

FLINTLOCK

NAME: Renner B. Weald as "Flintlock"
METATYPE: Elf AGE: 31
GENDER: Mostly Female HEIGHT: 190 WEIGHT: 52
HAIR: Purple EYES: Green SKIN: Fair
STREET 0 NOTORIETY: 0 PUBLIC 0
CRED: AWARENESS:
COMPOSURE: 10 JUDGE 12 MEMORY: 5
INTENTIONS:
LIFT/CARRY: 6 LIFT/CARRY 45 kg PRIMARY Left
WEIGHT: / 30 ARM:
kg
MOVEMENT: 14/28; SWIM: 5; 1m
2m / hit / hit
NUYEN: 13.67¥ KARMA: 0 CAREER 0
KARMA:



PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 7	EDGE: 2	INITIATIVE: 9 +2D6
AGILITY: 7	INTUITION: 5	CURRENT EDGE POINTS: 2	
REACTION: 3	LOGIC: 2	ESSENCE: 2.65	RIGGER INITIATIVE: 9 +2D6
STRENGTH: 1 (3)	WILLPOWER: 3		MATRIX AR: 9 +2D6 MATRIX COLD: 11 +3D6 MATRIX HOT: 11 +4D6

PHYSICAL LIMIT: 4	MENTAL LIMIT: 4	SOCIAL LIMIT: 7	ASTRAL LIMIT: 7
Elastic Joints [+1] (Only for Escape Artist)	Audio Enhancement [+2] (Only for Perception (Hearing)) Audio Enhancement [+2] (Only for Perception (Hearing)) Medkit [+3] (Only for First Aid and Medicine) Medkit [+6] (Only for First Aid and Medicine) Spatial Recognizer [+2] (Only for Perception to find the source of a sound) Vision Enhancement [+3] (Only for Perception (Visual))	Mortimer of London: Berwick Dress [+1] (Must be visible) Mortimer of London: Greatcoat Coat [+1] (Must be visible) Riot Control Armor [+1] (Only for Intimidation, Must be visible.)	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Perception <small>INT</small>	6	11	Impersonation* <small>CHA</small>	3	10	English <small>INT</small>	Native	
Automatics <small>AGI</small>	5	12	Performance* <small>CHA</small>	3	10	Architecture <small>INT</small>	2	7
Escape Artist <small>AGI</small>	5	12	Disguise* <small>INT +4</small>	2	11	Bars and Clubs <small>INT</small>	2	7
Etiquette <small>CHA</small>	5	12	Palming* <small>AGI</small>	2	9	Firearms <small>INT</small>	2	7
Gymnastics <small>AGI</small>	5	12	Sneaking* <small>AGI</small>	2	9	Law Enforcement Procedures (Professional) <small>LOG</small> (Knights Errant +2)	2	4
Longarms <small>AGI</small>	5	12	Locksmith <small>AGI</small>	1	8	Sperethiel <small>INT</small>	2	7
Negotiation <small>CHA</small>	4	11	* Acting	3		Corporation: Ares Macrotechnology <small>LOG</small> (Knights Errant +2)	1	3
Con* <small>CHA</small>	3	10	* Stealth	2		Yakuza <small>INT</small>	1	6

QUALITY	
Creature of Comfort (Middle)	RF 153
Lightning Reflexes	RF 148
LIGHTNING REFLEXES COST: 20 KARMA Some people are just born fast. This quality provides an unaugmented character the ability to react with astonishing speed. The character gains +1 to their Initiative rating and a bonus initiative die. This quality is not cumulative with any other Initiative enhancement, be it technological, chemical, or magical. They also receive a +1 dice pool modifier for all Defense Tests.	
Low-Light Vision	SR5 66
No Man Left Behind	SL 181
NO MAN LEFT BEHIND (BONUS: 7 KARMA) You can't leave a fallen comrade behind to be taken by the enemy. Whether they are dead or just knocked out, you won't leave them to the wolves. Any time a team member falls (even one you don't particularly like), make a Composure (4) Test. Success means you've overcome this urge to save your fallen comrade (though you can still do so if you choose); failure means you need to do everything within your power, up to and including self-sacrifice, to get your companion out of the hot zone and to safety.	
Perfect Time	RF 148
PERFECT TIME COST: 5 KARMA 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.	
Records on File: Ares	RF 158
RECORDS ON FILE BONUS: 1 KARMA PER RATING (MAX RATING 10) For every point of Karma spent on this quality, one of the Big 10 megacorps possesses a relatively up-to-date record of the character's SIN, biometrics, person	

