

## SPITFIRE IIb

NAME:	Jeanne (Jane) Levant as "Spitfire IIb"		
PLAYER:	Pon Pon		
METATYPE:	Human	AGE:	25
GENDER:	Female	HEIGHT:	145
HAIR:	Blue	EYES:	Brown
STREET	5	SKIN:	Fair
CRED:		NOTORIETY:	0
COMPOSURE:	12	PUBLIC	0
JUDGE	13	MEMORY:	17
LIFT/CARRY:	8	INTENTIONS:	
LIFT/CARRY	75 kg	PRIMARY	Left
WEIGHT:	/ 50	ARM:	
	kg		
MOVEMENT:	4/8; 2m / hit	SWIM:	3.5; 1m / hit
NUYEN:	23,343.63¥	KARMA:	6 CAREER KARMA: 56

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 4	EDGE: 4	INITIATIVE: 10 + 1D6
AGILITY: 2	INTUITION: 6 (9)	CURRENT EDGE POINTS: 4	
REACTION: 1	LOGIC: 5 (9)	ESSENCE: 2.11	RIGGER INITIATIVE: 10 + 1D6
STRENGTH: 2 (5)	WILLPOWER: 5 (8)		MATRIX AR: 10 + 1D6 MATRIX COLD: 10 + 4D6 MATRIX HOT: 10 + 5D6



PHYSICAL LIMIT: 7	MENTAL LIMIT: 14	SOCIAL LIMIT: 6 Ballistic Mask	ASTRAL LIMIT: 14
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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 AGI (Vehicle +2)	6	8	Hardware LOG (Jack Out +2)	2	11	Québécois French INT		Native
Social Active			Navigation INT (Air +2)	1	10	English INT	2	11
Etiquette CHA (Corporate +2)	1	5	Vehicle Active			Federated Boeing LOG	1	10
Technical Active			Gunnery AGI (Ballistic +2)	6	8	Academic		
Cybercombat* LOG	5	14	Pilot Aircraft REA (Rotary Wing +2)	6	7	Area Knowledge: Seattle LOG (Airspace +2)	6	15
Electronic Warfare* LOG	5	14	Pilot Ground Craft REA (Wheeled +2)	6	7	Interest		
Hacking* LOG	5	14	Pilot Watercraft REA (Surface +2)	1	2	Fashion INT (Paris Scene +2)	2	11
Aeronautics Mechanic LOG	3	12	Skill Groups			Professional		
Computer LOG	2	11	* Cracking	5		Drones LOG	6	15

QUALITY		
Black Market Pipeline: Vehicles, Riku Honda	RF 145	
BLACK MARKET PIPELINE		
COST: 10 KARMA		
During character creation, the player chooses one existing individual contact and a single category of merchandise (e.g., vehicles, weapons, electronics, armor, etc.). The selected contact can always buy or sell goods in that category through the black market with better-than-normal rates for the character. Purchases through this contact get a ten percent price reduction and a +2 dice pool modifier for the Availability Test. When looking to sell goods through the contact, the character gets (7 percent x Loyalty) of the item's original value instead of the standard 5 percent. The contact has to be appropriate to the category chosen, though creativity can be king here.		
Dealer Connection: Aircraft	R5 33	
DEALER CONNECTION		
COST: 3 KARMA		
At some point in your wide travels and extra-legal activities, you met someone who has access to retail vehicles, and your connection means that you get vehicles at a discount. When selecting this quality, pick a class of vehicle (ground craft, watercraft, aircraft, or drones). Each time you purchase a vehicle of that class, you receive ten percent off the price. The discount is taken after the gamemaster makes adjustment to the price based on Availability. This quality may be taken up to four times, once for each class of vehicle.		
Disheveled	CA 152	
DISHEVELED		
Cost: -5 Karma "You clean up real well!" You've never heard this in your life. Somehow, you have a talent for turning high fashion into a parody. Your posture is poor, nothing fits right, your hair is always a mess, and cologne just smells weird on you. The best you can hope for is for high fashion to come off as business casual. The rest of the time? You are a slob. You never receive positive Social dice pool or limit modifiers from the clothing you wear.		
Electronic Witness	DT 48	

