

# JEEVES

NAME:	Jane Levant as "Jeeves"				
PLAYER:	Pon Pon				
METATYPE:	Human		AGE:	25	
GENDER:	Female	HEIGHT:	145	WEIGHT:	49
HAIR:	Blue	EYES:	Brown	SKIN:	Fair
STREET CRED:	0	NOTORIETY:	0	PUBLIC AWARENESS:	0
COMPOSURE:	6	JUDGE INTENTIONS:	6	MEMORY:	11
LIFT/CARRY:	5	LIFT/CARRY WEIGHT:	30 kg / 20 kg	PRIMARY ARM:	Left
MOVEMENT:	6/12; 2m / hit	SWIM:	2.5; 1m / hit		
NUYEN:	450,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 1	EDGE: 3	INITIATIVE: 10 + 1D6
AGILITY: 2 (3)	INTUITION: 5	CURRENT EDGE POINTS: 3	
REACTION: 5	LOGIC: 6	ESSENCE: 2.69	RIGGER INITIATIVE: 10 + 1D6
STRENGTH: 1 (2)	WILLPOWER: 5		MATRIX AR: 10 + 1D6 MATRIX COLD: 6 + 3D6 MATRIX HOT: 6 + 4D6

PHYSICAL LIMIT: 4	MENTAL LIMIT: 8	SOCIAL LIMIT: 4	ASTRAL LIMIT: 8
		Ballistic Mask [+1] (Only for Intimidation, Must be visible.)	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Physical Active			Technical Active			Language		
Sneaking <small>AGI</small>	6	9	Aeronautics Mechanic <small>LOG</small>	4	10	French <small>INT</small>		Native
(Vehicle +2)			Vehicle Active			English <small>INT</small>	6	11
Technical Active			Gunnery <small>AGI</small>	6	9	Academic		
Navigation <small>INT</small>	6	11	(Ballistic +2)			Area Knowledge: Seattle <small>LOG</small>	6	12
Computer* <small>LOG</small>	5	11	Pilot Aircraft <small>REA</small>	6	11	(Airspace +2)		
Hardware* <small>LOG</small>	5	11	Pilot Ground Craft <small>REA</small>	6	11	Interest		
Software* <small>LOG</small>	5	11	Skill Groups			Fashion <small>INT</small>	3	8
			* Electronics	5		Professional		
						Drones <small>LOG</small>	6	12

QUALITY	RF 145
Black Market Pipeline: Vehicles, John Honda	
BLACK MARKET PIPELINE	
COST: 10 KARMA	
During character creation, the player chooses one existing individual contact and a single category of merchandise (e.g., vehicles, weapons, electronics, armor, etc.). The selected contact can always buy or sell goods in that category through the black market with better-than-normal rates for the character. Purchases through this contact get a ten percent price reduction and a +2 dice pool modifier for the Availability Test. When looking to sell goods through the contact, the character gets (7 percent x Loyalty) of the item's original value instead of the standard 5 percent. The contact has to be appropriate to the category chosen, though creativity can be king here.	
Dealer Connection: Aircraft	R5 33

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK
<div><div></div><div></div><div>-1</div></div>	<div><div></div><div></div><div>-1</div></div>
<div><div></div><div></div><div>-2</div></div>	<div><div></div><div></div><div>-2</div></div>
<div><div></div><div></div><div>-3</div></div>	<div><div></div><div></div><div>-3</div></div>
<div><div>Down</div><div>OVR</div><div>OVR</div></div>	<div><div></div><div>Down</div></div>
<div><div>OVR</div><div>Dead</div></div>	Natural Recovery Pool (1 hour): 8
Natural Recovery Pool (1 day): 6	

#### DEALER CONNECTION

COST: 3 KARMA

At some point in your wide travels and extra-legal activities, you met someone who has access to retail vehicles, and your connection means that you get vehicles at a discount. When selecting this quality, pick a class of vehicle (ground craft, watercraft, aircraft, or drones). Each time you purchase a vehicle of that class, you receive ten percent off the price. The discount is taken after the gamemaster makes adjustment to the price based on Availability. This quality may be taken up to four times, once for each class of vehicle.