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
Down	OVR	OVR	Down	Natural Recovery Pool (1 hour): 6	
OVR	Dead				
Natural Recovery Pool (1 day): 6					

RESISTANCE		POOL	
Radiation		6	
Judge Intentions		10	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	19	19
Fire	21	21
Cold	25	25
Electricity	19	19
Acid	19	19
Falling	19	19
Fatigue	6	
Sonic	3	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	6	6	6	6
Pathogen	6	6	6	6

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	6	6
Psychological	5	5

RESISTANCE - SPELLS		POOL
Direct, Mana		3
Combat Spells	Direct, Physical	3
	Indirect, Defense	9
Detection Spells		5
Health Spells	Decrease Attribute - Body	6
	Decrease Attribute - Agility	10
	Decrease Attribute - Reaction	6
	Decrease Attribute - Strength	6
	Decrease Attribute - Charisma	10
	Decrease Attribute - Intuition	8
	Decrease Attribute - Logic	5
	Decrease Attribute - Willpower	6
	Mana	5
	Physical	7
Manipulation Spells	Mental	5
	Physical	6

IMPLANT	ESSENCE	GRADE	
Bone Lacing (Aluminum)	1.00	Standard	SR5 454
Bone Lacing does not increase your BOD score, only tests for resisting damage.			
Breast Implant 2.0 (One Breast)	0.10	Standard	CF 73
Breast Implant 2.0 (One Breast)	0.10	Standard	CF 73
Damage Compensators 3	0.30	Standard	SR5 460
Elastic Joints	0.20	Standard	CF 112

ELASTIC JOINTS
This simple replacement of the more fragile natural material of the metahuman joint with synthetic materials that have a higher level of damage resistance and lower levels of neuro-connection allows joints to be deformed without pain and easily restored to their usual location afterward. The overall effect is to increase the body's flexibility, allowing for excessive contortions.
This modification is incompatible with other joint augmentations.
The user's Physical limit for the Escape Artist skill is increased by 1. In addition, the user can fit through openings no smaller than their head and can remain in cramped conditions longer without significant effect.

False Face	0.50	Standard	CF 79
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FALSE FACE
Intended for use by actors, shadowrunners quickly found other uses for the false face, resulting in it being restricted in most countries and corporations. The bones of the face are replaced with dozens of small ceramic plates that may be adjusted and rotated by micro-servos implanted beneath them. Combined with small reservoirs of gel that allow inflation or deflation of facial features, this allows the user to resculpt their face to any possible version of their metatype, regardless of ethnicity. False face provides a +4 dice pool bonus to a character's Disguise + Intuition Test. Changing one's face takes 1 minute of concentration and is somewhat painful.
Wireless Bonus: The user may access a list of faces that they have previously created, allowing a transformation in half a minute.

Muscle Augmentation 2	0.40	Standard	SR5 459
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Muscle augmentation: This biological weaving treatment enhances existing muscle tissue, rather than replacing it with vat-grown muscles. Specially grown muscle cables are woven into existing muscle fibers, enhancing muscle mass and brute strength while providing a bulkier look. Muscle augmentation adds its rating to your Strength. This bioware is incompatible with augmentations that increase Strength, including the muscle replacements cyberware.

