

RTO LOW META

NAME:	RTO Low Meta		
METATYPE:	Human		AGE:
GENDER:		HEIGHT:	WEIGHT:
HAIR:		EYES:	SKIN:
STREET CRED:	0	NOTORIETY:	0
COMPOSURE:	5	JUDGE INTENTIONS:	4
LIFT/CARRY:	4	LIFT/CARRY WEIGHT:	30 kg / 20 kg
MOVEMENT:	1/5; 2m / hit	SWIM:	1.5/1.5; 1m / hit
NUYEN:	450,000¥	KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 2	CHARISMA: 2	EDGE: 2	INITIATIVE: 12 + 1D6
AGILITY: 1	INTUITION: 2	CURRENT EDGE POINTS: 2	ASTRAL INITIATIVE: 4 + 3D6
REACTION: 8 (10)	LOGIC: 4 (6)	ESSENCE: 2.04	RIGGER INITIATIVE: 12 + 1D6
STRENGTH: 2	WILLPOWER: 3	MAGIC: 2	MATRIX AR: 12 + 1D6 MATRIX COLD: 7 + 4D6 MATRIX HOT: 7 + 5D6

PHYSICAL LIMIT: 6	MENTAL LIMIT: 6 Medkit	SOCIAL LIMIT: 3 Ballistic Mask Securetech PPP: Arms Kit	ASTRAL LIMIT: 6
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Technical Active			Language		
Automatics <small>AGI +2</small> (Assault Rifles +2)	6	9	Electronic Warfare <small>LOG</small> (Sensor Operations +2)	6	12	English <small>INT</small>	Native	
Physical Active			Hardware <small>LOG</small> (Jack Out +2)	1	7	Tsalagi (Cherokee) <small>INT</small> (Speak +2)	1	3
Disguise* <small>INT</small>	1	3	Navigation* <small>INT</small>			Academic		
Palming* <small>AGI</small>	1	2	Vehicle Active			Area Knowledge: Cheyenne <small>LOG</small>		
Sneaking* <small>AGI</small>	1	2	Pilot Walker <small>REA</small> (Biped +2)			Area Knowledge: Seattle <small>LOG</small>		
Survival* <small>WIL</small>	1	4	Pilot Ground Craft <small>REA</small>			Professional		
Tracking* <small>INT</small>	1	3	Skill Groups			Military <small>LOG</small> (Army +2)	4	10
Social Active			* Outdoors			Small Unit Tactics <small>LOG</small> (Urban +2)		
Etiquette <small>CHA</small>			* Stealth			2		
Technical Active						8		
Aeronautics Mechanic <small>LOG</small>	6	12						

QUALITY		PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
Adept	SR5 69						
ADEPTS							
<ul style="list-style-type: none">• Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.• Adepts never astrally project (p. 313).• Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).• Adepts can learn the Assensing skill only if they have the Astral Perception power.• Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).• Adepts can follow mentor spirits (p. 320).• Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.							
Albinism I		RF 151					

ALBINISM

BONUS: 4 OR 8 KARMA

While the little white bunnies are cute, a character with this quality will likely get a moniker like Powder, Whitey, or Snowflake. Albinism is a genetic disorder that results in a partial or complete lack of pigmentation in the eyes, skin, and hair. While the lack of pigment in the hair and skin results in white colorations, lack of pigment in the eyes results in pink or crystal blue irises, with bright red pupils. Due to the lack of melanin, the compound that provides the pigmentation, characters with this quality lack ultraviolet light protection, making them very photosensitive and prone to sunburn. All ethnicities, metatypes, and metavariants can manifest albinism; in fact, all species can manifest albinism, including sapient paracritters.

Characters with this quality face a Weak Glare penalty to all actions when working in regular indoor lighting as well as during a bright but overcast day, and a Moderate Glare penalty when working on a sunny day. All other Glare modifiers are also increased by one level versus albino characters. Normal compensation methods work to mitigate the modifiers.

Due to the lack of protective pigmentation in their skin, characters with this quality suffer sunburn more quickly. Halve the duration between resistance tests when exposed to the sun for extended periods (p. 148, Run & Gun).

Characters who gain cybereyes at any point in the character creation process only gain 4 Karma at character creation. If an albino character gains cybereyes during game play, they must buy down this quality to the 4 Karma level as soon as they have the Karma, and cannot spend Karma on anything else until the quality is bought down.

Allergy (Common, Mild): Humans

SR5 78

Buddy System

KC 77

BUDDY SYSTEM

BONUS: 9 KARMA

Every runner knows that working with a team is always safer than acting alone. Because of stories they've heard or personal experience, the character gets anxious when no one's watching their back.

