Spitfire IIB

NAME: Jeanne (Jane) Levant as "Spitfire IIb" PLAYER: Pon Pon METATYPE: Human AGE: 25 GENDER: Female **HEIGHT:** 145 WEIGHT: 49 Brown HAIR: Blue EYES: SKIN: Fair STREET CRED: 0 NOTORIETY: 0 PUBLIC AWARENESS: 0 MEMORY: COMPOSURE: 9 JUDGE INTENTIONS: 10 10 LIFT/CARRY: 5 LIFT/CARRY WEIGHT: 30 kg / 20 kg PRIMARY ARM: Left MOVEMENT: 4/8; 2m / hit SWIM: 2; 1m / hit NUYEN: 450,000¥ KARMA: CAREER KARMA: 0

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: 5	ESSENCE: 3.74	RIGGER INITIATIVE: 7 + 1D6
STRENGTH: 2	WILLPOWER: 5		MATRIX AR: 7 + 1D6 MATRIX COLD: 7 + 3D6 MATRIX HOT: 7 + 4D6

PHYSICAL LIMIT: 3	MENTAL LIMIT: 7	SOCIAL LIMIT: 6	ASTRAL LIMIT: 7
		Ballistic Mask [+1] (Only for Intimidation, Must be visible.)	

ACTIVE SKILL	S		ACTIV	E SKILLS			KNOWLEDGE SKI	LLS	
SKILL	RTG	POOL	SKILL	F	RTG	POOL	SKILL	RTG	POOL
Physical Active			Technical Active				Language		
Sneaking AGI	6	8	Computer LOG		1	6	Québécois French INT	Nat	ive
(Vehicle +2)			Hardware LOG (Jack Out +2)		1	6	English INT	2	8
Technical Active							Academic		
Cybercombat* LOG	5	10	Vehicle Active				Area Knowledge: Seattle Log	6	11
Electronic Warfare* LOG	5	10	Gunnery AGI		6	8	(Airspace +2)		
Hacking* LOG	5	10	(Ballistic +2)						
Aeronautics Mechanic Log	4	9	Pilot Aircraft REA		6	7	Interest		
Navigation INT	2	8	(Rotary Wing +2)				Fashion INT	2	8
(GPS +2)			Pilot Ground Craft REA		6	7	(Paris Scene +2)		
			(Wheeled +2)				Professional		
			Skill Groups				Drones LOG	6	11
			*	Cracking	į	5	Fashion Design LOG (Paris Scene +2)	3	8

QUALITY

Black Market Pipeline: Vehicles, John Honda

BLACK MARKET PIPELINE

COST: 10 KARMA

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

Dealer Connection: Aircraft

R5 33

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.

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.

BB 12 [Ilness

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

RF 157 Paraplegic

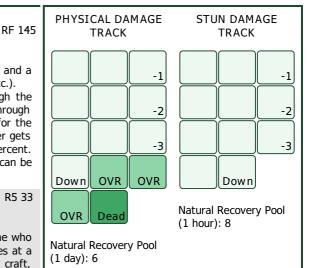
PARAPLEGIC BONUS: 10 KARMA

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



RESISTANCE	POO	L	RESIS	TANCE - SPELLS	POOL
Radiation	8			Direct, Mana	5
Judge Intentions	9		Combat Spells	Direct, Physical	3
RESISTANCE - DAMAGE				Indirect, Defense	7
TYPE	STUN	PHYSICAL	Detection Spells		10
Damage	17	17		Decrease Attribute - Body	8
Fire	17	17		Decrease Attribute - Agility	7
Cold	17	17		Decrease Attribute - Reaction	6
Electricity	17	17		Decrease Attribute -	
Acid	17	17		Strength	7
Falling	17	17	Health Spells	Decrease Attribute -	
Fatigue	8			Charisma	9
Sonic	5			Decrease Attribute -	11
RESISTANCE				Intuition	11
- TOYINS	TNICECTIONIANIALA	TION IN LECTION		Decrease Attribute - Logic	10
AND CONTACT PATHOGENS	INGESTION INHALAT	ITON INJECTION		Decrease Attribute - Willpower	10
Toxin 8	8 8	8		Mana	10
Pathogen 8	8 8	8	Illusion Spells	Physical	11
			Manipulation	Mental	10
RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED		Physical	5
Physiological	6	10			
Psychological	8	12			

IMPLANTESSENCEGRADEControl Rig 11.25UsedSR5 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 1 0.00 None CF 14

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.

Cyberears 1 0.25 Used SR5 453

Cyberears: Ordinarily, cyberears replace only the inner ear, although the whole thing can be replaced as well if you like. Cyberears offer hearing with normal ranges (like an omni-directional microphone), a sound link, and Capacity for modifications and enhancements.