Orthoskin 3	0.75	Standard	SR5 459
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Orthoskin: A web of biofibers in the skin provides the equivalent of personal armor while being virtually indistinguishable from natural skin. Orthoskin adds its Rating to your Armor Rating, and is cumulative with other Armor. Orthoskin cannot be combined with skin augmentations that give you Armor, including dermal plating.

ARMOR	VALUE	
Equipped		
Catsuit	9	CA 136
Electrochromic Clothing; Fire Resistance 2; Insulation 6;		
Coveralls	0	RF 253
Total of equipped single highest armor and accessories	14	
Other Armor		
Bike Racing Armor	8	RG 68
Attachable Gear Access; Electrochromic Clothing;		
Concealed Quick-Draw Holster		

BIKE RACING ARMOR place you'll probably see them. The armor is designed for protection, not mobility, and walking around in this for much more than a standard patrol puts a strain on most folks.		
Bike Racing Helmet	+2	RG 68
Electrochromic Clothing		
Trodes		
Forearm Guards	+1	RG 73
FOREARM GUARDS Simple and rarely stylish, forearm guards are dermaplast (or, rarely, metallic) bracers fitted to a wearer. Their use is simple—use them to block melee attacks, especially blades, turning blows away without actually cutting into you. > Despite what you see in old trideo footage, don't try to block bullets with these. It ends badly. > Butch > Personal experience or after-surgery reports from the clinic? > Sounder > Yes. > Butch > The basic models are sparkly, but keep in mind that they have some room for modification. Pop-out blades, holdout guns, or, a personal favorite, a place to keep your commlink. > /dev/grrl > You mean cyberdeck. > Bull > No, I mean commlink. I keep my 'deck in my new bag. See? <PIC_LINK> > /dev/grrl > A pink cyberdeck holster with unicorns and sparkles? Kill me now. > Bull		
Mortimer of London: Berwick Dress	8	RG 58
Concealability; Custom Fit; Electrochromic Clothing;		
Concealed Quick-Draw Holster		
MORTIMER OF LONDON Not exactly fashion-forward, but classic enough to always stay near the height of fashion. Mortimer has stuck with the classics, anchored around the venerable Berwick line. All pieces are custom tailored and fit, and I especially love that they include custom tailoring to fit "exceptional physical aspects" of their individual customers. Original pieces have to be sat for with a Mortimer certified tailor. I have a pretty solid stock of "lightly worn" Mortimer from some of his past lines. They lack the custom-cut features, but they can still have the important effect of making you look classier than you really are. The Crimson Sky and Summit lines from back in the early '60s have aged quite well. And though they lack some of the wireless perks of many modern armors, they still stop bullets. > High-end enough to get you into some of the nicest establishments but not completely out of reach for the average runner. > Netcat > Problem is, this stuff has become almost a dead giveaway of runners working places that are outside their income bracket. And on top of that, they have a high enough resale value that wearing them makes you a target for the scum that live in your neighborhood. > Mihoshi Oni > I like the mix-n-match option Mortimer promotes, especially since their pieces can be mixed across years without creating a total fashion faux-pas. Look for this stuff on the resale market if you're on a budget. It works well with Armand's "lightly worn" stock, too. > Picador		
Mortimer of London: Greatcoat Coat	10/+3	RG 58
Concealability; Custom Fit (Stack); Electrochromic Clothing;		
MORTIMER OF LONDON Not exactly fashion-forward, but classic enough to always stay near the height of fashion. Mortimer has stuck with the classics, anchored around the venerable Berwick line. All pieces are custom tailored and fit, and I especially love that they include custom tailoring to fit "exceptional physical aspects" of their individual customers. Original pieces have to be sat for with a Mortimer certified tailor. I have a pretty solid stock of "lightly worn" Mortimer from some of his past lines. They lack the custom-cut features, but they can still have the important effect of making you look classier than you really are. The Crimson Sky and Summit lines from back in the early '60s have aged quite well. And though they lack some of the wireless perks of many modern armors, they still stop bullets. > High-end enough to get you into some of the nicest establishments but not completely out of reach for the average runner. > Netcat > Problem is, this stuff has become almost a dead giveaway of runners working places that are outside their income bracket. And on top of that, they have a high enough resale value that wearing them makes you a target for the scum that live in your neighborhood. > Mihoshi Oni > I like the mix-n-match option Mortimer promotes, especially since their pieces can be mixed across years without creating a total fashion faux-pas. Look for this stuff on the resale market if you're on a budget. It works well with Armand's "lightly worn" stock, too. > Picador		
Riot Control Armor	14	RG 69
Attachable Gear Access; Padded; Restrictive;		
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. > Armand's right that it's mostly about intimidation, but it's still great protection. The stuff is so fluffy it's hard to tell the man from the armor. It's certainly not the best to wear in most social situations (if only because every time you turn around you'll knock over all the drinks), but it has its place in the world. > Picador		
