

SHADOWRUN

PERSONAL DATA

Alias	Blackout	Name	Dominic Calder		
Metatype	Dwarf	Magic/Resonance	Mundane		
Sex	male	Height	120	Weight	40
Age	25	Heat	0	Reputation	0
Karma	23	Total Karma	33	Essence	3.60

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	2	2	Minor Actions	1	2
Agility	3	3	Initiative	8	8 +1D6
Reaction	4	4	Initiative (Matrix VR)	9	9 +3D6
Strength	2	2	Initiative (Astral)	9	9 +2D6
Willpower	3	3	Defense	0	8
Logic	3	5	Composure	0	7
Intuition	4	4	Judge Intentions	0	7
Charisma	4	4	Memory	0	9
Edge	5	5	Lift / Carry	0	5

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Toxin Resistance
Thermographic Vision
Analytical Mind

NEGATIVE

Bad Memories
Leaving people behind in c...
Firearm Diplomacy
Flashbacks
Distinctive Style
Maybe You Missed Something
Transhumanist Grade 1

CONDITION MONITOR

Stun Healing: BOD + WIL = 5

-1 -1 -1 -2 -2 -2 -3 -3

Drain resist: WIL (3) + ____

Physical Healing: BOD + BOD = 4

-1 -1 -1 -2 -2 -2 -3 -3

Damage resist: BOD (2) + mod.(0) = 2

Dam. overfl. Healing: 4 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Firearms	AGI	3	6	c	Lang: English (Native)
Biotech	LOG	3	8	a	Influence	CHA	0	3		Knowledge
Untrained					Outdoors	INT	0	3		Small Unit Tactics
Athletics	AGI	0	2		Perception	INT	2	6	b	Underground Racing Circuits
Close Combat	AGI	0	2		Piloting	REA	6	10	b	
Con	CHA	0	3		<i>Aircraft</i>	REA		12	b	
Electronics	LOG	3	8	a	Stealth	AGI	1	4	b	
Engineering	LOG	5	10	a, b	<i>Sneaking</i>	AGI		6	b	
<i>Gunnery</i>	LOG		12	a, b						

a) Analytical Mind, b) Control Rig, c) Bad Memories

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	6	3P	6/5/12/-/-	SA/BF	15(c)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	2	2S	6/-/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING **6**

Armor	Rating	Social
Body	2	4
Lined coat	3	-2
Chemical Protection (1), Cold Resistance (2), Electricity Resistance (2), Fire Resistance (2)		
Ballistic Mask	1	-2
Audio enhancement (0), Spatial recognizer (0)		
Defensive Pools against	Defensive Actions	
Attacks	8	Block (Minor) +0
Combat spells (Indirect)	7	Dodge (Minor) +0
Combat spells (Direct)	7	Hit the dirt (Minor) +2
Toxin Damage	5	Full Defense (Major) +3
Drain	0	Boosted Defense (Major) -3

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Cerebral booster	2	0.4	CRB 293
Control Rig	2	2.0	CRB 283
Cybereyes, Rating 3	-	0.3	CRB 285
Image link, Camera, Rating 0, Smartlink, Thermographic vision, Low-light vision, Flare compensation			
Datajack	-	0.1	CRB 283
Datajack	-	0.1	CRB 283
Medullan Parallel Processors	1	0.5	DC 145
Act. Essence (3.6) = 6 - Hole (-1.0) - Sum augmentations (3.4)			

GEAR		
Name	Amount	Page
Antidote patch	1	CRB 282
Autopicker	1	CRB 278
Biomonitor	1	CRB 281
Catalyst stick	1	CRB 281
Earbuds, Rating 3	1	CRB 275
Flashlight	1	CRB 279
Gecko tape gloves	1	CRB 280
Grapple Gun	1	CRB 280
Jammer (Area), Rating 6	1	CRB 270
Keycard copier	1	CRB 278
Medkit, Rating 6	1	CRB 281
Medkit supplies	1	CRB 281
Micro-transceiver	1	CRB 270
Microwire	1	CRB 280
Miniwelder	1	CRB 278
Miniwelder fuel	2	CRB 278
Proteus Poseidon (12 Accessories)	1	CRB 197
Respirator, Rating 6	1	CRB 280
Standard RFID Tag (10x)	1	CRB 269
Stealth rope	1	CRB 281