Antennae, Antennae, Sound Link;

 Nanohive, Hard 1
 0.31
 Used
 CF 151

 Narco
 0.20
 None
 CF 159

NARCO

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

Voice Modulator 1 0.25 Used SR5 452

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.

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 ΑP MODE RC AMMO [LOADED] SR5 435 Minigrenade: Flash-Bang 1 10S (10m Radius) -4 2 RANGE Ε Grenade Launchers 5-50 51-100 101-150 151-500 POOL ACCURACY WEAPON DAMAGE AΡ **REACH** Unarmed Attack SR5 132 1 25 0 NAME RTG QTY NAME RTG OTY NAME RTG OTY **RCC Software** Running Kit SR5 SIN (Jane Levant (ROQ)) 442 [Model] Maneuvering 6 1 SR5 Psyche 2 SR5 Autosoft (MCT-Nissan 269 412 Ammo Stockpile Roto-drone (Medium)) **PSYCHE** Ammo: APDS (Assault 40 SR5 SR5 [Weapon] Targeting 6 1 Vector: Ingestion Speed: 10 minutes Rifles) 434 Duration: (12—Body) hours, minimum of 1 Autosoft (Colt M23) 270 Ammo: APDS (Medium 50 SR5 hour Addiction Type: Psychological Effect: Running Kit Machine Guns) 434 +1 Intuition, +1 Logic, +1 Mental limit Certified Credstick, Silver 1 SR5 Ammo: Stick-n-Shock 40 SR5 This designer stimulant is especially prized 442 (Assault Rifles) 434 by magicians and technomancers alike. In Certified Credstick, SR5 5 addition to the effects noted above. Minigrenade: Flash-Bang 2 SR5 Awakened users also only suffer a -1 dice Standard 442 435 pool modifier for each sustained spell Essy Motors 1 SR5 Helicopter helicopter (rather than the standard -2). Psyche DroneMaster 266 **Basic Parachute** 4 SR5 1 users are simultaneously hyper-aware and SR5 Fake SIN (Joseph 3 1 detached, easily absorbed by detail and Climbing Gear 4 SR5 Guillaume Robillard 442 obsessive about certain facts or problems. 448 (FCoS)) Climbing gear: This is a backpack full of Fake License rating 3 (Firearms License), rope (400- kilo test), an ascent/descent Fake License rating 3 (Drone License), **Bug Scanner** 3 1 SR5 harness, gloves, carabiners, crampons, Fake License rating 3 (Vehicles License) and so forth needed for assisted climbing Fake License rating 3 (Cyberware License), Bug scanner: Also called a radio signal (Climbing, p. 134). Fake License rating 3 (Vocational License), scanner, this device locates and locks in **RCC Programs** Fake License rating 3 (Armor License), wireless devices within 20 meters. The Fake License rating 3 (Concealed Carry scanner can also measure a signal's Encryption 1 SR5 Permit): strength and pinpoint its location. To 245 operate a bug scanner, roll Electronic Hermes Ikon SR5 1 Encryption: Activating the Encryption Warfare + Logic [Rating]. A device that is 438 utility gives you a +1 bonus to your run- ning silent (like a Stealth tag) can use SR5 Firewall attribute. Meta Link 1 its Logic + Sleaze to defend against the 438 scan. If you get any net hits at all, you find the device. lammer. Area 1 SR5 441 Micro-Transceiver 1 SR5 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 microtrans- 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
							Miniwelder: The small electric cut through its power signatures. The arc good weapo stab someon miniwelder when used to	c arc to me met- al or upply allow While cr c is much t n (it would one with has a Dai	elt meta to weld s it to reating too sma d be lil a lig mage \	als, eit opera an i all to r ke try ghter).	ther to gether. ate for ntense make a ring to The
							Miniwelder Fu	el Canister	-	1	SR5 448
							White Noise G	Generator	3	1	SR5 441
							White noise a field of sounds with direct audio Tests to ow (Rating) met receive a new to the gene one generat highest ratin redundant in as a nightcluhelp to curt wireless sign	random n in its are surveillar erhear a c ers of a wh gative dice erator's Rai or is in u g. A white a noisy e ab or a fire cail video	oise, nea and ace. All convers. All convers. All convers. It pool mands only noise nviron-fight) a	naskin prevaluments ation se ger nodifier more y cour gener ment and do	reates g the renting reption within nerator requal e than nt the ator is (such es not
DEVICE	CATEGO	ORY	QTY RA	TING	ATTAC	(SLEAZI	E DATA PRO	C. FIRE	WALL		
Essy Motors DroneMaster	Rigger Con Consol			3	0	0	4		4	SR	5 266
Commlink Functionality with Cam Player, RFID Tag Scanner, Shock							uidance System	n, Micro Tri	d-Proje	ctor, N	Music
Meta Link	Commli	nks		1	0	0	1		1	SR	5 438
Commlink Functionality with Cam Player, RFID Tag Scanner, Shock							uidance System	n, Micro Tri	d-Proje	ctor, N	Music
Hermes Ikon	Commli	nks		5	0	0	5		5	SR	5 438
Commlink Functionality with Cam Player, RFID Tag Scanner, Shock PROGRAMS	- and Water-Re	sistant C	Case, Toud	chscreer	Display	/ ;	-				Music
[Model] Evasion Autosoft 2 (Avibra Maneuvering Autosoft 2 (Avibras-N			_	_		•		•		ueij	
VEHICLE							OR SENSOR C				
Aeroquip M.E.D1 'Dustoff' Medica Evacuation Drone (Large)	اد	3	4	4	4	4 5	3 1	.0 0	4	E	3B 23