Disheveled

CA 152

#### DISHEVELED

Cost: -5 Karma "You clean up real well!" You've never heard this in your life. Somehow, you have a talent for turning high fashion into a parody. Your posture is poor, nothing fits right, your hair is always a mess, and cologne just smells weird on you. The best you can hope for is for high fashion to come off as business casual. The rest of the time? You are a slob. You never receive positive Social dice pool or limit modifiers from the clothing you wear.

Illness

BB 12

#### ILLNESS

Bonus: 5, 10, or 15 BP or 5, 10, or 15 Karma A character with the Illness quality has a chronic medical condition that requires ongoing treatment to prevent complications and possibly annoying effects. Depending on the level of the quality, the character must periodically succeed in Body + Body (3) Test or their Illness will flair, causing negative dice pool modifiers affecting all tests. If the character keeps up with the necessary medical treatments (pills, injections, inhalers, potions, procedures, etc.; the gamemaster can develop a specific regimen based in the illness), the threshold for this test is reduced by 1.

The Illness Quality Table shows the build point/Karma bonus, dice pool modifier and frequency of tests for each level, as well as the cost for ongoing medical treatment. At the gamemaster's discretion, the Illness quality can be removed permanently through a combination of surgery and genetic therapy at a cost equal to 12 times the monthly treatment cost.

Paraplegic

RF 157

#### PARAPLEGIC

BONUS: 10 KARMA

Characters with this quality are paralyzed from the waist down. They can perform any physical tasks that do not require the use of their legs, and locomotion usually occurs via wheelchair or wheelchair drone. The character is fast, with a walking speed of Agility x 3 and running speed of Agility x 4, regardless of metatype (shadowrunners get the fast and agile wheelchairs of marathoners and murderball athletes, not slow and cumbersome chairs). They have trouble, though, with stairs and curbs, which can prevent them from getting where they need to go.

The paralysis can be permanent or a temporary condition while the character builds up funds to get surgery to fix the cause. Once the repair is done, the quality has to be bought off. The character has a lot of additional expenses to make the world more manageable. To reflect this, their Lifestyle cost is increased by 10 percent (cumulative with racial modifiers) and vehicles need to be modified, increasing their price by 5 percent, or have a Rigger Interface (p. 461, SR5) for DNI control.

The quality does not affect the character's abilities in astral space or the Matrix.

Silence is Golden

KC 76

#### SILENCE IS GOLDEN

COST: 9 KARMA

It might be anemia from all that soykaf, or perhaps there's something about the character—maybe the Matrix just likes them. Whatever the case, for some reason the ever-present noise of the Matrix is muted near this character.

The noise penalty for the character and anyone within ten meters of them is reduced by 2. Anyone outside the radius who attempts to connect to the character does not benefit from the noise reduction.

SINner (National): ROQ

SR5 84

RESISTANCE		POOL	
Radiation		8	
Judge Intentions		6	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	15	15
Fire	15	15
Cold	15	15
Electricity	15	15
Acid	15	15
Falling	15	15
Fatigue	8	
Sonic	5	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	8	8	8	8
Pathogen	8	8	8	8

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	8	8
Psychological	11	11

RESISTANCE - SPELLS		POOL
Direct, Mana		5
Combat Spells	Direct, Physical	3
	Indirect, Defense	10
Detection Spells		11
Health Spells	Decrease Attribute - Body	8
	Decrease Attribute - Agility	8
	Decrease Attribute - Reaction	10
	Decrease Attribute - Strength	7
	Decrease Attribute - Charisma	6
	Decrease Attribute - Intuition	10
	Decrease Attribute - Logic	11
	Decrease Attribute - Willpower	10
	Mana	11
	Physical	11
Manipulation Spells	Mental	11
	Physical	5