[illegible]

LIFESTYLES			
Lifestyle	Type	Cost	Month
The Crib	Middle	5000¥	1

SINS	
Name	Quality
Vincent Ferguson	4
Jeffrey Fernandez	2
Kirk Bauer	4

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Proteus Poseidon	5	5	6	-	-
Meta Link	0	1	-	-	-
Transys Avalon	3	3	1	-	-

[illegible]

Vehicles / Drones											
Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Ford Bison III		Vans and Cargo Trucks	5	20	35	140	3	18	14	3	10
Suzuki Mirage		Bikes	2/6	34	40	260	1	4	2	1	1
Drones		Count									
Esprit Foxhound		1	Ground Drones	3	10	15	70	4	8	6	3
Federated-Boeing Sky Commander		1	Air Drones	4	20	30	190	4	4	2	5
MCT Gnat		1	Air Drones	3	4	10	30	2	0	0	1
Steel Lynx Combat Drone		1	Ground Drones	3/5	15	15	80	4	12	16	4

COMBAT ACTIONS							
Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutliple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		
EDGE Boosts and Actions							
1 EDGE		Karmic Escape (I)		FS 94	Right Back At Ya! (I)		FS 95
Shank (I)	CRB 48	Knockout Blow (I)		CRB 47	Yielding Force (I)		FS 96
Tactical Roll (I)	CRB 48	Protect the Principal (I)		FS 95	4 EDGE		
Taunt (I)	FS 95	Rolling Clouds (I)		FS 95	Anticipation (I)		CRB 47
Threatening Edge (I)	FS 95	Rooted (I)		FS 95	Blinding strike (I)		FS 92
Throat Strike (I)	FS 96	Sucker Punch (I)		FS 95	Charge (I)		FS 93
Tuck and Roll (I)	FS 96	Thunder Palm (I)		FS 96	Knuckle Breaker (I)		FS 94
Tumble (I)	CRB 48	Weapon Flash (I)		FS 96	Riposte (I)		FS 95
Weapon Spread (I)	FS 96	3 EDGE			Throw Person (I)		FS 96
Wrest (I)	CRB 48	Cover Fire (I)		FS 93	5 EDGE		
2 EDGE		Entanglement (I)		FS 93	Called Shot (Disarm) (I)		CRB 47
Fake Out (I)	FS 93	Hamstring (I)		FS 93	Called Shot (Vitals) (I)		CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind (I)		FS 94	Called Shot: Break Weapon (I)		FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapacitate (I)		FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)		FS 94			

COMBAT OVERVIEW
1. Grab Dice Attacker: Weapon pool plus modifiers Defender:: Intuition + Reaction = 8
2. Distribute Edge Compare Attack Rating vs. Defense Rating For every 4 better, the party gets 1 Edge Modify with situational edge Max. 2 Edge per combat round
3. Roll Dice and Spend Edge a) Choose either Pre- or Post Roll Edge actions b) Roll dice c) Check for glitches d) Spend Edge
4. Soak Some Damage Defend with Damage Resistance (2) to reduce the damage. Last chance to use Edge
5. Bring the Pain a) Apply damage to condition monitor b) Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Proteus Poseidon

Attributes/Skills

Default

Current

Att (Attack)

0

Sleaze (SI)

0

Data Processing (D)

5

Firewall (Fir)

6

Matrix Perception

7

Electronics + INT

Matrix Combat

Initiative AR

8 +1D6

Initiative VR

9 +2D6

INT + D

Initiative VR Hot sim

9 +3D6

INT + D

Attack Rating

0

Attack + SI

Defense Rating

11

D + Fir

Matrix Condition Monitor

-1

-1

-2

-2

-3

-3

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 8

Illegal: Cracking + Logic = 5

2. Distribute Edge (Combat, Hacking)

Compare Attack Rating to Defense Rating

Persona's Attack + Sleaze

Target's Data Processing + Firewall

If one hit is at least 4 higher than the other bonus edge is gained.

