

SPITFIRE IIb

NAME: Jeanne (Jane) Levant as "Spitfire IIb"
PLAYER: Pon Pon
METATYPE: Human AGE: 25
GENDER: Female HEIGHT: 145 WEIGHT: 49
HAIR: Blue EYES: Brown SKIN: Fair
STREET 1 NOTORIETY: 0 PUBLIC 0
CRED: AWARENESS:
COMPOSURE: 9 JUDGE 10 MEMORY: 11
INTENTIONS:
LIFT/CARRY: 5 LIFT/CARRY 30 kg PRIMARY Left
WEIGHT: / 20 ARM:
kg
MOVEMENT: 4/8; 2m SWIM: 2; 1m
/ hit / hit
NUYEN: 72,120¥ KARMA: 4 CAREER 18
KARMA:

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 4	EDGE: 4	INITIATIVE: 7 + 1D6
AGILITY: 2	INTUITION: 6	CURRENT EDGE POINTS: 4	
REACTION: 1	LOGIC: 6	ESSENCE: 3.74	RIGGER INITIATIVE: 7 + 1D6
STRENGTH: 2	WILLPOWER: 5		MATRIX AR: 7 + 1D6 MATRIX COLD: 7 + 4D6 MATRIX HOT: 7 + 5D6



PHYSICAL LIMIT: 3	MENTAL LIMIT: 9	SOCIAL LIMIT: 6 Ballistic Mask	ASTRAL LIMIT: 9
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Physical Active			Technical Active			Language		
Sneaking <small>AGI</small> (Vehicle +2)	6	8	Hardware <small>LOG</small> (Jack Out +2)	1	7	Québécois French <small>INT</small>	Native	
Social Active			Navigation <small>INT</small> (Air +2)	1	7	English <small>INT</small>	2	8
Etiquette <small>CHA</small> (Corporate +2)	1	5	Vehicle Active			Emergency Service Procedures <small>LOG</small>		
Technical Active			Gunnery <small>AGI</small> (Ballistic +2)	6	8	Academic		
Cybercombat* <small>LOG</small>	5	11	Pilot Aircraft <small>REA</small> (Rotary Wing +2)	6	7	Area Knowledge: Seattle <small>LOG</small> (Airspace +2)	6	12
Electronic Warfare* <small>LOG</small>	5	11	Pilot Ground Craft <small>REA</small> (Wheeled +2)	6	7	Interest		
Hacking* <small>LOG</small>	5	11	Pilot Watercraft <small>REA</small> (Surface +2)	1	2	Fashion <small>INT</small> (Paris Scene +2)	2	8
Aeronautics Mechanic <small>LOG</small>	1	7	Skill Groups			Professional		
Computer <small>LOG</small>	1	7	* Cracking 5			Drones <small>LOG</small>	6	12
						Fashion Design <small>LOG</small> (Paris Scene +2)	3	9
						Military Vehicles <small>LOG</small>	1	7
						Security Procedures <small>LOG</small>	1	7

QUALITY

Black Market Pipeline: Vehicles, Riku Honda RF 145
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
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.

Electronic Witness DT 48

PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
Down	OVR	OVR
OVR	Dead	

Natural Recovery Pool
(1 day): 6

STUN DAMAGE TRACK

		-1
		-2
		-3
	Down	

Natural Recovery Pool
(1 hour): 8

ELECTRONIC WITNESS

BONUS: 5 KARMA

The character is part of a movement of people who constantly record everything around them. Always. All the time. The idea is that something interesting may eventually happen. Maybe it's not something you'd immediately notice as interesting, but if you archive it, maybe you'll spot something useful later. And you believe that, if everyone did the same as you, the world would be a much better place. And hey, you can sell your recordings too, so that's always good.

With this quality, the character must acquire gear to record video and sound and wear it at all time (cybereyes and cyberears would be perfect, but sensors can otherwise be mounted in gear). This gear must always be on. The character will never turn off wireless functionality on their gear. If the character takes the Day Job quality, then they meet the conditions of the job simply by being, as they then sell the recordings to specialized data brokers and make their money this way. If they opt not to take Day Job, then the character can do what they wish with the recordings.

In any situation where the character cannot record or turns off wifi on his gear, then they feel especially agitated, suffering a -1 dice pool penalty to all actions.

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.

Illness: Chronic Pain

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.

