

RTO Low META

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

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

PHYSICAL LIMIT: 6	MENTAL LIMIT: 6	SOCIAL LIMIT: 3	ASTRAL LIMIT: 6
	Medkit	Ballistic Mask Securetech PPP: Arms Kit	

ACTIVE SKILLS		ACTIVE SKILLS		KNOWLEDGE SKILLS	
SKILL	RTG POOL	SKILL	RTG POOL	SKILL	RTG POOL
Combat Active		Technical Active		Language	
Automatics AGI +2 (Assault Rifles +2)	6 9	Electronic Warfare LOG (Sensor Operations +2)	6 12	English INT Native	
Physical Active		Hardware LOG (Jack Out +2)	1 7	Tsalagi (Cherokee) INT (Speak +2)	1 3
Disguise* INT	1 3	Navigation* INT	1 3	Academic	
Palming* AGI	1 2			Area Knowledge: Cheyenne LOG	1 7
Sneaking* AGI	1 2			Area Knowledge: Seattle LOG	1 7
Survival* WIL	1 4			Professional	
Tracking* INT	1 3	Pilot Walker REA (Biped +2)	6 16	Military LOG (Army +2)	4 10
Social Active		Pilot Ground Craft REA	1 11	Small Unit Tactics LOG (Urban +2)	2 8
Etiquette CHA	1 3	Skill Groups			
Technical Active		* Outdoors	1		
Aeronautics Mechanic LOG	6 12	* Stealth	1		

QUALITY	PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK
Adept	SR5 69	
ADEPTS		
• Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.		-1
• Adepts never astrally project (p. 313).		-1
• Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).		-2
• Adepts can learn the Assensing skill only if they have the Astral Perception power.		Down
• Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).		OVR
• Adepts can follow mentor spirits (p. 320).		OVR
• Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.		Dead
Albinism I	RF 151	Natural Recovery Pool (1 day): 4
		Natural Recovery Pool (1 hour): 5

ALBINISM**BONUS: 4 OR 8 KARMA**

While the little white bunnies are cute, a character with this quality will likely get a moniker like Powder, Whitey, or Snowflake. Albinism is a genetic disorder that results in a partial or complete lack of pigmentation in the eyes, skin, and hair. While the lack of pigment in the hair and skin results in white colorations, lack of pigment in the eyes results in pink or crystal blue irises, with bright red pupils. Due to the lack of melanin, the compound that provides the pigmentation, characters with this quality lack ultraviolet light protection, making them very photosensitive and prone to sunburn. All ethnicities, metatypes, and metavariants can manifest albinism; in fact, all species can manifest albinism, including sapient paracritters. Characters with this quality face a Weak Glare penalty to all actions when working in regular indoor lighting as well as during a bright but overcast day, and a Moderate Glare penalty when working on a sunny day. All other Glare modifiers are also increased by one level versus albino characters. Normal compensation methods work to mitigate the modifiers.

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

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

Allergy (Common, Mild): Humans

SR5 78

Buddy System

KC 77

BUDDY SYSTEM**BONUS: 9 KARMA**

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

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

Exceptional Attribute: REA

SR5 72

EXCEPTIONAL ATTRIBUTE**COST: 14 KARMA**

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

Perfect Time

RF 148

PERFECT TIME**COST: 5 KARMA**

Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

Steely Eyed Wheelman

RF 150

STEELY EYED WHEELMAN**COST: 2 KARMA**

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

Stunt Driver

R5 33

STUNT DRIVER**COST: 4 KARMA**

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

POWER	RATING	POINTS (TOTAL)	
Improved Ability (skill) (Automatics)	2	0.5 (1.0)	SR5 309
IMPROVED ABILITY (SKILL)			
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).			
Improved Physical Attribute (REA)	1	1 (1)	SR5 309
IMPROVED PHYSICAL ATTRIBUTE			
Cost: 1 PP per level This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.			
RESISTANCE	POOL		
Radiation	5		
Judge Intentions	5		
RESISTANCE - DAMAGE	STUN	PHYSICAL	
TYPE			
Damage	2	2	
Fire	2	2	
Cold	2	2	
Electricity	8	8	
Acid	2	2	
Falling	2	2	
Fatigue	5		
Sonic	3		
RESISTANCE			
- TOXINS	CONTACT	GESTION	INHALATION
AND			
PATHOGENS			
Toxin	5	5	5
Pathogen	5	5	5
RESISTANCE - ADDICTION	NOT ADDICTED	ALREADY ADDICTED	
	YET		
Physiological	5	5	
Psychological	9	9	
RESISTANCE - SPELLS	POOL		
Combat Spells	Direct, Mana	3	
	Direct, Physical	2	
	Indirect, Defense	12	
Detection Spells		9	
	Decrease Attribute - Body	5	
	Decrease Attribute - Agility	4	
	Decrease Attribute - Reaction	13	
	Decrease Attribute - Strength	5	
Health Spells	Decrease Attribute - Charisma	5	
	Decrease Attribute - Intuition	5	
	Decrease Attribute - Logic	9	
	Decrease Attribute - Willpower	6	
Illusion Spells	Mana	9	
	Physical	8	
Manipulation Spells	Mental	9	
	Physical	4	