3. Roll Dice

4. Determine Effect

Determine the effect of the action and the Overwatch Score with your Game Master.

EDGE ACTIONS

Minor Actions

Hash Check (i)

CRB 182

Change Device Mode

CRB 41

Hide (i)

CRB 182

Change Icon

CRB 180

Jack out

CRB 182

Enter Host

CRB 181

Jam Signals (i)

CRB 182

Reconf. Matrix Attrib.

CRB 183

Jump into Rigged Device

CRB 182

Send Message

CRB 183

Matrix Perception

CRB 182

Switch Interface Mode (i)

CRB 184

Reboot Device

CRB 183

Major Actions

Register Sprite (i)

CRB 191

Backdoor Entry (i)

CRB 180

Rigger Jump In

CRB 44

Brute Force (i)

CRB 180

Set Data Bomb (i)

CRB 183

Check OS (i)

CRB 180

Snoop (i)

CRB 184

Compile Sprite (i)

CRB 191

Spoof Command (i)

CRB 184

Control Device

CRB 180

Tarpit (i)

CRB 184

Crack File (i)

CRB 180

Trace Icon (i)

CRB 184

Crash Program (i)

CRB 181

Special Actions

Matrix Search

CRB 183

Data Spike (i)

CRB 181

Probe (i)

CRB 183

Decompile Sprite (i)

CRB 192

Edge Actions (Cost)

Disarm Data Bomb

CRB 181

Emergency Boost (1) (i)

CRB 175

Edit File

CRB 181

Hog (2) (i)

CRB 175

Encrypt File

CRB 181

Signal Scream (2) (i)

CRB 175

Erase Matrix Signature (i)

CRB 181

Technobabble (2) (i)

CRB 175

Format Device

CRB 181

Under the Radar (3) (i)

CRB 175

Full Matrix Defense

CRB 182

(i) Illegal Actions

COMPLEX FORMS

Resonance: -3

Resist fading: WIL(3) + LOG(5)

Complex form

Dur.