SINner (National): ROQ

SR5 84

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.

Subtle Pilot: Aircraft

R5 33

RESISTANCE		POOL	
Radiation		8	
Judge Intentions		9	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	17	17
Fire	17	17
Cold	17	17
Electricity	17	17
Acid	17	17
Falling	17	17
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	6	10
Psychological	9	13

RESISTANCE - SPELLS		POOL	
Direct, Mana		5	
Combat Spells	Direct, Physical	3	
	Indirect, Defense	7	
Detection Spells		11	
Health Spells	Decrease Attribute - Body	8	
	Decrease Attribute - Agility	7	
	Decrease Attribute - Reaction	6	
	Decrease Attribute - Strength	7	
	Decrease Attribute - Charisma	9	
	Decrease Attribute - Intuition	11	
	Decrease Attribute - Logic	11	
	Decrease Attribute - Willpower	10	
	Mana	11	
	Physical	12	
Illusion 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>CONTROL RIG BOOSTER</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>			
Nanohive, Hard 1	0.31	Used	CF 151
Narco	0.20	None	CF 159
<p>NARCO</p> <p>This is a set of several minor genetic modifications that have the collective effect of modifying the way your body processes drugs. These genes were discovered through study of survivors of years of heavy substance abuse. While you become more likely to become addicted to drugs, you experience greater effects of drugs and lessened effects when they wear off. Any drug that grants a positive attribute modifier as an effect increases that modifier by +1. Any drug that deals damage when it wears off deals two less damage, and any negative effects that occur when a drug wears off</p>			
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 importantly, 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.		
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.		
Total of equipped single highest armor and accessories	14	

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]											
Ares Alpha	1	5 (7)	11P	-2	SA/BF/FA	4	42(c)	SR5 428										
<table><tr><td>RANGE</td><td>S</td><td>M</td><td>L</td><td>E</td></tr><tr><td>Assault Rifles</td><td>0-25</td><td>26-150</td><td>151-350</td><td>351-550</td></tr></table>									RANGE	S	M	L	E	Assault Rifles	0-25	26-150	151-350	351-550
RANGE	S	M	L	E														
Assault Rifles	0-25	26-150	151-350	351-550														
Smartgun System, Internal																		
Under: Ares Alpha	1	6 (8)	Grenade	Grenade	SS	2	6(c)	SR5 428										
Grenade Launcher																		
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RANGE	S	M	L	E														
Grenade Launchers	5-50	51-100	101-150	151-500														
Ares Alpha: Specially designed for Ares Firewatch special forces, the Alpha has since become a multi-plati- num best-selling success the world over, seeing use with UCAS Special Forces. In part, this is due to its exception- al brand awareness, and also because of its underbarrel grenade launcher, smartgun system, and an expensive chamber design that provides 2 points of Recoil Com- pensation.																		
Mounted to Roto typically																		
Ares Alpha	1	5 (7)	11P	-2	SA/BF/FA	4	42(c)	SR5 428										
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RANGE	S	M	L	E														
Assault Rifles	0-25	26-150	151-350	351-550														
Silencer/Suppressor; Smartgun System, Internal;																		
Under: Ares Alpha	1	6 (8)	Grenade	Grenade	SS	2	6(c)	SR5 428										
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Mounted to Dalmation typically																		
Grenade: Gas	1	3	Chemical (10m Radius)	-		2	Qty: 1	SR5 435										
<table><tr><td>RANGE</td><td>S</td><td>M</td><td>L</td><td>E</td></tr><tr><td>Standard Grenade</td><td>0-4</td><td>5-8</td><td>9-12</td><td>13-20</td></tr></table>									RANGE	S	M	L	E	Standard Grenade	0-4	5-8	9-12	13-20
RANGE	S	M	L	E														
Standard Grenade	0-4	5-8	9-12	13-20														
Minigrenade: Flash-Bang	1	0	10S (10m Radius)	-4		2	-	SR5 435										
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RANGE	S	M	L	E														
Grenade Launchers	5-50	51-100	101-150	151-500														