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
			-1		
Down	OVR	OVR			
OVR	Dead				

Natural Recovery Pool (1 hour): 11

Natural Recovery Pool (1 day): 6

**ELECTRONIC WITNESS****BONUS: 5 KARMA**

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

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

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

**Illness****BB 12****ILLNESS**

**Bonus:** 5, 10, or 15 BP or 5, 10, or 15 Karma A character with the Illness quality has a chronic medical condition that requires ongoing treatment to prevent complications and possibly annoying effects. Depending on the level of the quality, the character must periodically succeed in Body + Body (3) Test or their Illness will flair, causing negative dice pool modifiers affecting all tests. If the character keeps up with the necessary medical treatments (pills, injections, inhalers, potions, procedures, etc.; the gamemaster can develop a specific regimen based in the illness), the threshold for this test is reduced by 1.

The Illness Quality Table shows the build point/Karma bonus, dice pool modifier and frequency of tests for each level, as well as the cost for ongoing medical treatment. At the gamemaster's discretion, the Illness quality can be removed permanently through a combination of surgery and genetic therapy at a cost equal to 12 times the monthly treatment cost.

**Illness: Chronic Pain****Paraplegic****RF 157****PARAPLEGIC****BONUS: 10 KARMA**

Characters with this quality are paralyzed from the waist down. They can perform any physical tasks that do not require the use of their legs, and locomotion usually occurs via wheelchair or wheelchair drone. The character is fast, with a walking speed of Agility x 3 and running speed of Agility x 4, regardless of metatype (shadowrunners get the fast and agile wheelchairs of marathoners and murderball athletes, not slow and cumbersome chairs). They have trouble, though, with stairs and curbs, which can prevent them from getting where they need to go.

The paralysis can be permanent or a temporary condition while the character builds up funds to get surgery to fix the cause. Once the repair is done, the quality has to be bought off. The character has a lot of additional expenses to make the world more manageable. To reflect this, their Lifestyle cost is increased by 10 percent (cumulative with racial modifiers) and vehicles need to be modified, increasing their price by 5 percent, or have a Rigger Interface (p. 461, SR5) for DNI control.

The quality does not affect the character's abilities in astral space or the Matrix.

**SINner (National): ROQ****SR5 84****Steely Eyed Wheelman****RF 150****STEELY EYED WHEELMAN****COST: 2 KARMA**

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

**Subtle Pilot: Aircraft****R5 33**

RESISTANCE	POOL		RESISTANCE - SPELLS	POOL
Radiation	11		Direct, Mana	8
Judge Intentions	12		Combat Spells Direct, Physical	3
RESISTANCE - DAMAGE	STUN	PHYSICAL	Indirect, Defense	10
TYPE			Detection Spells	17
Damage	17	17	Decrease Attribute - Body	11
Fire	17	17	Decrease Attribute - Agility	10
Cold	17	17	Decrease Attribute - Reaction	9
Electricity	17	17	Decrease Attribute - Strength	13
Acid	17	17	Health Spells Decrease Attribute - Charisma	12
Falling	17	17	Decrease Attribute - Intuition	17
Fatigue	11		Decrease Attribute - Logic	17
Sonic	8		Decrease Attribute - Willpower	16
RESISTANCE - TOXINS AND PATHOGENS	CONTACT INGESTION INHALATION INJECTION		Illusion Spells Mana	17
Toxin	11	11	Physical	18
Pathogen	11	11	Manipulation Spells Mental	17
RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED	Physical	8
Physiological	9	13		
Psychological	15	19		