Fading

Page

Notes

SUBMERSION

GRADE

Echo

Page

PROGRAMS				
1	2	Program	Description	Page
		Basic programs		
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
		Autosoft Host	Agent can use Autosoft programs.	HACK 57
		Baby Monitor	Know OS without action	CRB 184
		Browse	1 Edge for Matrix Searches	CRB 184
		Configurator	Swap deck config instead attributes	CRB 184
		Edit	Gain 1 Edge on Edit File Action	CRB 184
		Emulator	CommLink Apps on Cyberdeck/RCC.	HACK 57
		Encryption	+2 dice when Encrypt File Action	CRB 184
		Signal Scrubber	Reduce noise by 2	CRB 184
		Toolbox	+1 to Data Processing	CRB 184
		Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
		Hacking programs		
		Agent	Digital hacking assistant	HACK 59
		Armor	+2 to Defense Rating	CRB 184
		Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
		Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
		Blackout	Cause Stun with matrix attack	CRB 184
		Blaster-Charger	Cheaper Data Spike boost/Edge action.	HACK 57
		Bomb Kit	Bomb copied w/ file, not going off.	HACK 58
		Decryption	+2 dice on Crack File action	CRB 184
		Defense Pods	Reduce incoming Matrix damage.	HACK 58
		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
		Directional Shield	Boost Matrix Full Defense	HACK 58
		Double Agent	Hijack IC after it crashes and reboots.	HACK 58
		Drone Master	Agent can pilot vehicles.	HACK 58
		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
		Fork	Hit 2 targets without splitting pool	CRB 184
		Hitchhiker	Allow passengers on your hacking run.	HACK 139
		Lockdown	Cause link lock on matrix damage	CRB 184
		Overclock	Add 2 dice to matrix action	CRB 184
		Quartermaster	Agent gains Edge pool equal to rating.	HACK 59
		Rocket Launcher	Boost dmg on Matrix Attack.	HACK 59
		Secret Agent	Agent Overwatch /hr instead of /min.	HACK 59
		Smoke Bomb	Add a wild die to a Hide Matrix Action.	HACK 59
		Special Agent (Computer)	Agent Specialization for Electronics.	HACK 59
		Special Agent (Cybercombat)	Agent Specialization for Cracking.	HACK 59
		Special Agent (Electronic Warfare)	Agent Specialization for Cracking.	HACK 59
		Special Agent (Hacking)	Agent Specialization for Cracking.	HACK 59
		Special Agent (Hardware)	Agent Specialization for Electronics.	HACK 59
		Special Agent (Software)	Agent Specialization for Electronics.	HACK 59
		Spin Doctor	Incr. max Overwatch by +2 per copy.	HACK 59
		Spineshield	Reduce damage from a Spines attack.	HACK 59
		Stealth	Gain 1 Edge on Hide action	CRB 185
		Tapeworm	Log later activity in hacked network.	HACK 59
		Trace	Gain 1 Edge on Trace Icon action	CRB 185
5	0	# of max. concurrent programs per device		
1 =		Proteus Poseidon	2 =	Meta Link

		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
Pilot/drive/crash		Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
Ramming	Attack Rating	Piloting + Sensor				Maneuvering + Sensor
	Defense Rating	Piloting + Armor				Maneuvering + Armor
	Att	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge		Maneuvering + Pilot
	Defense					
Non-ramming	Attack Rating	As weapon				
	Defense Rating	Piloting + Armor				Maneuvering + Armor
	Att	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge		Targeting + Sensor
	Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge		Evasion+ Pilot
Matrix DR	Networked	Firewall + Data Processing				
	Not networked	Sensor * 2				
Initiative		Initiative	Initiative VR			Pilot * 2 + 4D6
Perception		Perception + Intuition				Clearsight + Sensor
Stealth		Stealth + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge		Stealth + Pilot

RIGGER CONSOLE			
Proteus Poseidon			
Data Processing	5	Firewall	6
Device Rating	5	Slaved devices	15
Matrix status (11)		<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
Act	Software (max 5)	Description	Page
Riggerprograms			
	Armor	+2 to Defense Rating, +2 dice damage reduction in hot VR	CRB 198
	Encryption	+1 to Firewall	CRB 198
	Signal Scrubber	Reduce noise by 2	CRB 198
	Smartsoft	Share sensor lock	DC 146
	Stealth	Gain 1 Edge on Hide action	CRB 198
	Swarm	Better attack as pack	DC 146
	Toolbox	+1 to Data Processing	CRB 198
	Virtual Machine	2 additional program slots; gain one additional damage	CRB 198
Autosoftware			
	Clearsight 5	The drone's perception skill	CRB 201
	Evasion 5	Used to avoid being locked/hit	CRB 201
Skillsoftware			
	Electronic Warfare 5	Electronic Warfare skill	CRB 201
E-Software			
	Crash and Burn 6	Allow using Data spike	DC 145
Rig	#	Drone (max 15)	
	1	Esprit Foxhound	
	1	Federated-Boeing Sky Commander	
	1	MCT Gnat	
	1	Steel Lynx Combat Drone	

CONTROL RIGS			
Regular Attribute		Jumped-In Attribute	
Body	⇒	Willpower	3
Strength	⇒	Charisma	4
Agility	⇒	Logic	5
Reaction	⇒	Intuition	4