Riot Control Helmet	+2	RG 69
Trodes		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Grapple Gun	0	3	7S	-2	SS	2	1(ml)	SR5 449
<div> <div>RANGE</div> <div>S</div> <div>M</div> <div>L</div> <div>E</div> </div> <div> <div>Light Crossbows</div> <div>0-6</div> <div>7-24</div> <div>25-60</div> <div>61-120</div> </div> <div> <div>Light Crossbows</div> <div>0-6</div> <div>7-24</div> <div>25-60</div> <div>61-120</div> </div>								
<p>GRAPPLE GUN</p> <p>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.</p> <p>Microwire: This micro rope is made of an extremely thin (nearly monofilament) and resilient fiber; a great length of it can be stored in a very small compartment, and it is very difficult to see. The downside is that it can only be grabbed with special protective rappelling gloves without slicing straight through the climber's hands, inflicting 8P damage with an AP of -8.</p> <p>Myomeric rope: Made of a special myomeric fiber, this rope's movement can be controlled remotely (over a maximum length of thirty meters). For example, the controller can wind it like a snake to reach around an obstacle or tie to a ledge. The rope moves at a rate of two meters per Combat Turn.</p> <p>Stealth rope & catalyst stick: When stealth rope is touched with the catalyst stick, the chemical reaction that is triggered crumbles the rope to dust within seconds, leaving almost no trace. The catalyst stick is reusable.</p>								
Springfield 2003	12	9 (11)	12P	-2	SS	2	5(m)	GH3 23
<div> <div>RANGE</div> <div>S</div> <div>M</div> <div>L</div> <div>E</div> </div> <div> <div>Sporting Rifles</div> <div>0-50</div> <div>51-250</div> <div>251-500</div> <div>501-750</div> </div> <div> <div>Sporting Rifles</div> <div>0-50</div> <div>51-250</div> <div>251-500</div> <div>501-750</div> </div>								
Easy Breakdown (Unpowered); Long Barrel; Personalized Grip; Red Dot Sight; Silencer/Suppressor; Sling; Stock Removal; Vintage;								
Ultimax 70	12	5 (7)	6P	-	BF/FA	4 (5)	12(c)	RG 35
<div> <div>RANGE</div> <div>S</div> <div>M</div> <div>L</div> <div>E</div> </div> <div> <div>Machine Pistols</div> <div>0-5</div> <div>6-15</div> <div>16-30</div> <div>31-50</div> </div> <div> <div>Machine Pistols</div> <div>0-5</div> <div>6-15</div> <div>16-30</div> <div>31-50</div> </div>								
Additional Clip/Magazine (Pistol); Folding Stock; Gas-Vent 2 System; Laser Sight; Personalized Grip; Silencer/Suppressor;								
<p>ULTIMAX 70</p> <p>Originally designed for clandestine operation, the lack of wireless systems from the firearm makes it popular for concealed carry. With an integrated laser sight and gas-vent system, it is accurate and easy to control in burst fire, but it also has the capacity to suppress opponents for a short time. Ultimax continues to have a lack of modern (read: wireless) accessories factory installed, but it offers a host of after-market modifications.</p> <p>> While professional spies scoff at this weapon for being too large for true clandestine work, it is a nice alternative to the Ares Predator as an everyday carry piece for shadowrunners. Sometimes you just have to make everyone drop for a few seconds to make all the difference.</p> <p>> Sticks</p>								
Ultimax Rain Forest Carbine	12	5 (8)	11P	-2	SA/BF	3 (4)	18(c)	GH3 32
<div> <div>RANGE</div> <div>S</div> <div>M</div> <div>L</div> <div>E</div> </div> <div> <div>Assault Rifles</div> <div>0-25</div> <div>26-150</div> <div>151-350</div> <div>351-550</div> </div> <div> <div>Assault Rifles</div> <div>0-25</div> <div>26-150</div> <div>151-350</div> <div>351-550</div> </div>								
Additional Clip/Magazine; Folding Stock; Foregrip; Imaging Scope; Laser Sight; Long Barrel; Personalized Grip; Sling;								
<p>ULTIMAX RAIN FOREST CARBINE (ASSAULT RIFLE)</p> <p>The Ultimax Rain Forest is a short-barreled rifle designed to meet a design requirement for the Sumatran Alliance. The weapon met all of the government's criteria and has been purchased to equip the constabulary. The Rain Forest features a deep magazine well to protect the magazine from the moisture and dirt common in jungle climates. Integrating night-vision technology, the carbine is well adapted to operations under the double and triple canopies frequently encountered by users. The carbine is available through Matrix purchases as well as local retailers.</p> <p>Standard Upgrades/Accessories: Imaging Scope (w/ flare compensation, image link, low-light vision), Retractable Stock > Why would a government pay for the development of a service rifle without automatic fire capability? It's not like they'll make it illegal for themselves to own them.</p> <p>> /dev/grll > As part of the development contract and sales agreement, Ultimax was required to offer the carbine in a minimum of three different major civilian markets. Full-auto capability would have made it illegal in too many places. Apparently the Sumatran Alliance wanted to spread out the development costs to citizens of other countries to reduce their costs.</p> <p>> Mr. Bonds > They used a large-caliber round and a short barrel, a bad combination for most applications. It has nearly as much muzzle flash as knockdown power.</p> <p>> Marcos > They were right about the scope being useful under the canopy though. I saw a few teams use one as an ambush stopper.</p> <p>> Aufheben</p>								
WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH			
Unarmed Attack	6	4	5P	-	0	SR5 132		