IMPLANT	ESSENCE	GRADE	
Chemical Gland (Internal Release or Gradual Release) (Gradual Release)	0.13	Used	CF 112
Bonus is for whether this is Internal Release or Gradual Release, not the cost of the chemical.			
Nitro with Pharmaceutical;			
Control Rig 2	2.50	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
<b>CONTROL RIG BOOSTER</b> 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
<b>NARCO</b> 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			
Smartlink	0.25	Used	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-			
Voice Modulator 1	0.25	Used	SR5 452
Voice Modulator: This implant gives you perfect pitch and enormous vocal flexibility and distortion capabilities. 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 modulator 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																	
<b>BALLISTIC MASK</b> By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless. Ballistic masks can take vision enhancements as well as any modification a helmet can take. Custom jobs are, naturally, more expensive.																		
Total of equipped single highest armor and accessories 14																		
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]										
Ares Alpha	3	5 (7)	11P	-2	SA/BF/FA	5	42(c)	SR5 428										
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RANGE	S	M	L	E														
Assault Rifles	0-25	26-150	151-350	351-550														
Smartgun System, Internal																		
Under: Ares Alpha	3	6 (8)	Grenade	Grenade	SS	3	6(c)	SR5 428										
Grenade Launcher	<table border="1"> <thead> <tr> <th>RANGE</th><th>S</th><th>M</th><th>L</th><th>E</th></tr> </thead> <tbody> <tr> <td>Grenade Launchers</td><td>5-50</td><td>51-100</td><td>101-150</td><td>151-500</td></tr> </tbody> </table>								RANGE	S	M	L	E	Grenade Launchers	5-50	51-100	101-150	151-500
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Ares Alpha: Specially designed for Ares Firewatch special forces, the Alpha has since become a multi-platinum best-selling success the world over, seeing use with UCAS Special Forces. In part, this is due to its exceptional brand awareness, and also because of its underbarrel grenade launcher, smartgun system, and an expensive chamber design that provides 2 points of Recoil Compensation.																		
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RANGE	S	M	L	E														
Assault Rifles	0-25	26-150	151-350	351-550														
Silencer/Suppressor; Smartgun System, Internal;																		
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Mounted to Dalmatian typically																		
Grenade: Gas	1	7	Chemical (10m Radius)	-	3	Qty: 1	SR5 435											
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RANGE	S	M	L	E														
Standard Grenade	0-10	11-20	21-30	31-50														
Minigrenade: Flash-Bang	1	0	10S (10m Radius)	-4	3	-	SR5 435											
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RANGE	S	M	L	E														
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WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH													
Unarmed Attack	1	7	5S	-	0				SR5 132									
NAME	RTG QTY	NAME	RTG QTY	NAME	RTG QTY													
Cereprax	- 3 CF 180	RCC Software		Tools														
Pharmaceutical;		Shell	- 1 SR5 245	Grenade: Gas	- 1 SR5 435													
		Signal Scrub	- 1 SR5 245	Blight, DMSO; Hidden in helo (Coyote, p.10)														
		Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.																
		Sneak	- 1 SR5 245	Jammer, Area	4 1 SR5 441													
		Virtual Machine	- 1 SR5 245	Micro-Transceiver	- 1 SR5 441													

## CEREPRAX

(BRAIN BOOST, EGGHEAD)

**Vector:** Ingestion Speed: 1D6 minutes  
**Duration:** (12 – Body) hours, minimum of 1 hour  
**Addiction Type:** Both  
**Effect:** +2 Intuition, +3 Logic, +2 Mental Limit, gain the benefit of the Analytical Mind quality (p. 72, SR5)  
A nootropic prescription that boosts neurotransmitter speed and connectivity, allowing for greater recall and cooperative leaps of logic and intuition with exceptional clarity. When the high ends, the overclocking of the brain results in exceptional migraines and a sluggish intellect. After the drug wears off, you take -2 to all limits, -2 to Logic, and 5S damage (unresisted).

After use, the gamemaster should secretly roll the user's Intuition + Edge. If the player uses Cereprax again before (8 – hits) hours, they take 1D6 points of permanent Intuition damage from brain damage (the points of Intuition can later be re-purchased using Karma).

Electronic Parts, Five-Pack	-	5	DT 66
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SIN (Jane Levant - ROQ)	-	1	SR5 442
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## Ammo Stockpile

Ammo: APDS (Assault Rifles)	-	89	SR5 434
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Ammo: Stick-n-Shock (Assault Rifles)	-	100	SR5 434
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Minigrenade: Flash-Bang	-	13	SR5 435
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## RCC Software

[Model] Maneuvering Autosoft (MCT-Nissan Roto-drone (Medium))	6	1	SR5 269
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[Weapon] Targeting Autosoft (Ares Alpha)	6	1	SR5 270
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Agent	3	1	SR5 246
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Biofeedback Filter	-	1	SR5 245
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**Biofeedback Filter:** This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.