IMPLANT	ESSENCE	GRADE	
Control Rig 1	1.25	Used	SR5 452
<p>Control rig: This implant harnesses the raw data-co-ordinating and synchronization power of the middle brain for the express purpose of directly manipulating rigged vehicles and drones (and other devices with rig-ger interface, like turrets). It has a built-in sim module, so you can use it for DNI with other devices. It also comes with a universal data connector and about a meter of retractable cable (it's like getting a free datajack). When you're jumped into a vehicle or drone, the control rig provides its Rating as a dice pool bonus on all Vehicle skill tests. Additionally, the rating of your control rig is added to the Handling and Speed of any vehicle you are jumped into. As if that was not enough, your Vehicle Test thresholds are reduced by the rating of your control rig (to a minimum of 1), again when you're jumped in.</p> <p>Datajack with Universal Connector Cord 1; ; Sim Module, Hot</p>			
Control Rig Booster 1	0.00	None	CF 147
<p><b>CONTROL RIG BOOSTER</b></p> <p>This specialized breed of neural amplifier nanites are designed to complement implanted control rigs (p. 452, SR5). The nanites organize themselves into artificial neural pathways, building and maintaining a network of nanofilaments. This extends the normal interface between the control rig and the middle brain to parts of the dorsolateral prefrontal cortex, cerebellum, and thalamus—areas of the brain that manage subconscious movement, sensory interpretation, and instinctive decision-making. The booster colony's dedicated neural pathways allow a rigger to make greater use of the brain's intuitive understanding of spatial positioning and capacity for instinctive motion control when jumped in to a vehicle or drone. The control rig itself translates the resulting neural impulses into rigging data like speed control, inertia handling, and so forth.</p> <p>The booster applies its Rating as a dice pool modifier to your Vehicle Tests when you're jumped into a drone or vehicle. It cannot be combined with the control rig optimization genetech.</p>			
Cybears 1	0.25	Used	SR5 453
<p>Cybears: 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.</p> <p>Antennae, Antennae, Antennae, Sound Link;</p>			
Muscle Replacement 1	1.25	Used	SR5 455
<p>Muscle replacement: Why take the time to exercise when you can just install a physique? Vat-grown syn- thetic muscles replace or augment your own, and cal- cium treatments and skeletal reinforcement contribute to your overall strength. It increases both your Strength and Agility attributes by its rating. It cannot be combined with other augmentations to the muscles, including muscle augmentation or muscle toner bioware.</p>			
Nanohive, Hard 1	0.31	Used	CF 151
Voice Modulator 1	0.25	Used	SR5 452
<p>Voice Modulator: This implant gives you perfect pitch and enormous vocal flexibility and distortion ca- pabilities. You can speak with an increased volume (up to 100 decibels) without strain, shift your pitch to make perfect bird calls or mellifluous singing, and most im- portantly, uncanny vocal impressions. The modulator can also play back (and more or less perfectly imitate) a recorded or captured voice. Add the Rating of the mod- ulator to your dice pool for Impersonation skill tests.</p>			

ARMOR	VALUE	
Equipped		
Armor Jacket	12	SR5 437
Armor jacket: The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.		
Total of equipped single highest armor and accessories	12	
Other Armor		
Ballistic Mask	+2	RG 74
BALLISTIC MASK		
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.		

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	2	4	2S	-	0	SR5 132

NAME				RTG QTY			
Essy Motors DroneMaster				-	1	SR5 266	
Fake SIN (Jeeves Levant (UCAS))				3	1	SR5 442	
Fake License rating 3 (Firearms License) , Fake License rating 3 (Drone License) , Fake License rating 3 (Vehicles License) , Fake License rating 3 (Cyberware License) , Fake License rating 3 (Vocational License) , Fake License rating 3 (Armor License) , Fake License rating 3 (Concealed Carry Permit) ;							
Hermes Ikon				-	1	SR5 438	

NAME				RTG QTY			
Meta Link				-	3	SR5 438	
SIN (Jane Levant (ROQ))				-	1	SR5 442	
RCC Software							
[Model] Maneuvering Autosoft (Messerschmitt-Kawasaki Libelle)				3	1	SR5 269	

NAME				RTG QTY			
RCC Software							
[Model] Maneuvering Autosoft (MCT-Nissan Roto-drone (Medium))				6	1	SR5 269	
[Weapon] Targeting Autosoft (Colt M23)				6	1	SR5 270	
[Weapon] Targeting Autosoft (Steyr TMP)				3	1	SR5 270	