EDGE ACTIONS			
Minor Actions			
Command Drone	CRB 41	Evade Pursuit I (4)	DC 179
		In the Zone (4)	DC 178
Edge Actions (Cost)		Pickup (4)	DC 178
Smokescreen I (1)	DC 178	Redline (4)	DC 179
Bootleg Turn (2)	DC 178	Smokescreen IV (4)	DC 178
Drafting (2)	DC 179	Up the Ante II (4)	DC 179
Equalizer (2)	DC 179	Change Environment (5)	DC 178
Focus (2)	DC 179	Dead Stop (5)	DC 179
Greaser (2)	DC 178	Point Defense (5)	DC 178
Hit the Brakes! (2)	DC 179	Aimbot (6)	DC 177
Smokescreen II (2)	DC 178	Chicken (6)	DC 178
Tokyo Drift (2)	DC 179	Crossfire (6)	DC 177
Up the Ante I (2)	DC 179	The Exit (6)	DC 178
Smokescreen III (3)	DC 178	Up the Ante III (6)	DC 179
Subtle Pilot (3)	DC 179	Evade Pursuit II (7)	DC 179
The Rigger's Advantage (3)	DC 178	Boost	
Attack Run (4)	DC 177	Evasive Action	DC 177
Escape! (4)	DC 179		
(i) Illegal Actions			

SIGNATURES MANEUVERS	

GEAR					
Name	Amount	Page	Name	Amount	Page
Antidote patch	1	CRB 282	Miniwelder fuel	2	CRB 278
Autopicker	1	CRB 278	Respirator, Rating 6	1	CRB 280
Biomonitor	1	CRB 281	Standard RFID Tag (10x)	1	CRB 269
Catalyst stick	1	CRB 281	Stealth rope	1	CRB 281
Earbuds, Rating 3	1	CRB 275	Stealth tag	10	CRB 269
Flashlight	1	CRB 279	Stim patch, Rating 6	1	CRB 282
Gecko tape gloves	1	CRB 280	Subvocal microphone	1	CRB 268
Grapple Gun	1	CRB 280	Survival kit	1	CRB 280
Jammer (Area), Rating 6	1	CRB 270	Tools - Kit (Engineering)	1	CRB 273
Keycard copier	1	CRB 278	Trauma patch	1	CRB 282
Medkit, Rating 6	1	CRB 281	Trid projector	1	CRB 268
Medkit supplies	1	CRB 281	White noise generator, Rating 6	1	CRB 270
Micro-transceiver	1	CRB 270			
Microwire	1	CRB 280			
Miniwelder	1	CRB 278			

Ranged weapons

ARES PREDATOR VI

Damage	Attack Rating	Mode	Ammo		
3P	6/5/12/-/-	SA/BF	15(c)		

Accessory: Silencer, Ranger Arms “Eagle Eye” Targeting Sensor Suite, Concealable Quick Draw Holster, Ultrasound link

Modifications: Smartgun system (internal)

WiFi: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Ares Predator VI	10/10/8/-/-	SS	6/5/12/-/-	3P	6
Ranger Arms “Eagle Eye” Targeting Sensor Suite	-/-/4/3/2	SA	4/3/10/-/-	4P	6
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (wide)	4/3/10/-/-	4P	3
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (narrow)	2/1/8/-/-	5P	6

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Explosive (Caseless))	5	CRB 262			
Machine Gun (10x) (Explosive (Caseless))	5	CRB 262			
Machine Gun (10x) (Gel (Caseless))	5	CRB 262			
Rifles (10x) (Explosive (Caseless))	5	CRB 262			
Rifles (10x) (Explosive (Caseless))	5	CRB 262			

MELEE WEAPONS					
Unarmed	Pool	2	Damage	2S	Att.R. 6/-/-/-/-
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.