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	1	3	2S	-	0	SR5 132

NAME	RTG			QTY	NAME	RTG			QTY
Cereprax Pharmaceutical;	-	5	CF	180	RCC Software				
					[Model] Maneuvering Autosoft (MCT-Nissan Roto-drone (Medium))	6	1	SR5	269
					[Weapon] Targeting Autosoft (Ares Alpha)	6	1	SR5	270
					Agent	3	1	SR5	246
					Biofeedback Filter	-	1	SR5	245
					Biofeedback Filter: This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.				
					Running Kit				
					Certified Credstick, Standard	-	4	SR5	442
					Essy Motors DroneMaster	-	1	SR5	266
					Fake SIN (Joseph Guillaume Robillard - Seattle)	4	1	SR5	442

CEREPRAX
(BRAIN BOOST, EGGHEAD)
Vector: Ingestion Speed: 1D6 minutes
Duration: (12 – Body) hours, minimum of 1 hour
Addiction Type: Both Effect: +2 Intuition, +3 Logic, +2 Mental Limit, gain the benefit of the Analytical Mind quality (p. 72, SR5) A nootropic prescription that boosts neurotransmitter speed and connectivity, allowing for greater recall and cooperative leaps of logic and intuition with exceptional clarity. When the high ends, the overclocking of the brain results in exceptional migraines and a sluggish intellect. After the drug wears off, you take –2 to all limits, –2 to Logic, and 5S damage (unresisted).
After use, the gamemaster should secretly roll the user's Intuition + Edge. If the player uses Cereprax again before (8 – hits) hours, they take 1D6 points of permanent Intuition damage from brain damage (the points of Intuition can later be re-purchased using Karma).

Electronic Parts, Five-Pack	-	5	DT 66
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Grenade: Gas	-	1	SR5 435
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Blight, DMSO;
Hidden in helo (Coyote, p.10)

SIN (Jane Levant - ROQ)	-	1	SR5 442
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Tool Kit (Hardware)	-	1	SR5 443
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Ammo Stockpile

Ammo: APDS (Assault Rifles)	-	100	SR5 434
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Ammo: Stick-n-Shock (Assault Rifles)	-	74	SR5 434
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Minigrenade: Flash-Bang	-	3	SR5 435
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Helicopter helicopter

Basic Parachute	-	5	SR5 1
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Climbing Gear	-	4	SR5 448
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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).

Encryption	-	1	SR5 245
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Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.

Shell	-	1	SR5 245
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Signal Scrub	-	1	SR5 245
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Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.

Sneak	-	1	SR5 245
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Virtual Machine	-	1	SR5 245
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Virtual Machine: This program creates a virtual memory space in your deck, giving you increased pro- gram capacity at the cost of system stability. Your deck can run two additional programs, but whenever your persona takes Matrix damage, it takes an additional box of Matrix damage that cannot be resisted.

Running Kit

Certified Credstick, Silver	-	2	SR5 442
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Fake License rating 4 (Firearms License) ,
Fake License rating 4 (Drone License) ,
Fake License rating 4 (Vehicles License) ,
Fake License rating 4 (Cyberware License) ,
Fake License rating 4 (Vocational License) ,
Fake License rating 4 (Armor License) ,
Fake License rating 4 (Concealed Carry Permit) ;

Hermes Ikon	-	1	SR5 438
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Meta Link	-	1	SR5 438
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Tools

Bug Scanner	6	1	SR5 440
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Bug scanner: Also called a radio signal scanner, this device locates and locks in wireless devices within 20 meters. The scanner can also measure a signal's strength and pinpoint its location. To operate a bug scanner, roll Electronic Warfare + Logic [Rating]. A device that is run- ning silent (like a Stealth tag) can use its Logic + Sleaze to defend against the scan. If you get any net hits at all, you find the device.

Jammer, Area	4	1	SR5 441
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Micro-Transceiver	-	1	SR5 441
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Micro-transceiver: This classic short-range com- municator 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- trans- ceivers and commlinks that you (and the other person) choose, within a kilometer. The micro-transceiver con- sists of an ear bud and an adhesive subvocal micro- phone (p. 439), both of which are commonly available in hard-to-spot designs.

Miniwelder	-	1	SR5 448
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Miniwelder: This portable device creates a small electric arc to melt metals, either to cut through met- al or to weld it together. Its power supply allows it to operate for 30 minutes. While creating an intense heat, the arc is much too small to make a good weapon (it would be like trying to stab someone with a lighter). The miniwelder has a Damage Value of 25 when used to cut through barriers.