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Essy Motors DroneMaster	Rigger Command Consoles	3	0	0	4	4	SR5	266
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;								
Meta Link	Commlinks	3	1	0	0	1	1	SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;								
Hermes Ikon	Commlinks	5	0	0	5	5	SR5	438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;								
PROGRAMS								
[Model] Evasion Autosoft 2 (Avibras-Nissan AN 822); [Model] Maneuvering Autosoft 3 (Messerschmitt-Kawasaki Libelle); [Model] Maneuvering Autosoft 6 (MCT-Nissan Roto-drone (Medium)); [Model] Maneuvering Autosoft 2 (Avibras-Nissan AN 822); [Weapon] Targeting Autosoft 6 (Colt M23); [Weapon] Targeting Autosoft 3 (Steyr TMP); Skill Autosoft 2;								

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Aeroquip M.E.D.-1 'Dustoff' Medical Evacuation Drone (Large)	3	4	4	4	4	5	3	10	0	4	BB 23
Drone Arm; Drone Arm; Dustoff Armored Valkyrie Module; Rigger Interface; Sensor Array Rating 3											

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Avibras-Nissan AN 822	5	0	7	3	14	10	3	19	5	4
Avibras-Nissan AN 822 Device Rating Upgrade; Interior Cameras; Landing Drone Rack (Large); Landing Drone Rack (Large); Rigger Interface; Speed Enhancement Rating 1; Spoof Chips; SunCell; [Model] Evasion Autosoft Rating 2; [Model] Maneuvering Autosoft Rating 2; Sensor Array Rating 3; Skill Autosoft Rating 2;										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Cyberspace Designs Dalmatian (Large)	5	3	5	3	5	5	2	9	0	3 SR5 466
Huge (Drone); Rigger Interface; Sensor Downgrade (Drone); Sensor Array Rating 2										
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]		
Stoner-Ares M202	2	5	10P	-3	FA	1	50(c)			SR5 430
		RANGE	S	M	L	E				
		Medium/Heavy Machinegun	0-40	41-250	251-750	751-1200				
Under: Underbarrel Grenade Launcher	2	6	Grenade	Grenade	SS	1	6(c)			SR5 428
		RANGE	S	M	L	E				
		Grenade Launchers	5-50	51-100	101-150	151-500				
Stoner-Ares M202: This MMG packs a tremendous punch into a relatively lightweight framework made of extra-durable compounds. Due to its relatively small size, it's a very popular secondary weapon for heavy military vehicles. Trolls with no concept of subtlety sometimes deck them out with accessories for use as personal weapons.										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
MCT Fly-Spy (Minidrone)	4	2	3	3	1	0	3	7	0	3 SR5 466
Realistic Features Rating 2; Rigger Interface; Sensor Array Rating 3										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
MCT-Nissan Roto-drone (Medium)	4	2	4	3	4	4	3	9	0	3 SR5 466
Drone Arm; Large (Drone); Rigger Interface; Sensor Array Rating 3; Tag Eraser;										
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]		
Colt M23	2	4	9P	-2	SA/BF/FA	1	40(c)			SR5 428
		RANGE	S	M	L	E				
		Assault Rifles	0-25	26-150	151-350	351-550				
Under: Underbarrel Grenade Launcher	2	6	Grenade	Grenade	SS	1	6(c)			SR5 428
		RANGE	S	M	L	E				
		Grenade Launchers	5-50	51-100	101-150	151-500				
Colt M23: This cheap, mass-produced, no-frills assault rifle is loved both by the gangbangers and pirates who can manage to get their hands on one and by the pros who are looking for something to modify from the ground up.										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Messerschmitt-Kawasaki Libelle	5	1	2	3	2	1	3	7	0	3 SAG 61
Assembly Time Improvement (Drone); Rigger Interface; Sensor Downgrade (Drone); Small (Drone); Sensor Array Rating 3										
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]		
Steyr TMP	2	4 (5)	7P	-	SA/BF/FA	1	30(c)			SR5 427
		RANGE	S	M	L	E				
		Machine Pistols	0-5	6-15	16-30	31-50				
Laser Sight Steyr TMP: This lightweight polymer-frame pistol is capable of full autofire, but its light weight makes it hard to control when firing on full auto. It comes equipped with a built-in top-mounted laser sight.										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Renault-Fiat Funone	3/1	1	3	2	6	4	1	15	2	2 R5 47
GridLink Override; Metahuman Adjustment Rating 2; Morphing License Plate; Rigger Interface; Spoof Chips; Sensor Array Rating 1										
RENAULT-FIAT FUNONE This tiny two-seater is like a little box on wheels. What makes it so special is the easily adjusted interior. The FunOne has three steering wheel inputs—left, right, and center—for differing countries and differing sizes of drivers. The seats slide forward and back on a rail system and are designed to be completely removable so the cabin can accommodate whatever is necessary. Trolls require a specially designed center seat, but the massive scissor doors open up with plenty of space to climb in and out. Even the rear door opens wide. All this versatility makes this car a dream for the rigger in need of a subcompact. > Even orks will find a center-set regular seat more comfortable. This setup also allows you to keep your rifle handy.										

