the neural pathways which link to the trigger system of wired reflexes, thereby increasing the speed with which wired reflexes can be activated. The manual trigger speed is reduced from a Complex to Simple Action, and the wireless trigger speed is reduced to Free Action.

Equipment

Actioneer Business Clothes

A discreetly armored "power suit" is a popular choice among Mr. Johnsons, faces, and fixers looking for a little high-class protection coupled with style. It features a concealable holster (**Firearm Accessories**, p. 431) in the jacket.

Autopicker (4)

This lockpick gun is a quick and effective way of bypassing mechanical locks. The autopicker's rating is added to your limit when picking a mechanical lock.

Wireless: Having access to a huge online database of mechanical locks lets you add the autopicker's rating as a dice pool modifier to your test when picking a mechanical lock.

Ballista Missile Launcher

Leave it to Saeder-Krupp to design a system great for taking dragons out of the sky. The Ballista saw a lot of action recently during the Dragon Wars, and mercenary units have picked up quite a bit of the overstock that was produced in expectation of a longer conflict. The system is a backpack and launcher set up that holds four extra missiles that will automatically reload after each shot. The setup comes with a handheld laser designator for independent targeting but the missiles can respond to other designators and their own internal systems.

The Ballista can attack with both direct and indirect missile fire. A handheld laser target designator is linked to the backpack unit with a fiber-optic cable securing the system from hacking. The Ballista can also accept orders wirelessly from other target designators linked to the user's PAN (see **PANs and WANs**, p. 233, *SR5*).

The magazine is hard to replace and requires 3 Complex Actions if done by a second person. The wearer would need to remove the backpack (Complex Action), replace the magazine (3 Complex Actions), and then put the backpack back on (2 Complex Actions) in order to change it themselves.

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.

Anti-Vehicle : You can use the wireless link trigger for your rocket or missile, even if you don't have DNI (**Direct Neural Interface sidebar**, p. 222).

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.

Browning Ultra-Power

This venerable sidearm is the Ares Predator's primary competition as the world's toughest heavy pistol. It offers a built-in top-mounted laser sight and is slightly cheaper.

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.

Equipment

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.

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).

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.

Grapple Gun

This gun can shoot a grappling hook and attached rope, using Light Crossbow ranges. It comes equipped with an internal winch to pull back the grapple (or pull up small loads). Use the Exotic Ranged Weapon skill to shoot it. Micro rope can support a weight of up to 100 kilograms; standard and stealth ropes can support a weight of up to 400 kilograms.

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, 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.

Hermes Ikon

Basic Persona : Business person

Base Theme : Office

Device Icon : Office building

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Equipment

Krime Boss

This drum-fed instrument of death is the latest manufacturing marvel released by Krime for the civilian arms enthusiast. The large frame design absorbs the recoil produced by the shotgun's rapid-fire capability, allowing the shooter to keep the barrel aimed at their target, whether it's a paper silhouette, clay pigeon, or an Awakened critter. The Krime Boss makes sure you come out on top of the heap.

Upgrades: Metahuman Customization

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).

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.

Medkit (3)

The medkit includes drug supplies, bandages, tools, and a (talkative) doctor expert system that can advise the user on techniques to handle most typical medical emergencies (including fractures, gunshot wounds, chemical wounds, and poisoning, as well as offering advice for the treating of shock, handling blood loss, and of course performing resuscitations). Add the medkit's rating to your limit on First Aid tests. A medkit of Rating 3 or lower fits in a pocket; at Rating 4+ it's a handheld case. The medkit needs to be restocked after every (Rating) uses.

Wireless: The Medkit provides a dice pool bonus equal to its rating to First Aid + Logic tests, or can operate itself with a dice pool of Medkit Rating x 2 and a limit equal to its Rating.

Micro Flare Launcher

The flare launcher can shoot colored flares about 200 meters into the air, illuminating an area the size of a city block for a couple of minutes and negating the modifier for poor or low lighting. If you shoot it at someone, use the Exotic Ranged Weapon skill; the micro flare deals 5P Fire damage.

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.

Reactive Myomer Pack

Commonly used by heavy security forces and combat medics, the reactive myomer pack securely and effectively holds a large amount of gear. With a wireless command, the myomeric filaments in the pack contract and shift the desired item to the opening of the pack, making it quickly and easily retrievable. Storing an item in the pack is a Free Action, as the pack will automatically grab and stow any item held to the opening by the wearer. Removing an item requires a Complex Action.

Wireless: Retrieving an item from the pack is a Simple Action.

Equipment

Remington Suppressor

The first modern automatic pistol design offered by Remington, the Suppressor is intended for paramilitary organizations and government agencies requiring compact automatic weapons. The design integrates a number of European stylistic elements with modern automated manufacturing quality control methods, resulting in finely tuned tolerances intended to allow the user to accurately engage any target. The weapon is shipped with a detachable sound suppressor, allowing the user to reduce their audio signature at the expense of concealment.

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.

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 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.

Riot Control Armor

Built for intimidation as much as protection, this stuff has a lot of useless fluff surrounding the ballistic plating. Good for blending into a mob or inciting a riot, but not much else in the world of shadowrunning.

Wireless: Increase Social Limit by 2 for Intimidation Tests

Riot Control Armor Helmet

Built for intimidation as much as protection, this stuff has a lot of useless fluff surrounding the ballistic plating. Good for blending into a mob or inciting a riot, but not much else in the world of shadowrunning.

Wireless: **Gas Mask :** The gas mask analyzes and gives you information about the surrounding air that you're *not* breathing.

Micro-Tranceiver: The micro-transceiver's range becomes worldwide.

Sequencer (5)

An electronic device required to defeat keypad-maglocks. See **Maglocks**, p. 363.

Wireless: The sequencer receives a +1 bonus to its Rating.

Tag Eraser

This handheld device creates a strong electromagnetic field perfect for burning out RFID tags and other unshielded electronics. It is probably strong enough to destroy a commlink, and you might want to keep it away from your cyberdeck just in case. When you bring the eraser within 5 millimeters of an electronic device and push the button, the device takes 10 boxes of Matrix damage (resisted normally). The extremely short range makes it hard to use on targets like vehicles, most drones, maglocks, and cyberware (and by the time you open them up to get at the electronics, you've already done plenty of damage). The tag eraser has one charge but can be fully recharged at a power point in 10 seconds.

Wireless: The tag eraser recharges fully in an hour by induction.