Drone Arm; Drone Arm; Dustoff Armored Valkyrie Module; Rigger Interface; Sensor Array Rating 3

VEHICLE HANDLING ACCEL SPEED PILOT BODY ARMOR SENSOR CM SEATS DEVICE

SFME 31 0 6 3 14 10 19 Avibras-Nissan AN 822 5 3 5

Avibras-Nissan AN 822 Device Rating Upgrade; Landing Drone Rack (Large); Landing Drone Rack (Large); Rigger Interface; Spoof Chips; SunCell;

[Model] Evasion Autosoft Rating 2; [Model] Maneuvering Autosoft Rating 2; Sensor Array Rating 3 with Atmosphere Sensor, Camera 3 with Flare Compensation, Low Light; Radar, Radio Signal Scanner, Ultrasound; ; Skill Autosoft Rating 2;

EHICLE /berspace Designs Dalmati Huge (Drone); Rigger Inter		5	NG ACCEL SI 3 (rone);	5 3	5 5	5 5	2 2		0	3	SR5 466
Sensor Array Rating 2											
WEAPON	POOL	ACCURACY	DAMAC	GE	AP	MODE	RC	AMMO	[LOAI	DED]	
Stoner-Ares M202	2	5	10P		-3	FA	1	50(c)			SR5 430
		RANGE	S	М	L		E				
		dium/Heavy achinegun	0-40	41-250	251-750	0 751-	1200				
Under: Underbarrel Grenade Launcher	2	6	Grenad	de C	Grenade	SS	1	6(c)			SR5 428
		RANGE	S	М	L		E				
	Grena	ade Launchers	5-50	51-100	101-150	151	-500				
Due to its relatively sma sometimes deck them out EHICLE		essories for use a		eapons.							
CT Fly-Spy (Minidrone)		4	2	3 3	1	0	3	7	0	3	SR5 466
tealistic Features Rating 2	; Rigger In	terface;									
ensor Array Rating 3			NG ACCEL SI	PEED PILC 4 3	OT BODY A	ARMOR :	SENSO 3		ATS D	EVICE 3	SR5 46
Sensor Array Rating 3 EHICLE CT-Nissan Roto-drone (Me Drone Arm; Large (Drone); Sensor Array Rating 3 with	dium) Rigger Int Radio Sigr	HANDLIN 4 terface; nal Scanner; ; Ta	2 g Eraser;	4 3	4	4	3	9	0	3	SR5 466
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CONTACT LOCATION ARCHETYPE CONNECTION LOYALTY
Riku Honda McChord AFB, Fort Lewis Vehicle Dealer (Air) 5 2

Metatype: Ork Gender: Male

Age: Middle-Aged
Preferred Cash (Credstick)

Payment Method:

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.

Tláloc Redmond Barrens Fixer 5 2

Metatype: Human
Gender: Unknown
Age: Unknown

Preferred Service (Shadowrunner Job)

Payment Method:

Personal Life: Unknown

Tláloc keeps their cards close to their chest, communicating over heavily obfuscated means whenever possible, and practically never in person. Rumor is, they're on the board of Aztech, but there's no real way to know.

Notes

Planning

Vehicle Test = Anything when jumped in? Does not include defense Vehicle skill test = More cut and dry skill tests, therefore not defense

Combat test = Includes vehicles?

Defense test = Includes when jumped in?

Control Rig: +Rating dice to Vehicle skill tests and limits (sensor, speed, handling, and accuracy), 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 Cyberears: -3 noise Fresnel Fabric: Post gen.

Satellite uplink: Max 5 noise from distance

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

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.

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, she didn't bother getting her spine repaired. 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 nontheless. 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.