LIFESTYLE	LEVEL	COST	DURATION	
Abandoned Hangar)	Medium	16,500¥	1 Month	SR5 369
Garage (Helicopter); Garage (Car (Body 5 or More)); W Zone; Maid is Out; Grid Subscription (Local Grid); Grid Subscription (Public Grid);				

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
John Fixer		Fixer	5	2
John Honda	tbd	Vehicle Dealer (Air)	5	2
	Metatype: Ork			
	Gender: Male			
	Age: Middle-Aged			
	Preferred Payment Method: Cash (Credstick)			
	Hobbies/Vice: Vehicles (Sports Cars)			
	Personal Life: Divorced			
John acts like your typical care salesman, with a few... Upgrades. He's never far from his "dapper" hat, wears an ill-fitting but barely presentable three piece suit, and coats his tusks with gaudy gold flake every morning. That's because his clientele are a little... Richer than most used car lots. Most riggers only know him for his aircraft, usually military surplus and the like, but if you get on the Italian-American Ork's shoulder, he has the connections to get anything you could need, from yachts to drones. Just don't ask why some of them are so much cheaper than market rate.				

## Notes

### Planning

Vehicle Test = Anything when jumped in? Does not include defense

Vehicle skill test = More cut and dry skill tests, therefore not defense

Combat test = Includes vehicles?

Defense test = Includes when jumped in?

Control Rig: +Rating dice to Vehicle skill tests and limits (sensor, speed, handling, and accuracy)

Control Rig Nanomachines Son: +Rating dice to Vehicle tests

Hot Sim: +3d6 Matrix init, +1 dice to Vehicle Actions

Bioware:

Narco: Nothing on its own but boosts drugs by +1 (+1 Rea, +1 Int) Y16420, 12F

Reakt: +2 dice pool modifier to all ranged and melee Defense tests (this includes dodging indirect combat spells) Y73000, 10

Synch: +1 dice pool modifier on combat tests 14000, 8

Synaptic Booster: +1 Reaction Y95000, 6R

Cerebellum Booster: +1-2 Intuition Y50000 x rating, 8 x rating

Genetic Optimization

Exceptional Attribute?

SURGE - Metagenetic Improvement?

Important Stats:

REA: Vehicle Tests, vehicle defense, vehicle stealth

INT: Vehicle defense, sensor tests, infiltration when jumped in

LOG: Repair matrix damage, compensate for noise on the fly, attacking when jumped in

WIL: Resist biofeedback, full matrix defense

Important skills:

Pilot (type): Piloting, defending

Ewar: Compensate for noise on the fly

Gunnery: Shooting when jumped in to non-anthrodrones

Autosofts (dogbrains):

(Model) Evasion: Defense, stealth

(Model) Pilot: Initiative, perception, attacking

Clearsight: Perception

(Weapon) Targeting: Hmm I wonder

Noise Cheat Sheet:

Silence is Golden: -2 noise

Cybears: -3 noise

Fresnel Fabric: Post gen.

Satellite uplink: Max 5 noise from distance

Retrans unit: Back ass wards but takes the larger of the distance malus

## Description

Jack of all trades drone rigger, who is trying to keep her nose clean in a futile attempt to cling to her long-gone old life.