IMPLANT	ESSENCE	GRADE	
Cerebral Booster 2	0.40	Standard	SR5 460
Cerebral booster: The convolutions and gyri of your cerebrum are augmented and amplified with additional nervous tissue, improving overall brain function. Your cerebral booster increases your Logic attribute by its Rating.			
Control Rig 2	2.00	Standard	SR5 452
Control rig: This implant harnesses the raw data-co-ordinating and synchronization power of the middle brain for the express purpose of directly manipulating rigged vehicles and drones (and other devices with rig-ger interface, like turrets). It has a built-in sim module, so you can use it for DNI with other devices. It also comes with a universal data connector and about a meter of retractable cable (it's like getting a free datajack). When you're jumped into a vehicle or drone, the control rig provides its Rating as a dice pool bonus on all Vehicle skill tests. Additionally, the rating of your control rig is added to the Handling and Speed of any vehicle you are jumped into. As if that was not enough, your Vehicle Test thresholds are reduced by the rating of your control rig (to a minimum of 1), again when you're jumped in.			
Datajack with Universal Connector Cord 1; ; Sim Module, Hot			
Control Rig Booster 3	0.00	None	CF 147
CONTROL RIG BOOSTER			
This specialized breed of neural amplifier nanites are designed to complement implanted control rigs (p. 452, SR5). The nanites organize themselves into artificial neural pathways, building and maintaining a network of nanofilaments. This extends the normal interface between the control rig and the middle brain to parts of the dorsolateral prefrontal cortex, cerebellum, and thalamus—areas of the brain that manage subconscious movement, sensory interpretation, and instinctive decision-making. The booster colony's dedicated neural pathways allow a rigger to make greater use of the brain's intuitive understanding of spatial positioning and capacity for instinctive motion control when jumped in to a vehicle or drone. The control rig itself translates the resulting neural impulses into rigging data like speed control, inertia handling, and so forth.			
The booster applies its Rating as a dice pool modifier to your Vehicle Tests when you're jumped into a drone or vehicle. It cannot be combined with the control rig optimization genetech.			
Genetic Optimization (Reaction)	0.30	None	CF 157
Reaction Enhancers 2	0.75	Used	SR5 455
Reaction enhancers: By replacing specific, isolated vertebrae of your spinal column with segments of superconducting material, your reactions to events become quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative and Physical limit accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.			
Smartlink	0.20	Standard	SR5 453
Smartlink: An implanted version of the smartlink vision enhancement (p. 444). Note that a smartlink installed in a natural eye or in a pair of cybereyes is more effective than a smartlink in-			
Synthetic Foot (Left)	0.31	Used	SR5 456
Nanohive, Hard 3;			
ARMOR	VALUE		
Armor Jacket	12		SR5 437
Nonconductivity 6			
Armor jacket: The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.			
Ballistic Mask	+2		RG 74
BALLISTIC MASK			
By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless.			
Ballistic masks can take vision enhancements as well as any modification a helmet can take.			
Custom jobs are, naturally, more expensive.			
Helmet	+2		SR5 438
Helmet: Helmets come in a wide variety of shapes and sizes and protect your noggin from trauma. Helmets have Capacity 6 for being tricked out with accessories like trode nets and vision enhancements.			
Securetech PPP: Arms Kit	+1		RG 70
SECURETECH PPP			
Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything.			
Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing.			
> These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape.			
> Frosty > I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world.			
> Ma'fan			

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]
FN HAR	13	5 (8)	10P	-2	SA/BF/FA	6 (7)	70(c)	SR5 428
	RANGE	S	M	L	E			
	Assault Rifles	0-25	26-150	151-350	351-550			

Electronic Firing; Extended Clip; Folding Stock; Foregrip; Gas-Vent 2 System; Laser Sight; Personalized Grip; Shock Pad; Silencer/Suppressor; Sling; Smartgun System, External; Spare Clip; Spare Clip;

FN HAR: This assault rifle is supremely popular with private security forces and corporate threat-response teams. It features a laser sight and a gas-vent 2 system.

