

FLINTLOCK

NAME: Renner B. Weald as "Flintlock"
METATYPE: Elf AGE: 36
GENDER: Mostly Female HEIGHT: 190 WEIGHT: 52
HAIR: Purple EYES: Green SKIN: Fair
STREET 0 NOTORIETY: 1 PUBLIC 0
CRED: AWARENESS:
COMPOSURE: 12 JUDGE 12 MEMORY: 7
INTENTIONS:
LIFT/CARRY: 7 LIFT/CARRY 30 kg PRIMARY Left
WEIGHT: / 20 ARM:
kg
MOVEMENT: 14/28; SWIM: 4.5;
2m / hit 1m / hit
NUYEN: 3,468.67¥ KARMA: 0 CAREER 0
KARMA:



PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 7	EDGE: 3	INITIATIVE: 9 + 2D6
AGILITY: 7	INTUITION: 5	CURRENT EDGE POINTS: 3	
REACTION: 3	LOGIC: 2	ESSENCE: 2.11	RIGGER INITIATIVE: 9 + 2D6
STRENGTH: 1 (2)	WILLPOWER: 5		MATRIX AR: 9 + 2D6 MATRIX COLD: 11 + 3D6 MATRIX HOT: 11 + 4D6

PHYSICAL LIMIT: 4	MENTAL LIMIT: 5	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))		

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Physical Active			Language		
Archery <small>AGI</small> (Grapple Gun +2)	6	13	Gymnastics <small>AGI</small>	4	11	English <small>INT</small>	Native	
Longarms <small>AGI</small> (Long-Range Shots +2)	6	13	Social Active			Japanese <small>INT</small>	2	7
Physical Active			Con <small>CHA</small>	4	11	Sperethiel <small>INT</small>	2	7
Perception <small>INT</small>	6	11	Etiquette <small>CHA</small>	4	11	Interest		
Disguise* <small>INT +4</small>	5	14	Negotiation <small>CHA</small>	4	11	Architecture <small>INT</small>	2	7
Palming* <small>AGI</small>	5	12	Skill Groups			Firearms <small>INT</small>	2	7
Sneaking* <small>AGI</small>	5	12	* Stealth 5			Professional		
						Law Enforcement Procedures (Professional) <small>LOG</small> (Knights Errant +2)	2	4
						Corporation: Ares Macrotechnology <small>LOG</small> (Knights Errant +2)	1	3
						Street		
						Yakuza <small>INT</small>	1	6

QUALITY	
Creature of Comfort (Middle)	RF 153
Gremlins	SR5 81
<p>GREMLINS BONUS: 4 KARMA PER LEVEL (MAX 4)</p> <p>Characters with the Gremlins quality don't get along with technology. Devices malfunction inexplicably, software crashes unexpectedly, vehicles refuse to start, components become unusually fragile at his touch, and wireless links suffer faltering connections and odd interference whenever he's involved.</p> <p>For each level (maximum of 4), reduce the number of rolled 1s necessary to get a glitch (p. 45) by 1 whenever the character is attempting to use a moderately sophisticated device. For example, a character with a dice pool of 8 and Gremlins level 2 (8 Karma) would trigger a glitch if two or more 1s result from the test (instead of the normal 4). The gamemaster may also require the character to make a test for operation that would otherwise succeed automatically to see whether or not a glitch occurs.</p> <p>When describing the effects of a Gremlin-induced glitch, gamemasters should play up the notion of a particularly weird mechanical or electronics malfunction.</p> <p>Some examples of Gremlin-induced glitches include:</p> <p>the magazine falling out of a pistol when attempting a critical shot, a keypad inexplicably burning out while entering a code to disarm an alarm system, or the commlink interface converting to Sperethiel mid-sentence when attempting to access a restricted node.</p> <p>Note that Gremlins is a Negative quality—its effects hinder the character (and probably entertain others). The character cannot use his Gremlins quality to damage an opponent's high-tech equipment merely by touching it.</p> <p>Anything the character attempts to sabotage using only Gremlins will function flawlessly. (Obviously, he can try any ordinary means of sabotage, but Gremlins will haunt his efforts.) The effect only applies to external equipment and does not affect cyberware, bioware, or other implants.</p>	
Lightning Reflexes	RF 148
<p>LIGHTNING REFLEXES COST: 20 KARMA</p> <p>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.</p>	
Low-Light Vision	SR5 66
No Man Left Behind	SL 181