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

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

## Running Kit

Certified Credstick, Silver	-	2	SR5 442
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Certified Credstick, Standard	-	4	SR5 442
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Essy Motors DroneMaster	-	1	SR5 266
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Fake SIN (Joseph Guillaume Robillard - Seattle)	4	1	SR5 442
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Fake License rating 4 (Firearms License),  
Fake License rating 4 (Drone License),  
Fake License rating 4 (Vehicles License),  
Fake License rating 4 (Cyberware License),  
Fake License rating 4 (Vocational License),  
Fake License rating 4 (Armor License),  
Fake License rating 4 (Concealed Carry Permit);

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

Bug Scanner	6	1	SR5 440
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**Bug scanner:** Also called a radio signal scanner, this device locates and locks in wireless devices within 20 meters. The scanner can also measure a signal's strength and pinpoint its location. To operate a bug scanner, roll Electronic Warfare + Logic [Rating]. A device that is running 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.

**Micro-transceiver:** This classic short-range communicator 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-transceivers and commlinks that you (and the other person) choose, within a kilometer. The micro-transceiver consists of an ear bud and an adhesive subvocal microphone (p. 439), both of which are commonly available in hard-to-spot designs.

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

Miniwelder Fuel Canister	-	1	SR5 448
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Tool Kit (Hardware)	-	1	SR5 443
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Tool Kit (Aeronautics Mechanic)	-	1	SR5 443
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White Noise Generator	6	1	SR5 441
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**White noise generator:** This device creates a field of random noise, masking the sounds within its area and preventing direct audio surveillance. All Perception Tests to overhear a conversation within (Rating) meters of a white noise generator receive a negative dice pool modifier equal to the generator's Rating. If more than one generator is in use, only count the highest rating. A white noise generator is redundant in a noisy environment (such as a nightclub or a firefight) and does not help to curtail video surveillance or jam wireless signals.

## Vehicle Specific

Basic Parachute	-	5	SR5 1
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Climbing Gear	-	4	SR5 448
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**Climbing gear:** This is a backpack full of rope (400-kilo test), an ascent/descent harness, gloves, carabiners, crampons, and so forth needed for assisted climbing (Climbing, p. 134).

Kept on helicopter for rappelling.

Diving Gear	-	2	SR5 448
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Gas Mask;

Diving gear: Underwater diving equipment, including a diving suit, partial facemask with snorkel, breathing regulator, an air tank with 2 hours of air, and an inflatable vest for quick returns to the surface. The regulator and air tank protect against inhalation toxins just like a gas mask. The wet suit provides Rating 1 resistance to Cold damage (p. 170). Wireless signals don't work very well underwater, but the wireless systems in the diving gear help with prep and maintenance.

This one is painted black and blue, the colours of Rabbit Revolution's Go Gang.

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

47°47'11.1"N 122°01'48.6"W

Tacoma Marina  
(Rustin, Tacoma, Seattle) Bolt Hole 1,650¥ 1 Month RF 216  
Not a Home; Grid Subscription (Public Grid); Garage (Boat);

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 car 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.				
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. 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

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

Reputation

+10 Aztechnology Rep

Uninstalled Modules:

AN-822 Landing Drone Rack (Large)

Sea Sprite (V-22 Osprey) IRL Specs

<https://www.aviatorsdatabase.com/wp-content/uploads/2013/07/How-the-V-22-Osprey-Works.pdf>

## Concept

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

Named after the only Quebecois Ace not KIA:

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

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

## Description

Jack of all trades drone rigger, who is trying to keep her nose clean in a futile attempt to cling to her long-gone old life. Is also a shadowrun VTuber, running a French language MeFeed targeting Quebec audiences.

## Background

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

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

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

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

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

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

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

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