ARMOR		
Armor	Rating	Social
Body	2	
Lined coat	3	-2
Chemical Protection (1), Cold Resistance (2), Electricity Resistance (2), Fire Resistance (2)		
Ballistic Mask	1	-2
Audio enhancement (0), Spatial recognizer (0)		
Urban Explorer jumpsuit	3*	-2
Defensive rating	6	
*) Rating not included in defensive rating		

Vehicles / Drones

FORD BISON III

Handling	Acc	Interval	Speed	Seat
5	20	35	140	10
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	3	18	14	20/13/13/22

Accessories/Notes

Smart Tires, Drone rack - Large, Drone rack - Medium, Drone rack - Small, Spoof Kit, Rigger interface, x Guide Override, Amenities (Low), Metahuman adjustments (pilot) Dwarf, Rigger Cocoon, Valkyrie Module, Living Space (Middle), Rating 1

Skills

Evade
Perception
Pilot
Stealth

D

A

R

J

10

3

8

12

6

3

8

8

10

3

3

12

-

3

3

10

Ramming

9P

AR

9

2

2

11

P

10

2

2

12

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

-4

-4

-4

-5

-5

-5

SUZUKI MIRAGE

Handling	Acc	Interval	Speed	Seat
2/6	34	40	260	1
Pil	Sens	Body	Arm	DR(D/A/R/J)
1	1	4	2	8/1/1/10

Accessories/Notes

Smart Tires, Tuned Suspension (On-Road), Drone rack - Micro/Mini, Spoof Kit, Rigger interface, x Guide Override, Electrochromic Paint, Metahuman adjustments (pilot) Dwarf

Skills

Evade
Perception
Pilot
Stealth

D

A

R

J

10

1

6

12

6

1

6

8

10

1

1

12

-

1

1

10

Ramming

2P

AR

7

0

0

9

P

10

0

0

12

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

ESPRIT FOXHOUND

Handling	Acc	Interval	Speed	
3	10	15	70	
Pil	Sens	Body	Arm	DR(D/A/R/J)
4	3	8	6	12/11/5/14

Accessories/Notes

Weaponmount-Standard-Turret, Drone rack - Micro/Mini (2x), Smoke Projector - Normal Smoke, Passive Stealth Features, Rigger interface, Retrains Unit

Skills

Evade
Perception
Pilot
Stealth

A

R

J

4

9

12

3

8

8

9

4

12

4

4

10

Ramming

4P

AR

-

8

2

11

P

-

9

3

12

Ingram Smartgun XI

3P

11/9/6/-/-

SA/BF

Pool: 12 8 2 14

Software

Maneuvering
Targeting (Ingram Smartgun XI)

Rtg

5
5

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

-4

-4

-4

-5

-5

-5

FEDERATED-BOEING SKY COMMANDER

Handling	Acc	Interval	Speed	
4	20	30	190	
Pil	Sens	Body	Arm	DR(D/A/R/J)
4	5	4	2	8/7/1/10

Accessories/Notes

RAM Plating, Rating 4, Electronic Countermeasures (ECM), Rating 6, Rigger interface

Skills

Evade
Perception
Pilot
Stealth

A

R

J

4

9

14

5

10

8

9

4

14

9

4

10

Ramming

2P

AR

-

10

4

15

P

-

9

3

14

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

Software

Maneuvering
Stealth

Rtg

5
5

MCT GNAT

Handling	Acc	Interval	Speed	
3	4	10	30	
Pil	Sens	Body	Arm	DR(D/A/R/J)
2	1	0	0	6/5/-1/8

Accessories/Notes

Realistic Features 4, Rating 0, Rigger interface

Skills

Evade
Perception
Pilot
Stealth

A

R

J

2

7

14

1

6

8

7

2

14

2

2

10

Ramming

0P

AR

-

6

0

11

P

-

7

1

14

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

-4

-4

-4

-5

-5

-5

STEEL LYNX COMBAT DRONE

Handling	Acc	Interval	Speed	
3/5	15	15	80	
Pil	Sens	Body	Arm	DR(D/A/R/J)
4	4	12	16	22/21/15/24