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		-3			-3
	Down	OVR		Down	
OVR	OVR	OVR	Natural Recovery Pool (1 hour): 10		
OVR	Dead		Natural Recovery Pool (1 day): 10		

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

Reduced Sense (Hearing)

RF 159

RESISTANCE		POOL	
Radiation		10	
Judge Intentions		12	

RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL
Damage		28	28
Fire		28	28
Cold		29	29
Electricity		28	28
Acid		28	28
Falling		28	28
Fatigue		10	
Sonic		5	

RESISTANCE - TOXINS AND PATHOGENS		CONTACT INGESTION INHALATION INJECTION			
Toxin	10	10	10	10	10
Pathogen	10	10	10	10	10

RESISTANCE - ADDICTION		NOT ADDICTED YET	ALREADY ADDICTED
Physiological		10	10
Psychological		7	7

RESISTANCE - SPELLS		POOL
Direct, Mana		5
Combat Spells	Direct, Physical	5
	Indirect, Defense	9
Detection Spells		7
Health Spells	Decrease Attribute - Body	10
	Decrease Attribute - Agility	12
	Decrease Attribute - Reaction	8
	Decrease Attribute - Strength	7
	Decrease Attribute - Charisma	12
	Decrease Attribute - Intuition	10
	Decrease Attribute - Logic	7
	Decrease Attribute - Willpower	10
	Mana	7
	Physical	7
Manipulation Spells	Mental	7
	Physical	7

IMPLANT	ESSENCE	GRADE	
Bone Lacing (Aluminum)	1.25	Used	SR5 454
Bone Lacing does not increase your BOD score, only tests for resisting damage.			
Breast Implant 2.0 (One Breast)	0.13	Used	CF 73
Breast Implant 2.0 (One Breast)	0.13	Used	CF 73
Elastic Joints	0.25	Used	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	0.63	Used	CF 79
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 1	0.25	Used	SR5 459
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 4	1.25	Used	SR5 459
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			
Ares Victory: Big Game Hunter		14	RG 64
Custom Fit; Gear Access; Liner - Insulation (6); Holster			
ARES VICTORY			
NAME ARMOR RATING CAPACITY AVAIL COST			
Industrious 9 6 6 1,100¥ Features: Increase Social Limit by 1 (when wearing clothing suited to a particular corporate environment), Gear Access Wireless Bonus: +1 dice pool bonus to Social Tests when worn within the appropriate corp.			
Catsuit		9	CA 136
Electrochromic Clothing; Fire Resistance 2; Insulation 6;			
Coveralls		0	RF 253
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			
Total of equipped single highest armor and accessories		21	
Other Armor			
Bike Racing Helmet		+2	RG 68
Trodes			

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Altmayr SPX2	13	4 (5)	10P	-1	SS/SA	5	8(m)	SAG 34
<div> <div>RANGE</div> <div>Heavy Pistols</div> <div>Shotguns (flechette)</div> </div> <div> <div>S</div> <div>0-5</div> <div>0-15</div> </div> <div> <div>M</div> <div>6-20</div> <div>16-30</div> </div> <div> <div>L</div> <div>21-40</div> <div>31-45</div> </div> <div> <div>E</div> <div>41-60</div> <div>46-60</div> </div>								
Chameleon Coating (Rifle); Foregrip; Gas-Vent 3 System; Personalized Grip; Red Dot Sight; Stock Removal;								
Grapple Gun	0	3 (4)	7S	-2	SS	2	1(ml)	SR5 449
<div> <div>RANGE</div> <div>Light Crossbows</div> </div> <div> <div>S</div> <div>0-6</div> </div> <div> <div>M</div> <div>7-24</div> </div> <div> <div>L</div> <div>25-60</div> </div> <div> <div>E</div> <div>61-120</div> </div>								
Personalized Grip 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. 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. 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. 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.								
Springfield 2003	13	9 (10)	12P	-2	SS	2	5(m)	GH3 23
<div> <div>RANGE</div> <div>Sporting Rifles</div> </div> <div> <div>S</div> <div>0-50</div> </div> <div> <div>M</div> <div>51-250</div> </div> <div> <div>L</div> <div>251-500</div> </div> <div> <div>E</div> <div>501-750</div> </div>								
Easy Breakdown (Unpowered); Personalized Grip; Red Dot Sight; Silencer/Suppressor; Sling; Stock Removal; Vintage;								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	6	4	4P	-	0	SR5 132