NAME	RTG	QTY		NAME	RTG	QTY		NAME	RTG	QTY	
Catalyst Stick	-	1	SR5 449	House 1				Runner			
Datachip	-	10	SR5 440	Ammo: APDS (Assault Rifles)	-	20	SR5 434	Contacts	3	1	SR5 443
Long Haul	-	1	SR5 412	Ammo: Explosive Rounds (Sniper Rifles)	-	10	SR5 434	Vision Enhancement rating 3;			
Stealth Rope (100m)	-	1	SR5 449	Ammo: Gel Rounds (Assault Rifles)	-	40	SR5 434	Fake SIN (Runner)	4	1	SR5 442
Stealth Tags	-	3	SR5 440	Ammo: Gel Rounds (Sniper Rifles)	-	10	SR5 434	Fake License rating 4 (Firearms License) , Fake License rating 4 (Vehicles License) , Fake License rating 4 (Explosives License) , Fake License rating 4 (Augmentations License) , Fake License rating 4 (Vocational License) , Fake License rating 4 (Armour License) , Fake License rating 4 (Exotic Weapon License) , Fake License rating 4 (Concealed Carry Permit) ;			
Tag Eraser	-	1	SR5 441	Ammo: Regular Ammo (Assault Rifles)	-	20	SR5 434	Grapple Gun	-	1	SR5 449
Tool Kit	-	1	SR5 443	Ammo: Regular Ammo (Machine Pistols)	-	20	SR5 434	Headphones	6	1	SR5 445
Daily Life				Ammo: Stick-n-Shock (Assault Rifles)	-	20	SR5 434	Audio Enhancement rating 2, Select Sound Filter rating 1, Sound Link, Spatial Recognizer;			
AR Gloves	-	1	SR5 439	Ammo: Stick-n-Shock (Machine Pistols)	-	40	SR5 434	Medkit	3	1	SR5 450
Earbuds	3	1	SR5 445	Betameth	-	2	CF 180	Meta Link	-	2	SR5 438
Audio Enhancement rating 2, Sound Link;				Kamikaze	-	2	SR5 412	Microwire (100m)	-	1	SR5 449
Fake SIN (Day to Day)	4	1	SR5 442	Spare Clip (Ultimax 70)	-	3	SR5 433	Rappelling Gloves	-	1	SR5 449
Fake License rating 4 (Firearms License) , Fake License rating 4 (Vehicles License) , Fake License rating 4 (Augmentations License) , Fake License rating 4 (Concealed Carry Permit) ;				Spare Clip (Ultimax Rain Forest Carbine)	-	3	SR5 433	Slap Patch, Stim Patch	6	1	SR5 451
Glasses	4	1	SR5 443					Slap Patch, Trauma Patch	-	1	SR5 451
Flare Compensation, Image Link, Thermographic Vision, Vision Magnification;								The Van			
Transys Avalon	-	1	SR5 438					Climbing Gear	-	1	SR5 448