The character suffers a -2 to all Matrix actions other than Matrix Perception and the Hide action if they are alone, or a -1 penalty if they have an agent slotted in or a sprite compiled to back them up.

Exceptional Attribute: REA

SR5 72

EXCEPTIONAL ATTRIBUTE

COST: 14 KARMA

The Exceptional Attribute quality is how you get to be the charismatic troll, or the agile dwarf. It allows you to possess one attribute at a level one point above the

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.

Steely Eyed Wheelman

RF 150

STEELY EYED WHEELMAN

COST: 2 KARMA

No turn too tight. When making Vehicle tests, Terrain Modifiers are reduced by 1 to a minimum of 0.

Stunt Driver

R5 33

STUNT DRIVER

COST: 4 KARMA

Whether it's because you spent some time working for a trip studio in LA or because you taught yourself some fancy moves while passing time in the barrens driving some junker car, you developed particular skill behind the wheel/helm/control stick of a vehicle and can pull off stunts with a grace and ease that others envy. When making any vehicle Stunt test (see p. 204, SR5), you receive a +2 dice pool bonus.

POWER	RATING	POINTS (TOTAL)	
Improved Ability (skill) (Automatics)	2	0.5 (1.0)	SR5 309
IMPROVED ABILITY (SKILL)			
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).			
Improved Physical Attribute (REA)	1	1 (1)	SR5 309
IMPROVED PHYSICAL ATTRIBUTE			
Cost: 1 PP per level This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.			

RESISTANCE		POOL		RESISTANCE - SPELLS		POOL
Radiation		5		Direct, Mana		3
Judge Intentions		5		Combat Spells Direct, Physical		2
				Indirect, Defense		12
RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL		Detection Spells	
Damage		2	2		Decrease Attribute - Body	
Fire		2	2		Decrease Attribute - Agility	
Cold		2	2		Decrease Attribute - Reaction	
Electricity		8	8		Decrease Attribute - Strength	
Acid		2	2		Health Spells Decrease Attribute - Charisma	
Falling		2	2		Decrease Attribute - Intuition	
Fatigue		5			Decrease Attribute - Logic	
Sonic		3			Decrease Attribute - Willpower	
RESISTANCE - TOXINS AND PATHOGENS		CONTACT	INGESTION	INHALATION	INJECTION	
Toxin	5	5	5	5	5	Illusion Spells Mana
Pathogen	5	5	5	5	5	Physical
RESISTANCE - ADDICTION		NOT ADDICTED YET	ALREADY ADDICTED		Manipulation Mental	
Physiological		5	5		Spells Physical	
Psychological		9	9			

IMPLANT		ESSENCE	GRADE					
Cerebral Booster 2		0.40	Standard	SR5 460				
Cerebral booster: The convolutions and gyri of your cerebrum are augmented and amplified with additional nervous tissue, improving overall brain function. Your ce- rebral booster increases your Logic attribute by its Rating.								
Control Rig 2		2.00	Standard	SR5 452				
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.								
Datajack with Universal Connector Cord 1; ; Sim Module, Hot								
Control Rig Booster 3		0.00	None	CF 147				
CONTROL RIG BOOSTER								
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.								
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.								
Genetic Optimization (Reaction)		0.30	None	CF 157				
Reaction Enhancers 2		0.75	Used	SR5 455				
Reaction enhancers: By replacing specific, isolat- ed vertebrae of your spinal column with segments of superconducting material, your reactions to events be- come quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative and Physical limit accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.								
Smartlink		0.20	Standard	SR5 453				
Smartlink: An implanted version of the smartlink vision enhancement (p. 444). Note that a smartlink installed in a natural eye or in a pair of cybereyes is more effective than a smartlink in-								
Synthetic Foot (Left)		0.31	Used	SR5 456				
Nanohive, Hard 3;								
ARMOR			VALUE					
Armor Jacket			12	SR5 437				
Nonconductivity 6								
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.								
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.								
Helmet			+2	SR5 438				
Helmet: Helmets come in a wide variety of shapes and sizes and protect your noggin from trauma. Helmets have Capacity 6 for being tricked out with accessories like trode nets and vision enhancements.								
Securetech PPP: Arms Kit			+1	RG 70				
SECURETECH PPP								
Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything.								
Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing.								
> These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape.								
> Frosty > I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world.								
> Ma'fan								
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
FN HAR	13	5 (8)	10P	-2	SA/BF/FA	6 (7)	70(c)	SR5 428
RANGE		S	M	L	E			
Assault Rifles		0-25	26-150	151-350	351-550			
Electronic Firing; Extended Clip; Folding Stock; Foregrip; Gas-Vent 2 System; Laser Sight; Personalized Grip; Shock Pad; Silencer/Suppressor; Sling; Smartgun System, External; Spare Clip; Spare Clip;								
FN HAR: This assault rifle is supremely popular with private security forces and corporate threat-response teams. It features a laser sight and a gas-vent 2 system.								