NAME	RTG	QTY		NAME	RTG	QTY		NAME	RTG	QTY	
Daily Life				House 1				House 1			
AR Gloves	-	1	SR5 439	Climbing Gear	-	1	SR5 448	Stealth Tags	-	3	SR5 440
AR gloves: Available in numerous styles, AR gloves allow you to manually interact with the Matrix in Augmented Reality mode, letting you "touch" and "hold" virtual AROs and receiving tactile force-feedback. AR Gloves can provide the exact weight, temperature, and hardness of touched or held objects, and more at the gamemaster's discretion.				Climbing gear: This is a backpack full of rope (400- kilo test), an ascent/descent harness, gloves, carabiners, crampons, and so forth needed for assisted climbing (Climbing, p. 134).				Stealth tags: A stealth tag always runs silent (p. 235) and has a Sleaze rating equal to its Device Rating. It's disguised to not look like RFID tags, which gives it an additional -2 Concealability modifier. Stealth tags are often used as a backup for security tags by megacorps that are security conscious (and sneaky). They can be implanted the same way security tags can.			
Earbuds	3	1	SR5 445	Datachip	-	10	SR5 440	Tag Eraser	-	1	SR5 441
Audio Enhancement rating 2, Sound Link;				Datachip: For occasions when you want to transfer data by physical means—like bringing the project specs on the competition's new cyberdeck to Mr. Johnson in person at the meet—a datachip can hold enormous quantities of data in a small finger-sized chip, accessible by any electronic device. Datachips have no wireless capability, so you need to plug them into a universal data connector (found on any device) if you want to read or write to them.				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.			
Glasses	4	1	SR5 443	Grapple Gun	-	1	SR5 449	Tool Kit (Armorer)	-	1	SR5 443
Flare Compensation, Image Link, Thermographic Vision, Vision Magnification; Glasses: Glasses are lenses contained in light-weight frames worn on the bridge of the nose; numerous cosmetic styles are available, and vision-enhancement-equipped glasses are hard to distinguish from prescription glasses or sunglasses at a glance.								Runner			
Transys Avalon	-	1	SR5 438								
House 1											
Ammo: Explosive Rounds (Sniper Rifles)	-	20	SR5 434								
Ammo: Explosive Rounds (Shotguns)	-	20	SR5 434								
Ammo: Gel Rounds (Sniper Rifles)	-	20	SR5 434								
Ammo: Gel Rounds (Shotguns)	-	20	SR5 434								

Betameth	-	3	CF 180
BETAMETH (BUZZ, RIGGER'S COCKTAIL) Vector: Inhalation Speed: 1 minute Duration: (9 – Body) hours, minimum of 1 hour Addiction Type: Both Effect: +2 Reaction, +1 Intuition A number of pseudomethamphetamine derivatives are sold as betameth. This stimulant suppresses the appetite and speeds up the user's metabolism and thought processes, making it a popular diet drug, especially among adolescents and teenagers. Characters on betameth are energetic and prone to jumpiness. When the effect wears off, the user crashes and suffers 6S damage (unresisted). Betameth users tend to suffer from attention-deficit disorders and feel unable to properly focus when not on the drug, leading to extended binges. Habitual users are often gaunt from malnutrition, which renders them susceptible to infection, especially of the teeth, gums, and mouth.			
Catalyst Stick	-	1	SR5 449

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.

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.

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.

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.

Kamikaze	-	3	SR5 412
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KAMIKAZE
 Vector: Inhalation Speed: Immediate
 Duration: 10 x 1D6 minutes
 Addiction Type: Physiological Effect: +1 Body, +1 Agility, +2 Strength, +1 Willpower, +2 Physical limit, +2D6 Initiative Dice, High Pain Tolerance 3 (p. 74) Kamikaze is a tailored combat stimulant. When kamikaze wears off, the user crashes and suffers -1 Reaction, -1 Willpower, and -2 to all Limits for a duration equal to that of the initial effect. He also suffers 6 Stun damage (unresisted).