Miniwelder Fuel Canister	-	1	SR5 448
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White Noise Generator	6	1	SR5 441
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White noise generator: This device creates a field of random noise, masking the sounds within its area and preventing direct audio surveillance. All Perception Tests to overhear a conversation within (Rating) meters of a white noise generator receive a negative dice pool modifier equal to the generator's Rating. If more than one generator is in use, only count the highest rating. A white noise generator is redundant in a noisy environ- ment (such as a nightclub or a firefight) and does not help to curtail video surveillance or jam wireless signals.

Category	Item	Value
Category 1	Item 1.1	10
	Item 1.2	20
	Item 1.3	30
	Item 1.4	40
Category 2	Item 2.1	50
	Item 2.2	60
	Item 2.3	70
	Item 2.4	80
Category 3	Item 3.1	90
	Item 3.2	100
	Item 3.3	110
	Item 3.4	120

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; Multidimensional Coprocessor;								
Meta Link	Commlinks	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 6 (MCT-Nissan Roto-drone (Medium)); [Model] Maneuvering Autosoft 2 (Avibras-Nissan AN 822); [Weapon] Targeting Autosoft 6 (Ares Alpha); Agent 3; Biofeedback Filter; Encryption; Shell; Signal Scrub; Skill Autosoft 2; Sneak; Virtual Machine;								

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	9	0	4	BB 23
Drone Arm; Dustoff Armored Valkyrie Module; Rigger Interface; Sensor Array Rating 3 with Atmosphere Sensor, Camera 3, Cyberware Scanner, Geiger Counter, MAD Scanner, Nanoscanner, Omni-directional Microphone 3, Ultrasound;											

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Avibras-Nissan AN 822	5	0	6	3	14	10	3	19	5	4	SFME 31
Avibras-Nissan AN 822 Device Rating Upgrade; Landing Drone Rack (Large); Landing Drone Rack (Large); Morphing License Plate; Rigger Cocoon; Rigger Interface; Spoof Chips; SunCell; Vehicle Tag Eraser;											
[Model] Evasion Autosoft Rating 2; [Model] Maneuvering Autosoft Rating 2; Sensor Array Rating 3 with Atmosphere Sensor, Camera 3 with Vision Magnification; Camera 3 with Flare Compensation, Low Light; Radar, Radio Signal Scanner, Ultrasound; ; Skill Autosoft Rating 2;											
Accel 3											

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
Large (Drone); Rigger Interface; Sensor Downgrade (Drone); Sensor Array Rating 2 with Camera 2, Cyberware Scanner, Laser Range Finder, Motion Sensor, Olfactory Scanner, Omni-directional Microphone 2, Radio Signal Scanner, Ultrasound;											

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 with Camera 2, Camera 2, Cyberware Scanner, Directional Microphone 2, MAD Scanner, Olfactory Scanner, Radio Signal Scanner. Ultrasound:											

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 with Camera 3, Cyberware Scanner, Directional Microphone 3, Laser Range Finder, Motion Sensor, Olfactory Scanner Radio Signal Scanner, Ultrasound: : Tag Eraser;										

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Mercedes Click	4/3	3	5	1	10	5	2	17	4	1	SAG 49
Landing Drone Rack (Medium); Metahuman Adjustment Rating 4; Morphing License Plate; Rigger Interface; Run-Flat Tires Rating 4; Spoof Chips; Vehicle Tag Eraser;											
Sensor Array Rating 2 with Atmosphere Sensor, Camera 2, Camera 2, Directional Microphone 1, Geiger Counter, Radar, Radio Signal Scanner. Ultrasound;											

LIFESTYLE	LEVEL	COST	DURATION	
Abandoned Hangar (Plastic Jungle, Redmond, Seattle) Garage (Helicopter); Garage (Car (Body 5 or More)); W Zone; Maid is Out; Grid Subscription (Local Grid); Grid Subscription (Public Grid); Repurposed greenhouse holds the garages, while providing security and a knockoff CrashCart service has ingratiated her with the locals enough that they have hooked her up with more than her basic necessities.	Medium	17,499.9¥	1 Month	SR5 369
47°47'11.1"N 122°01'48.6"W				

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Riku Honda	McChord AFB, Fort Lewis	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				
Honda 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-Japa-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. Or why he talks with a New York accent.				
Tlálóc	Redmond Barrens	Fixer	5	2
Metatype: Human				
Gender: Unknown				
Age: Unknown				
Preferred Payment Method: Service (Shadowrunner Job)				
Personal Life: Unknown				
Tlálóc keeps their cards close to their chest, communicating over heavily obfuscated means whenever possible, and practically never in person. When they do, their identity is equally shrouded through more practical means. Rumor is, they're on the board of Aztech, but there's no real way to know.				