WEAPON				POOL		ACCURACY		DAMAGE		AP		REACH			
Unarmed Attack				0		6		2S		-		0		SR5 132	

NAME				RTG QTY				NAME				RTG QTY				NAME				RTG QTY							
Vulcan Liegelord				- 1 SR5 266				Common Gear				Duffel Bag (Cheap)				- 1 RF 254				Prepaid Commlink (Cheap)				- 1 RF 253			
Common Gear								Fake SIN (Placeholder Joe - UCAS)				3 1 SR5 442				Drugs											
Certified Credstick, Standard				- 3 SR5 442				5x Fake License rating 3 (Placeholder) x5;								Novacoke				- 1 SR5 412							
																Pharmaceutical;											
																NOVACoke											
																Vector: Inhalation, Injection Speed: 1											
																Combat Turn Duration: (10—Body) hours, minimum of 1 hour											
																Addiction Type: Both											
																Effect: +1 Reaction, +1 Charisma, +1											
																Perception, +1 Social Limit, High Pain											
																Tolerance 1 (p. 74) A stimulant derived											
																from coca plants, novacoke is a highly											
																addictive social drug. After the drug wears											
																off, Charisma and Willpower are both											
																reduced to 1, and all limits are at –1 for a											
																duration equal to the duration of the initial											
																effect.											
																Psyche				- 1 SR5 412							
																Pharmaceutical;											
																PSYCHE											
																Vector: Ingestion Speed: 10 minutes											
																Duration: (12—Body) hours, minimum of 1											
																hour Addiction Type: Psychological Effect:											
																+1 Intuition, +1 Logic, +1 Mental limit											
																This designer stimulant is especially prized											
																by magicians and technomancers alike. In											
																addition to the effects noted above,											
																Awakened users also only suffer a –1 dice											
																pool modifier for each sustained spell											
																(rather than the standard –2). Psyche											
																users are simultaneously hyper-aware and											
																detached, easily absorbed by detail and											
																obsessive about certain facts or problems.											

DEVICE		CATEGORY		QTY RATING		ATTACK		SLEAZE		DATA PROC.		FIREWALL			
Vulcan Liegelord		Rigger Command Consoles		5		0		5		5		6		SR5 266	
Add Module with Multidimensional Coprocessor; Add Sleaze Modification with Increase Sleaze Modification, Increase Sleaze Modification, Increase Sleaze Modification, Increase Sleaze Modification; 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; Litre of Milk, Stealth Dongle (Rating: 5);															
Prepaid Commlink (Cheap)		Entertainment		1		0		0		1		1		RF 253	
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	
Shiawase Caduceus 'CAD' 7 (Medium)		4		2		2		3		5		3		1 13		0 3 BB 23	
Acceleration (Drone) Rating 2; Drone Arm; Snake FingersDrone Arm; Snake FingersDrone Leg; Drone Leg; Pilot Enhancement Rating 3; Rigger Interface; Speed (Drone) Rating 2; Spoof Chips; Yerzed Out Rating 1;																	
Medkit Rating 4; Sensor Array Rating 1 with Camera 1, Fab Sensor, Geiger Counter, MAD Scanner, Motion Sensor, Olfactory Scanner, Omni-directional Microphone 1 with Select Sound Filter 1; Ultrasound; ;																	

VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY ARMOR		SENSOR		CM SEATS		DEVICE	
Toyota Gopher (Heavy-Duty Pickup)		5		2		4		1		14		10		2 19		5 1 SR5 463	
GridLink Override; Increased Seating; Morphing License Plate; Off-Road Suspension; Rigger Cocoon; Smuggling Compartment; Smuggling Compartment Shielding; Smuggling Compartment Shielding; Special Equipment; Spoof Chips;																	
Sensor Array Rating 2 with Atmosphere Sensor, Camera 1, Geiger Counter, Motion Sensor, Omni-directional Microphone 1, Radar, Radio Signal Scanner, Ultrasound;																	

LIFESTYLE		LEVEL		COST		DURATION			
First Base)		Low		2,290¥		1 Month		SR5 369	
Grid Subscription (Public Grid): Cramped Garage (Car (Body 5 or More)):									

