

Clyde

Metatype: Harumen; Male; Age: 25; Height: 1.2m; Weight: 54kg
 Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1;
 Public Awareness: 0



Attributes

Body 3 <input type="checkbox"/>	Edge2 <input type="checkbox"/>
Agility 7 <input type="checkbox"/>	Essence 6 <input type="checkbox"/>
Reaction4/6 <input type="checkbox"/>	Magic6 <input type="checkbox"/>
Strength7 <input type="checkbox"/>	Initiative 7/9 <input type="checkbox"/>
Charisma2 <input type="checkbox"/>	Initiative Passes .1/3 <input type="checkbox"/>
Intuition3 <input type="checkbox"/>	
Logic2 <input type="checkbox"/>	
Willpower3 <input type="checkbox"/>	

Active Skills

- 8 🐼 Climbing 1 (Str)
- 8 🐼 Dodge 2 (Rea)
- 10 🐼 Gymnastics 3 (Agi)
- 9 🐼 Infiltration 2 (Agi)
- 7 🐼 Perception 4 (Int)
- 4 🐼 Shadowing 1 (Int)
- 4 🐼 Survival 1 (Wil)
- 14 🐼 Throwing Weapons 7 (Agi)

Knowledge Skills

- 3 🐼 Night life 1 (Log)
- 6 🐼 Safe House 3 (Int)
- 6 🐼 Soup Kitchen 3 (Int)
- 7 🐼 Tabloid Gossip 4 (Int)
- 7 🐼 Trid stars 4 (Int)

Language Skills

N English

Attribute-Only Tests

- 5 🐼 Composure
- 5 🐼 Judge Intentions
- 10 🐼 Lifting & Carrying
- 5 🐼 Memory

Toxin Resistances

	Toxin	Disease
Contact	3 🐼	3 🐼
Ingestion	3 🐼	3 🐼
Inhalation	3 🐼	3 🐼
Injection	3 🐼	3 🐼
Radiation	3 🐼	

Defenses

Ranged: 7 🐼, Full Defense (Complex Action): 10 🐼
Melee Dodge: 9 🐼, Full Dodge (Complex Action): 11 🐼
Unarmed Strike Parry: 6 🐼

Damage Resistances

- 9 🐼 Ballistic Armor 6
- 7 🐼 Impact Armor 4
- 5 🐼 Acid Protection 2
- 5 🐼 Fire Protection 2
- 5 🐼 Cold Protection 2
- 6 🐼 Gauss Round Armor 3
- 11 🐼 Electricity Protection 8
- 5 🐼 Laser Protection 2
- 5 🐼 Falling Protection 2

Edge Pool

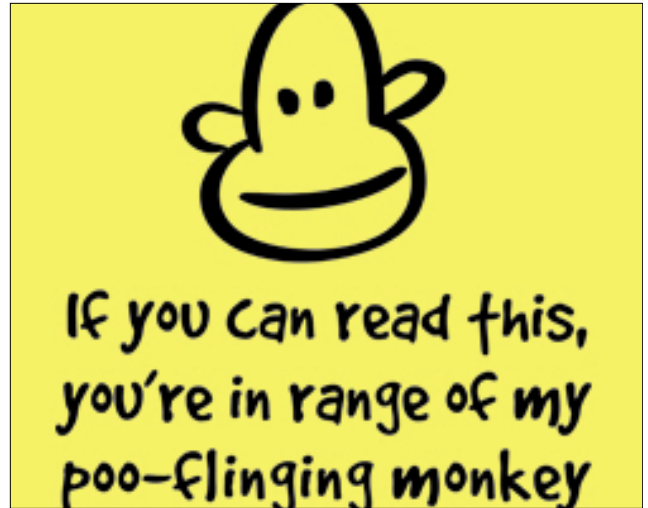
Positive Qualities

Adept

Adept characters use their magic in a radically different way than other Awakened characters, by channeling magic

Aptitude: Throwing Weapons

A character with the Aptitude quality is a prodigy in one particular skill. Characters with this quality may improve one



Physical Damage

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Validation Report (0 issues): Nothing identified

Positive Qualities

Functional Tail - Prehensile

An animal-like tail grows from the base of the character's spine; this may be scaly (like a lizard), hairy (like a monkey), or hairless (like

Low-Light Vision

The character possesses eyes that provide natural low-light vision and enable her to see normally in light levels as low as starlight.

Monkey Paws

The character possesses monkey- or chameleon-like gripping feet with elongated, prehensile toes that enable her to climb more easily

Negative Qualities

Illiterate

Despite the omnipresence of iconography, voice recognition and talking AROs in communications, the written word is still a useful

Media Junkie (Moderate)

This obsession with news, information, videos, forums, and social networking sites is a form of the Addiction quality (p. 80, SR4), and

Signature

For whatever reason, a character with the Signature quality feels compelled to announce her involvement in a mission or run. This

Unusual Hair

The character's hair changes to an unusual color or texture, or grows from her body in unusual patterns or areas. For example, a

Adept Powers

Combat Sense (1)

Combat Sense provides an instinctive sense about an area and any potential threats nearby. The character gains one die per level for

Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 die to Reaction (this also

Missile Mastery

Even the most harmless of items such as pens, coins, and playing cards become deadly weapons in the hands of an adept with