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

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

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Vulcan Liegelord	Rigger Command Consoles		5	0	5	5	6	SR5 266
Add Module with Multidimensional Coprocessor; Add Sleaze Modification with Increase Sleaze Modification, Increase Sleaze Modification, Increase Sleaze Modification, Increase Sleaze Modification; Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Litre of Milk, Stealth Dongle (Rating: 5);								
Prepaid Commlink (Cheap)	Entertainment		1	0	0	1	1	RF 253
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;								

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Shiawase Caduceus 'CAD' 7 (Medium)	4	2	2	3	5	3	1	13	0	3 BB 23
Acceleration (Drone) Rating 2; Drone Arm; Snake FingersDrone Arm; Snake FingersDrone Leg; Drone Leg; Pilot Enhancement Rating 3; Rigger Interface; Speed (Drone) Rating 2; Spoof Chips; Yerzed Out Rating 1;										
Medkit Rating 4; Sensor Array Rating 1 with Camera 1, Fab Sensor, Geiger Counter, MAD Scanner, Motion Sensor, Olfactory Scanner, Omni-directional Microphone 1 with Select Sound Filter 1; Ultrasound; ;										

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

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

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT
Hermetic Materialization	BOD + WIL (5)	Spirit of Fire	Spirit of Air	Spirit of Man	Spirit of Water	Spirit of Earth
CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY		
Bilbo Brix		Fixer	5	2		
	Metatype: Shapeshifter: Pantherine Gender: Male Age: Young					
	Bilbo prefers to meet in bolt holes in the dead of night, preparing elaborate meals. They are somewhat averse to the matrix; their skills in it lacking. They often wear dark clothing, matching their hair and contrasting their fair skin. They always are clean shaven and wearing a designer hat, their young appearance and covered ears leading many to believe they are an elf. Their streetwear lends to that image. However, their metahuman form is actually pure human, with black hair and almond-shaped black eyes giving them a half-Asian look from their pantherine blood.					
	They deliberately leak "secrets" such as their love of cooking, using a cunning blend of truths among lies to hide the bigger ones. Because of this, to date, nobody has discovered their shifter origins. He is of extreme intelligence, and prefers to assign numeric scores to everything in his life, and use weighted objective matrices for even something as simple as breakfast.					
	They found RTO through their work. A wild card, being ex-military and prone to instability, Brix was hesitant to bring him on. His suspicions were confirmed on their first meeting, where RTO behaved unprofessionally both as a runner and as a soldier, but that was par for the course among many runner circles. Brix grudgingly accepted that RTO had a passing score, if only because RTO had a decent head on his shoulders, and an expensive, if suboptimally costed, equipment roster. While Brix still thinks poorly of RTO's spending, his spreadsheet spoke volumes to the 'rigger's' skill.					

Background

Ex UCAS military. Was a foot soldier until they stepped on a mine, getting away with only a foot blown off. Transferred to a mechanized unit, where they gained skill in drone rigging. Medically discharged after failing a psych eval, with their bad behaviour pardoned due to the diagnosis.

This discharge lead to resentment against the UCAS, leading them to engage in increasingly criminal and violent activity as an outlet for their rage. The army were not pleased, taking increasing steps and working with law enforcement to mitigate the threat.

RTO bugged out. While their senses were still sharp, honed by training, their body had severely atrophied in the years between basic training and now. Their criminal connections in the UCAS were little help, many of which getting made during the manhunt. Running themselves ragged, they stumbled across the border into Sioux territory, using what little they remembered of basic training to survive the harsh wilderness between cities. Running low on ammo and food, the now SINless had no choice but to return to civilization.

Still, they had to continue fleeing the UCAS. The population might have been such that a white man could lie low, but for a literally white person it was still too close to home. Their time in the wilderness had tempered them, however, and they used the skills that made them criminal connections in Kansas to forge new ones in Cheyenne.

The underworld was surprisingly easy to enter, at least at a surface level. It would have to do. Without connections or a reputation, it would take too long to get deep enough to trust anybody, and while they still carried a rifle, their former strength had not yet returned. Crews everywhere needed a good getaway driver, but even then, without an effective vehicle they were hard pressed to gather funds.

Still, they scraped by. While coyotes and fake SINs weren't cheap, they were hardly expensive. Their time as a wild person had made them cautious, but cunning. It was not by luck, but careful observation that they found an opportunity, illegally acquiring gear and nuyen far beyond their means in one fell swoop. This caught people's attention, both for good and for ill, but RTO once again made for the hills.

They found their way to Seattle. Pueblo was too corporate, the Salish too close to the Sioux politically, Cali Free too warlike, and the Tir... Well, it was the Tir. Being a former UCAS territory was a nice bonus, as it felt at least a little like home, just without the arrest warrant. With a truck, a gun, and some skill, RTO could build a new life, unretired. They found a fixer and branched out, now having the time to worm their way deeper into the shadows. And they developed a repertoire, beginning to restore their old skills through resuming training and acquiring the means to exercise them.

It had been years since that fateful day on the front line. And yet, all that had changed was the line he was fighting on. The thought struck one day, while piloting through yet another facility for a few more measly coins.

Those enemies in the UCAS and the Sioux. Were they still searching? What was this all for? To what end did their Return to Office matter?

RTO couldn't help but chuckle, checking a message that had just come in from their fixer as alarms blared. A decker had gone loud, guns were about to be fired, and RTO needed to do their job properly in a moment. But this would be their last job with clowns. It read:

"Welcome to the Hub, chummer."