Accessories/Notes

Armor - Ceramic, Rating 12, Weaponmount-Standard-Turret, Rigger interface

Skills

Evade
Perception
Pilot
Stealth

A

R

J

4

9

12

4

9

8

9

4

12

4

4

10

Ramming

6P

AR

-

9

3

12

P

-

9

3

12

Ares Alpha

4P

4/10/9/7/2

SA/BF/FA

Pool: 12 9 3 14

Software

Maneuvering
Targeting (Ares Alpha)

Rtg

5
5

No weapons mounted

-1

-1

-1

-2

-2

-2

-3

-3

-3

-4

-4

-4

-5

-5

-5

Matrix Devices

COMMLINK

Model
Level
Software
Accessory
Matrix status (12)

29.03.25 16:09, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.5.0

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Model	Meta Link									
Level	1	Data processing					1	Firewall		0
Programs (concurrent 0)										
Matrix status (9)		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

Contacts

CON: COUNTDOWN				
Alias	Type	Loy.	Infl.	Fav.
Countdown	Fixer	4	4	0
Description				
<p>Countdown may look like an average corporate suit, but that's exactly why he's so good at his job. At just sixteen, he carries himself with the confident ease of a much older professional, his calm demeanor punctuated by the subtle weight of the holstered pistol he always keeps at his side. Despite his youth, Countdown has rapidly earned a reputation in the shadows as a reliable and efficient fixer, known for connecting runners with precisely the resources, gear, and information they need—always right on schedule, down to the second.</p> <p>His loyalty to Dominic "Blackout" Calder is built on mutual respect and shared professional precision. Having proven himself consistently trustworthy and discreet, Countdown views Calder not just as another runner but as a dependable ally worth investing in. This young fixer's network is solid and growing steadily, capable of sourcing mid-tier corporate intel, specialized gear, and secure contacts that most runners his age could only dream of accessing. While not at the apex of influence, Countdown's careful blend of efficiency, youthful audacity, and loyalty makes him an invaluable resource—and one worth protecting.</p>				

CON: HAMMERLOCK				
Alias	Type	Loy.	Infl.	Fav.
Hammerlock	Ares Quartermaster	4	4	0
Description				
<p>Hammerlock is a seasoned quartermaster within Ares' private military and security divisions, known just as much for his resourcefulness as for his slightly questionable methods. A grizzled veteran with a perpetual mischievous glint in his eyes, Hammerlock somehow always manages to procure gear that shouldn't technically exist on the inventory sheets—from specialized rigging setups to restricted milspec hardware. Colleagues often joke that if you can't find something officially, Hammerlock probably has two hidden under his desk.</p> <p>Dominic 'Blackout' Calder maintains Hammerlock as one of his few reliable contacts within Ares, fully aware of the quartermaster's penchant for side deals and subtle scheming. Their relationship dates back to a particularly messy corporate operation years ago, during which Calder pulled Hammerlock out of harm's way—a debt the quartermaster gladly repays with occasional off-the-books deals. Hammerlock's shifting eyes and ever-present grin hint at ongoing plans and opportunities, but Calder has learned to trust that, beneath the schemes, the quartermaster's loyalty is genuine. The careful balance of personal debt, shared misadventure, and Hammerlock's relentless opportunism makes him an invaluable—and endlessly interesting—ally.</p>				