Notes

<https://docs.google.com/spreadsheets/d/1uecOFoFvxJp2DcfVUS23J7ezNvPMRQg07OjA4Lw5-Hs/edit?usp=sharing>
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), hubrule doesn't actually "affect" base stats

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, defend marks

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

WIL: Resist biofeedback, full matrix defense, defend/remove marks (once you get cyberdeck)

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 minus

Marks (decker shit)

Brute Force: Cybercombat + Logic vs. Firewall + Willpower to add mark

Erase Mark: Cybercombat + Logic vs. Firewall + Willpower to remove mark

Hack on the Fly: Hacking + Logic vs. Firewall + Intuition to add mark

Trace Icon: Computer + Intuition vs. Sleaze + Willpower

Concept

Utility rigger who always has the right tool for the situation. Dabbles in decking in order to cover their Matrix ass.

Named after the only Quebecois Ace not KIA:

<http://www.igleize.fr/aces/ww2que.htm>

<https://aircrewremembered.com/robillard-joseph-guillaume-laurent.html>

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. Is also a shadowrun VTuber, running a French language MeFeed targeting Quebec audiences.

Background

Jeanne was born and raised a blue-blooded *Québécoise* with a silver spoon in her mouth. Particularly, the silver spoon of MCT, where her parents were employed in the Beaux Retail Consortium. She made her way up the ranks, getting a start in fashion design and coasting through life, pursuing hobbies like drone racing and studying for a pilot's license, and landing a cushy position doing not much for very little pay. Still, looking over Montréal she knew full well that silver spoon, though probably made of plastic, was still making strides for her.

It all came tumbling down when a group of Pink Mohawks failed an extraction. They were brash, loud, and unafraid of the consequences of gunning down civilians in broad daylight. She had started her day normally, but ended it barely alive in the back of a DocWagon, three bullets in her back and penning a brand new Basic contract.

Her life changed that day, and not just because the DocWagon salesperson was behind on his commission. Though she had the Nuyen to cover medical costs, defying logic, she didn't bother getting her spine repaired, instead choosing to play the victim. Chronic, phantom pains began flaring up, and for a while she would wake up to the nonexistent sounds of automatic weapons fire in a cold sweat. Her appearance grew disheveled, and her work performance dropped. Eventually, she quit.

In the deepest part of her mind, she knew her money wouldn't last forever, but she wallowed in her sorrows nonetheless. First, it was the quality beers and wines of Quebec. Then BTLs. Then hard drugs. Then, a strange turn: Thrills.

She had already taken to having an armed drone follow her around as she made her illicit acquisitions, and her dealer let her in on a proposition. He knew some guys who needed a hand to hold a gun--anyone would do--and she fit the bill as a nobody that nobody would miss. He dangled the bait of some "pocket change" in front of this washed up wageslave and she bit.

Her first job went well, not a single shot fired, and frankly she wasn't worth kidnapping. Not that she knew the risks, at the time, but she worked with the dealer as an impromptu fixer, and he found her more work. The moment bullets began to fly, though, she realized that she wasn't particularly cut out for killing people.

She did a bit more work, but never beyond the point of minor gang crime. Still, she heard tales from the shadows of a far more lucrative business. Lured by these thrills, and under the false impression she could quit at any time, she decided to travel far away from her home country. The Tir, Azltan, and NAN didn't particularly appeal for various reasons, and the CAS and UCAS were too close to home. Eventually, she settled on the Free City of Seattle, and, though worried her limited English skill could cause problems, packed her bags.

This business was, of course, internet entertainment. Her isolation lead to her utilizing her charisma in an odd way, commentating over her jobs and even daily life, and when she remade her Persona after moving to Seattle she decided to start recording this commentary. She certainly made her way into the shadows, expanding her repertoire beyond petty crimes, but at the same time, piloting her drones started feeling more and more like a game. She became obsessed with content creation, constantly recording footage with her live matrix commentary, and editing it for upload to wherever people could watch.