The repeated use of kamikaze has a destructive effect on the user's metabolism. Large doses can cause excitement, tremors, momentary euphoria, and dilated pupils. Excess doses (bordering on overdose level) cause anxiety, hallucinations, and uncontrolled muscular movements. Even higher dosages lead to death. Kamikaze users are near-crazed, filled with a feeling of invulnerability and invincibility, exhibiting almost no regard for their own well-being. They can be entertaining to watch, as long as you're not in front of them.

Long Haul	-	1	SR5 412
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Contacts	3	1	SR5 443
Vision Enhancement rating 3;			
Contacts: The most recent display devices are worn directly on the eyes. They are nearly undetectable, but they offer a bit of space for enhancements. Contacts have to be wireless; they don't have room for a universal data connector.			
Fake SIN (Flint Runner - UCAS)	4	1	SR5 442
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) ;			
Headphones	6	1	SR5 445
Audio Enhancement rating 2, Select Sound Filter rating 1, Sound Link, Spatial Recognizer;			
Headphones: A full headset with an adjustable headband strap, or attached to a headphone. Earbuds are harder to spot, but headphones pack more capacity.			
Medkit	3	1	SR5 450
Medkit: 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.			
Meta Link	-	2	SR5 438
Slap Patch, Stim Patch	6	1	SR5 451
Slap Patch, Trauma Patch	-	1	SR5 451

LONG HAUL

Vector: Injection Speed: 10 minutes
Duration: 4 days Addiction Type:
Psychological Effect: Alleviates need for sleep A combination of synthesized hormones and other brain-regulating chemicals, long haul stimulates the brain and keeps the user awake, obviating the need for sleep. A character dosed on long haul can remain awake for four days—without incurring any modifiers from fatigue or weariness. After this time, however, the user immediately passes out and sleeps soundly for 8D6 hours.

If the character is kept awake during this period, he suffers from disorientation (p. 409) as he is afflicted with hallucinations and an inability to concentrate.

If a second dose of long haul is taken after the first has worn off, the character can stay awake an additional $1D6 \div 2$ days. After that period, he suffers 10 Stun damage (unresisted) and must crash as detailed above.

Long haul cannot keep a character awake past this point, no matter how many additional doses are administered.

Medkit	6	1	SR5 450
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Medkit: 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.

Micro-Transceiver	-	1	SR5 441
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Micro-transceiver: This classic short-range communicator has been favored by professional operatives since the 2050s. It doesn't do anything special, it just lets you communicate by voice with other micro-transceivers and commlinks that you (and the other person) choose, within a kilometer. The micro-transceiver consists of an ear bud and an adhesive subvocal microphone (p. 439), both of which are commonly available in hard-to-spot designs.

Microwire (100m)	-	1	SR5 449
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Rappelling Gloves	-	1	SR5 449
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Rappelling gloves: These gloves are made of a special fabric that allows you to get a tighter grip on a grapple line, giving you a +2 dice pool bonus on all tests to hold your grip on the line. These gloves are necessary in order to use ultrathin microwire without gruesomely slicing your hands apart as you slide down it.

Stealth Rope (100m)	-	1	SR5 449
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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	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;								
LIFESTYLE	LEVEL	COST	DURATION					
House 1 (Maple Valley, Auburn, Seattle)	Medium	9,683.33¥	1 Month					SR5 369
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 Payment Method: Cash (Credstick)							
	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 Payment Method: Service (Shadowrunner Job)							
	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 Payment Method: Cash (Credstick)							
	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 2050. 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 Sperethiel out of honour and are vegetarian for ethical reasons.

Drug Mix: Betakami (as recommended)

Combat stims:

Betameth 4 hours ; +2 Reaction +1 Intuition; 3 DDD

Jazz 10 x 1d6m; +1 Reaction +1 Physical Limit +0 Initiative (LR); 1 DDD

Kami 10 x 1d6m; +1 Body, +1 Agility, +2 Strength, +1 Willpower, +2 Physical limit, +1d6 Initiative (LR), High Pain Tolerance 3; 1 DDD

Nova 5 hours ; +1 Reaction, +1 Charisma, +1 Perception, +1 Social Limit, High Pain Tolerance 1; 1 DDD

Psyche 7 hours ; +1 Intuition, +1 Logic, +1 Mental limit; 1 DDD

Crash:

Beta 6S damage (unresisted)

Jazz Despondent or miserable emotions AKA Disorientation

Kami

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 track 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.