CON: SYLVARA				
Alias	Type	Loy.	Infl.	Fav.
Sylvara	Combat Mage and Magical Security Consultant	4	4	0
Description				
<p>Sylvara is an elegant elven mage who once served in Ares' elite Firewatch teams, renowned for her precision, resilience, and mastery over combat magic. After leaving the corporate military behind, she transitioned seamlessly into shadowrunning circles, leveraging her extensive magical and tactical expertise as a freelance magical consultant and security specialist. Operating out of a discreet shop tucked away in the shadows of Seattle, Sylvara now assists clients in magical threat assessment, arcane security measures, and—when necessary—offensive magical support.</p> <p>Dominic 'Blackout' Calder values Sylvara as a crucial contact due to her exceptional magical knowledge and the quiet intensity she brings to any job. Their relationship began when Calder helped extract her from a dangerous corporate situation, allowing her to break cleanly from Ares. This act forged a bond of trust and mutual respect between them. Sylvara appreciates Calder's resourcefulness and discretion, often providing him rare magical insights or arcane intelligence inaccessible to mundane channels. Despite her professional independence, Sylvara maintains a loyalty to Calder rooted deeply in gratitude and mutual benefit, making her an indispensable ally in magical and arcane matters.</p>				

SINs

VINCENT FERGUSON - QUALITY 4	
Day-to-Day	
Licenses	
Rigger Remote Console 4, Firearms License 4, Smartgun/Smartlink 4, Driver 4, Concealed Carry License 4, Cyberware 4	

KIRK BAUER - QUALITY 4	
GTH identity	
Licenses	

Lifestyles

THE CRIB			
Type	Middle	Cost	5000¥
Month	1	SIN	Vincent Ferguson
Options			
keine			

KNOWLEDGE AND LANGUAGES		
Knowledge skills	Underground Racing Circuits	Languages
Small Unit Tactics	Knowledge	English

Qualities

POSITIVE
TOXIN RESISTANCE You did not provide a description yet. (Key quality.toxin_resistance.desc) see Core rules, p.73
THERMOGRAPHIC VISION You did not provide a description yet. (Key quality.thermographic_vision.desc) see Core rules, p.73
ANALYTICAL MIND You did not provide a description yet. (Key quality.analytical_mind.desc) see Core rules, p.70
TRANSHUMANIST GRADE 1 You did not provide a description yet. (Key quality.transhuman1.desc) see Sixth World Companion, p.146

NEGATIVE
BAD MEMORIES: LEAVING PEOPLE BEHIND IN COMBAT You did not provide a description yet. (Key quality.bad_memories.desc) see Firing Squad, p.129
FIREARM DIPLOMACY You did not provide a description yet. (Key quality.firearm_diplomacy.desc) see Power Plays, p.40
FLASHBACKS You did not provide a description yet. (Key quality.flashbacks.desc) see Firing Squad, p.130
DISTINCTIVE STYLE You did not provide a description yet. (Key quality.distinctive_style.desc) see Core rules, p.76
MAYBE YOU MISSED SOMETHING You did not provide a description yet. (Key quality.maybe_you_missed_something.desc) see Firing Squad, p.130

Augmentation

CYBERWARE
CONTROL RIG You did not provide a description yet. (Key item.control_rig.desc) see Core rules, p.283
CYBEREYES, RATING 3 You did not provide a description yet. (Key item.cybereye3.desc) see Core rules, p.285
DATAJACK You did not provide a description yet. (Key item.datajack.desc) see Core rules, p.283
DATAJACK You did not provide a description yet. (Key item.datajack.desc) see Core rules, p.283
MEDULLAN PARALLEL PROCESSORS You did not provide a description yet. (Key item.medullan_processors.desc) see Double Clutch, p.145

BIOWARE
CEREBRAL BOOSTER You did not provide a description yet. (Key item.cerebral_booster.desc) see Core rules, p.293

Creation			
Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	DBECA	17	0

REWARDS FOR BLACKOUT

PRE-SESSION CATCHUP 29.03.2025 - 29.03.2025			
	Rewards	Development:	
	PRE-SESSION CATCHUP, 29.03.2025	15 Karma Biotech +3	
	Karma: 33, + ¥23500	0 Karma Transhumanist Grade 1	