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Transys Avalon	Commlinks	6	0	0	6	6	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;								
Meta Link	Commlinks	2	1	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;								

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Nissan Hauler	3	1	4/4	2	16	8	2	20	8	R5 56
Anti-Theft System Rating 2; GridLink Override; Morphing License Plate; Smuggling Compartment; Spoof Chips;										
Sensor Array Rating 2										

NISSAN HAULER

While the SUV may have started as a way to haul a little extra cargo, it didn't stay that way for long. Most people think of SUVs as family (albeit rich family) vehicles or protective transport for executives. The cargo SUV is rarer in this day and age, but it does a nice job of fitting right in between the too-big-for-a car and too-small-for-a-van slot, and keeping this niche of the hauling market well filled is the Nissan Hauler.

> Nissan keeps their market niche well filled by using runners to sabotage other companies' designs and factories. It seems a bit outlandish, but the market isn't very big, so as long as they keep producing and cut any competition off at the knees, the Hauler is the hauler.

> Turbo Bunny The Hauler is relatively boxy and not exactly a stylish design, but it was never intended to be. It's a utilitarian vehicle used for mostly utilitarian purposes. Want to impersonate a flower delivery company? Don't use a panel van, use the Hauler. Because they do, and people are far less suspicious of the SUV that has been parked on the corner for a while than the van. Vans scream three things to the subconscious of the average wageslave: pedophile, shadowrunner, or corporate hit team about to fire them.

Blame it on the media. The Hauler helps you blend in a little better and keeps you off the local wageslave's radar.

