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

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 SKILLS

SKILL	RTG	POOL
Physical Active		
Sneaking AGI (Vehicle +2)	6	8
Social Active		
Etiquette CHA	1	5
Technical Active		
Cybercombat* LOG	5	10
Electronic Warfare* LOG	5	10
Hacking* LOG	5	10
Aeronautics Mechanic LOG	4	9
Navigation INT (GPS +2)	2	8

ACTIVE SKILLS

SKILL	RTG	POOL
Technical Active		
Computer LOG	1	6
Hardware LOG (Jack Out +2)	1	6
Vehicle Active		
Gunnery AGI (Ballistic +2)	6	8
Pilot Aircraft REA (Rotary Wing +2)	6	7
Pilot Ground Craft REA (Wheeled +2)	6	7
Skill Groups		
* Cracking	5	

KNOWLEDGE SKILLS

SKILL	RTG	POOL
Language		
Québécois French INT	Native	
English INT	2	8
Academic		
Area Knowledge: Seattle LOG (Airspace +2)	6	11
Interest		
Fashion INT (Paris Scene +2)	2	8
Professional		
Drones LOG	6	11
Fashion Design LOG (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.
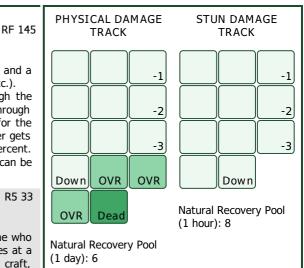
Illness: Chronic Pain

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
Subtle Pilot: Aircraft R5 33

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

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
Combat Spells	Direct, Mana	5
	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.

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, 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 im- portantly, 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	
SIN (Jane Levant (ROQ))	-	1	SR5 442
Ammo Stockpile			
Ammo: APDS (Assault Rifles)	-	100	SR5 434
Ammo: Stick-n-Shock (Assault Rifles)	-	100	SR5 434
Minigrenade: Flash-Bang	-	3	SR5 435
Helicopter helicopter			
Basic Parachute	-	5	SR5 1
Climbing Gear	-	4	SR5 448

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).

RCC Software			
[Model] Maneuvering Autosoft (MCT-Nissan Roto-drone (Medium))	6	1	SR5 269
[Weapon] Targeting Autosoft (Ares Alpha)	6	1	SR5 270
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.

NAME	RTG	QTY	
RCC Software			
Encryption	-	1	SR5 245

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

Shell	-	1	SR5 245
Signal Scrub	-	1	SR5 245

Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.

Sneak	-	1	SR5 245
Virtual Machine	-	1	SR5 245

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
Certified Credstick, Standard	-	4	SR5 442
Essy Motors DroneMaster	-	1	SR5 266
Fake SIN (Joseph Guillaume Robillard (FCoS))	4	1	SR5 442

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) ;

NAME	RTG	QTY	
Running Kit			
Hermes Ikon	-	1	SR5 438
Meta Link	-	1	SR5 438
Psyche	-	2	SR5 412

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.

Tools			
Bug Scanner	6	1	SR5 440

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
Micro-Transceiver	-	1	SR5 441

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

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
White Noise Generator	6	1	SR5 441

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.

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;

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); 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); 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 Vision Magnification; Camera 3 with Flare Compensation, Low Light; Radar, Radio Signal Scanner, Ultrasound; ; Skill Autosoft Rating 2;

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;

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Ares Alpha	2	5 (7)	11P	-2	SA/BF/FA	3	42(c)	SR5 428

RANGE	S	M	L	E
Assault Rifles	0-25	26-150	151-350	351-550

Silencer/Suppressor; Smartgun System, Internal;

	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Under: Ares Alpha Grenade Launcher	2	6 (8)	Grenade	Grenade	SS	1	6(c)	SR5 428

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.

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;

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Ares Alpha	2	5 (7)	11P	-2	SA/BF/FA	3	42(c)	SR5 428

RANGE	S	M	L	E
Assault Rifles	0-25	26-150	151-350	351-550

Smartgun System, Internal

	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Under: Ares Alpha Grenade Launcher	2	6 (8)	Grenade	Grenade	SS	1	6(c)	SR5 428

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.

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;

Sensor Array Rating 2 with Atmosphere Sensor, Camera 2, Camera 2, Directional Microphone, Geiger Counter, Radar, Radio Signal Scanner, Ultrasound;

LIFESTYLE	LEVEL	COST	DURATION	
Abandoned Hangar	Medium	16,500¥	1 Month	SR5 369
(Barrens, Redmond, Seattle)				

Garage (Helicopter); Garage (Car (Body 5 or More)); W Zone; Maid is Out; Grid Subscription (Local Grid); Grid Subscription (Public Grid); Near Smith Hill, just East of High Bridge, Redmond

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.

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Tláloc	Redmond Barrens	Fixer	5	2

Metatype:	Human
Gender:	Unknown
Age:	Unknown
Preferred Payment Method:	Service (Shadowrunner Job)
Personal Life:	Unknown

Tláloc 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
 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.