

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 CRED:	0	NOTORIETY:	0	PUBLIC AWARENESS:	0
COMPOSURE:	9	JUDGE INTENTIONS:	10	MEMORY:	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:	0	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 Ballistic Mask [+1] (Only for Intimidation, Must be visible.)	ASTRAL LIMIT: 7
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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	Computer <small>LOG</small> 1 6	Québécois French <small>INT</small> Native
	Hardware <small>LOG</small> (Jack Out +2) 1 6	English <small>INT</small> 2 8
Technical Active	Vehicle Active	Academic
Cybercombat* <small>LOG</small> 5 10	Gunnery <small>AGI</small> (Ballistic +2) 6 8	Area Knowledge: Seattle <small>LOG</small> 6 11 (Airspace +2)
Electronic Warfare* <small>LOG</small> 5 10	Pilot Aircraft <small>REA</small> (Rotary Wing +2) 6 7	Interest
Hacking* <small>LOG</small> 5 10	Pilot Ground Craft <small>REA</small> (Wheeled +2) 6 7	Fashion <small>INT</small> (Paris Scene +2) 2 8
Aeronautics Mechanic <small>LOG</small> 4 9		Professional
Navigation <small>INT</small> (GPS +2) 2 8	Skill Groups	Drones <small>LOG</small> 6 11
	* Cracking 5	Fashion Design <small>LOG</small> (Paris Scene +2) 3 8

QUALITY

Black Market Pipeline: Vehicles, John 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.

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

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		-3			-3
Down	OVR	OVR		Down	
OVR	Dead		Natural Recovery Pool (1 hour): 8		
Natural Recovery Pool (1 day): 6					

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	8	12	

RESISTANCE - SPELLS		POOL	
Direct, Mana		5	
Combat Spells	Direct, Physical	3	
	Indirect, Defense	7	
Detection Spells		10	
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	10	
	Decrease Attribute - Willpower	10	
	Illusion Spells	Mana	10
		Physical	11
Manipulation Spells	Mental	10	
	Physical	5	

IMPLANT	ESSENCE	GRADE	
Control Rig 1	1.25	Used	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 1	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.			
Cybears 1	0.25	Used	SR5 453
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. Antennae, 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	AP	MODE	RC	AMMO [LOADED]	
Minigrenade: Flash-Bang	1	0	10S (10m Radius)	-4		2	-	SR5 435
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		NAME	RTG	QTY	
SIN (Jane Levant (ROQ))	-	1	SR5 442	RCC Software				Running Kit			
Ammo Stockpile				[Model] Maneuvering Autosoft (MCT-Nissan Roto-drone (Medium))	6	1	SR5 269	Psyche	-	2	SR5 412
Ammo: APDS (Assault Rifles)	-	40	SR5 434	[Weapon] Targeting Autosoft (Colt M23)	6	1	SR5 270	PSYCHE			
Ammo: APDS (Medium Machine Guns)	-	50	SR5 434	Running Kit				Vector: Ingestion Speed: 10 minutes			
Ammo: Stick-n-Shock (Assault Rifles)	-	40	SR5 434	Certified Credstick, Silver	-	1	SR5 442	Duration: (12—Body) hours, minimum of 1 hour			
Minigrenade: Flash-Bang	-	2	SR5 435	Certified Credstick, Standard	-	5	SR5 442	Addition Type: Psychological Effect: +1 Intuition, +1 Logic, +1 Mental limit			
Helicopter helicopter				Essy Motors DroneMaster	-	1	SR5 266	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.			
Basic Parachute	-	4	SR5 1	Fake SIN (Joseph Guillaume Robillard (FCoS))	3	1	SR5 442	Tools			
Climbing Gear	-	4	SR5 448	Fake License rating 3 (Firearms License) , Fake License rating 3 (Drone License) , Fake License rating 3 (Vehicles License) , Fake License rating 3 (Cyberware License) , Fake License rating 3 (Vocational License) , Fake License rating 3 (Armor License) , Fake License rating 3 (Concealed Carry Permit) ;				Bug Scanner	3	1	SR5 440
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).				Hermes Ikon	-	1	SR5 438	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.			
RCC Programs				Meta Link	-	1	SR5 438	Jammer, Area	3	1	SR5 441
Encryption	-	1	SR5 245								
Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.											

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.				
Tlálóc	Redmond Barrens	Fixer	5	2
	Metatype: Human			
	Gender: Unknown			
	Age: Unknown			
	Preferred Service (Shadowrunner Job)			
	Payment Method:			
	Personal Life: Unknown			
Tlálóc 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-anthrodrone

Autosoftware (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 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 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.