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Yamaha Kaburaya	5/3	3	6	1	5	4	2	15	1	1	R5 44
Anti-Theft System Rating 2; Chameleon Coating; GridLink Override; Morphing License Plate; Spoof Chips; Sensor Array Rating 2											
YAMAHA KABURAYA											
Yamaha's latest racing bike, the Kaburaya is as sleek and loud as the arrow it's named for. This demon of a bike has more weight in its ultra-lightweight motor than the entire rest of the bike. The low profile and single front fork make this one of the most easy to identify bikes on the streets of '77. Did I also mention that it makes it the fastest? Not since the olden days of internal combustion and the legendary Hayabusa have speeds like this been reached on two wheels.											
LIFESTYLE	LEVEL			COST		DURATION					
House 1	Medium			9,583.33¥		1 Month		SR5 369			
(Maple Valley, Auburn, Seattle)											
DocWagon Contract, Gold; Extra Secure; Obscure/Difficult to Find; Special Work Area (Garage);											
CONTACT	LOCATION			ARCHETYPE		CONNECTION		LOYALTY			
Jade	Tarislar, Puyallup			Cat Burglar		2		2			
Metatype: Elf											
Gender: Unknown											
Age: Young											
Preferred Cash (Credstick)											
Payment Method:											
Personal Life: In Relationship											
Physique: Jade is an androgynous person, more feminine than masculine, but for an elf that means little. Their lithe and supple appearance is intoxicating to men and women alike, save for the sort who require mountains and valleys, but also lends itself well to their line of work.											
Backstory: Jade has always skulked around elves, never quite to the degree of the Ancients or Laésa, but enough she tends to know elves of note, and not know just about any other metahuman. He met Flintlock not on a job, but by chance at Twenten's: Some chiphead wageslave fragged out of his mind thought he would try and cause some trouble; Flintlock was there to stare them down. Jade was the only one there who knew the look of a runner, and was quick to make contact--after all, what runner doesn't like easy cred? Well, turns out Jade lucked out, and got herself a runner that could tussle with KE in a botched getaway, or help with the burglary itself.											
Komon	Seattle, Downtown			Fixer		3		2			
Metatype: Human											
Gender: Male											
Age: Middle-Aged											
Preferred Service (Shadowrunner Job)											
Payment Method:											
Personal Life: Unknown											
Physical Description: A middle-aged man, it is clear that Komon has kept up with his physical training, as is common for specialists in the Yakuza. Still, as a fixer it isn't his strong suit, so anyone who knows him might suspect the involvement of bioware or well-concealed cyberware is what's really keeping him in peak physical condition.											
Backstory: Komon--his title, not name, but to Flintlock all the same--was Flintlock's handler after he escaped to Seattle. He wasn't given a choice; the Yakuza demanded more work out of him as additional payment for services rendered. Eventually, the Yakuza considered the debt paid, but Flintlock continues to accept work from Komon when available, maintaining a business relationship with this well-connected colleague.											
Just... don't tell Flintlock that Komon is from a completely different Gumi.											
Mash	Central Redmond			Gun Runner		3		2			
Metatype: Troll											
Gender: Male											
Age: Middle-Aged											
Preferred Cash (Credstick)											
Payment Method:											
Personal Life: Single											
Physical Description: This 3 meter tall troll towers over most. His rippling muscles are barely contained within his white business-casual shirt, yet he moves with a fluidity and grace through his shop that betrays he is not to be underestimated.											
Backstory: Mash, of Bangers n' Mash Gun Emporium, knows when a person who has never bought a gun from him regularly purchases ammunition under two different names, he isn't to ask questions. Still, one can't help but be curious, and when the client is an elf shopping at a Troll's store in Seattle, that must be some good tea. So when that customer starts asking for some heavier firepower, well, starting a rapport with her is inevitable. So long as this chick who calls herself Flintlock doesn't bring trouble, well, he can turn a blind eye to her green motorcycle. And who knows, maybe if he or someone he knows gets in above their head with Humanis, that commlink code she gave him might actually come in handy.											
Simon Greene	Around			Cabbie		3		4			

Metatype: Elf
Gender: Male
Age: Old
Preferred Payment Method: Cash (Credstick)
Personal Life: None of Your Damn Business

Physical Description: Simon Greene is an older gentleman, whose gray hair belies his age. Still, while his body may be flagging, his mind is sharp as ever, leaving him capable so long as he is behind the virtual wheel. He always wears some form of headgear to hide his ears, and being fairly short for an elf coupled with his dyed hair is a convincing enough human disguise.

Backstory: Greene has been around for a long time. And he remembers a lot. If you gave him a pen, he could probably still draw the streets of Seattle from a hundred years ago. And if you sat around to wait for him to finish, you would learn his first cab had a "manual transmission," from his incessant chatter. Still, it doesn't explain why an unaging elf would have gray hair. But that's a story for another day, one of few secrets this chatterbox seems to be able to keep.

Greene and Flintlock met on a job. Not quite a run, just a quick cash infusion put together by a mutual acquaintance. Their job was to sit in the car, and Flintlock was only there if things went wrong. Sitting in the car with a human wasn't exactly Flintlock's cup of tea, but he could hardly say no to free nuyen. It didn't take long for Greene to let leak his true identity, and Flintlock found he quite enjoyed a bit of a change from his isolated home. Though not the most talkative man himself, evidently Greene saw the same in him, and their relationship deepened. Since Flintlock's gender change, Greene seems a bit nervous when Flintlock's around, but we'll pretend we don't see what's going on there ;)

Notes

Born 2081. Witnessed the Matrix Crash 2.0 at age 14. Greatly respected Ares, seeing them as a source of stability, and eventually got employed there. Quickly learned the realities of being a Knights Errant, but bode their time until they got a good ticket out. Fled to Seattle, to hide amongst the crowds, and completely changed in order to lie as low as possible with Ares in the know and KE troops around every corner. Fairly elf-y, learned Spherethiel out of honour and are vegetarian for ethical reasons.

Concept

Assassin/Face/Muscle

Background

Always a gun nut, the person once called "Renner" quickly displayed aptitude for martial skills, and was recruited for the Knights Errant, "upgrading" their UCAS SIN to a limited Ares SIN. They performed well despite the limitations of being an outside hire, allowing them to get used to a modest lifestyle. Still, the brutality of the Knights Errant never sat well with Renner, and being an outsider was cognizant of the omnipresent pressure of corporate rule. He bided his time in the Knights Errant nonetheless, schmoozing with the higher ups to fast talk his way into higher positions. The pay scale, of course, didn't change, nor did he receive credit for his extra work. Instead, the overage was pocketed by his corporate SIN'ed superiors.

With no shortage of enemies of Knights Errant, Renner took a risk. To make a living, he would take on more sophisticated jobs. It was just a matter of finding the right Johnson, who could get him out and Ares off his back as part of the deal. It wasn't long before a deal he couldn't refuse came to the table. The client didn't say who he was, but when a heavily tattooed Japanese man gives you a job and a credstick, it isn't that hard to figure out. Renner took the job for a pittance, and a favor: A bike, a gun, and a SIN that would get him to Seattle.

The job was simple. KE patrols were getting a little too close to Yakuza turf, and starting to interfere with their business. All Renner had to do was cause a little "breach in contract," so the city would have no choice but to hire a more malleable firm. The Yakuza set everything up: They leaked the route that a large amount of product, and it was Renner's job to make sure the crackdown was a failure. It was almost blissfully easy: A few rounds into the CO with a Japanese gun, and the Yakuza had the upper hand, KE none the wiser. Renner dove into one of the cars in the convoy, and they were on their way to the warehouse where his bike was waiting. On the way, the Yakuza stripped his armor of anything identifying, fried his commlink, and gave him the rundown on his new identity. Once he was changed into something less conspicuous, Renner hopped on the new-to-him Yamaha Kaburaya and ceased to exist.

Still, they weren't out of the woods, and their Yakuza contact at the Seattle border required "additional compensation" for the services provided. The now unnamed shadowrunner had no choice but to accept, running the occasional muscle job to save their neck. The Yakuza eventually considered the debt paid, leaving the runner to their own devices, but with few contacts in the city he didn't have a choice but to continue working for his Yakuza handler. As was to be expected, it wasn't long until the Knights Errant caught wind, matching Renner's records to this unnamed player, and Renner had to burn the SIN to survive, resolving himself to a less conspicuous line of work. Around this time, he also took measures to better hide his identity from what Ares' files contained, while satisfying a desire long repressed, and got a gender change. She picked up an antique rifle from a pawn shop, and a corp middleman was found dead on a bridge the next morning, with the young lady pocketing a credstick with more zeros than she's ever seen on it. Things spiraled from there, and she continued to improve her skills and attributes to better suit this newfound calling: Assassin.