Power Throw (6)

Each level of this power adds 2 to the character's effective Strength solely for the purpose of determining range and damage of thrown

Quick Draw

The adept may use the Quick Draw rules (p. 137, SR4) to draw any weapon, not just pistols. An adept may draw and use a single

Identities

Clyde

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS : Fake SIN (1)

Armor

Armor Vest

6 / 4

Electricity: +6

Modifications: Nonconductivity (6), Ruthenium Polymer Coating

Melee & Other Weapons

Attack of Will (vs. Spirits) 2P v I 3 [dice] Reach: -

Unarmed Strike 4S v I 6 [dice] Reach: -

(20x) Throwing Knife 12P v I 14 [dice] 19/38/57/76

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Modifications: Ceramic/Plasteel Components (Level 1)

Missile Mastery 10P v B 14 [dice] 19/38/57/76

□

Commlinks

Transys Avalon Commlink

□□□ -1

□□□ -2

□□□ -3

□

Firewall: 3, Response: 4, Signal: 4, System: 4

Matrix Initiative : 7

Matrix Defense : 7 [dice] (Full Defense: 7 [dice])

Matrix DR : 4 [dice] (3 [dice] vs. Black IC)

Modifications: Chameleon Coating, Hardening (6), Metahuman Customization, Sim Module, Modified for Hot Sim

OS: Novatech Navi Operating System

Programs: Analyze (4) -1 [dice], Browse (4) -1 [dice], Command (2) -1 [dice], Edit (4) -1 [dice], Pro User Suite

Gear (Cash: 1000¥)

AR Gloves

Dropped to Ground

Goggles (6)

Modifications: Flare Compensation, Image Link, Low Light Vision, Thermographic Vision

Transys Avalon Commlink

Modifications: Chameleon Coating, Hardening (6), Metahuman Customization, Sim Module, Modified for Hot Sim

OS: Novatech Navi Operating System

Programs: Analyze (4) -1 [dice], Browse (4) -1 [dice], Command (2) -1 [dice], Edit (4) -1 [dice], Pro User Suite

Trodes

Contacts

Blogger

Connection: 2 Loyalty: 1

Trid Pirate

Connection: 2 Loyalty: 1

Positive Qualities

Adept

Adept characters use their magic in a radically different way than other Awakened characters, by channeling magic through their bodies and minds; they do not cast spells or conjure spirits, nor do they typically have access to astral space (see the Astral Perception adept power, p. 195). Instead, adepts develop powers that improve their physical and mental abilities.

A character with this quality is an adept and starts with a Magic attribute of 1, which can be increased like any other attribute up to a maximum of 6 + initiation grade (see *Purchase Attributes*, p. 82). A character with this quality cannot take the Magician, Mystic Adept, or Technomancer qualities.

Characters with the Adept quality get a number of Power points during character creation equal to their Magic attribute. These Power points are used to buy specific adept powers (see p. 195). Additional Power points can be gained by increasing the character's Magic attribute through the expenditure of Karma. Note that the Magic attribute cannot be raised above the natural maximum of 6 without initiation (see *Initiation*, p. 198).

The adept is fully described on p. 195 of *The Awakened World* chapter; a sample adept character appears on p. 104.

Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that are intended to be played as adepts.

Aptitude: Throwing Weapons

A character with the Aptitude quality is a prodigy in one particular skill. Characters with this quality may improve one Active skill one point above its natural maximum to a 7. Note that this doesn't actually increase a skill that's currently at Rating 6; it just opens the door for further advancement. Increasing a skill level beyond 6 costs double the normal Karma Cost (see *Character Improvement*, p. 269).

The Aptitude quality may be taken during character creation to allow a beginning character to start with a skill of 7. If a character takes advantage of this quality, the cost for raising the skill from 6 to 7 is also twice normal, or 8 BP.

Characters may only take the Aptitude quality once.

Reminder: You must add the skill this applies to on the Active tab before you can choose which skill this quality applies to.

Functional Tail - Prehensile

An animal-like tail grows from the base of the character's spine; this may be scaly (like a lizard), hairy (like a monkey), or hairless (like an opossum's tail). Contrary to a Vestigial Tail (p. 119), a Functional Tail is fully developed and functional.

A **Prehensile Tail** functions exactly like the Balance Tail, except that the character can consciously manipulate it as if it were an extra limb. The tail can pick up items, though it lacks digits and so cannot finely manipulate objects, pull triggers, and so on. Apply a -2 dice pool modifier to any attempt at fine manipulation of an object with the tail. The tail has an effective strength equal to half the character's unaugmented Strength (round down), but it can hold the character's entire body weight if he chooses to hang from it. Prehensile tails do not provide an extra attack.

The character's clothing must accommodate the tail, and he will find it uncomfortable to sit in certain positions for long periods. The Versatile Tail quality is incompatible with any other tail modification or quality.

Low-Light Vision

The character possesses eyes that provide natural low-light vision and enable her to see normally in light levels as low as starlight. These can be normal eyes resulting from the character's metagenetic background (elf or ork eyes), or feline eyes that are slit, reflective, and glow in the dark.

Positive Qualities

Monkey Paws

The character possesses monkey- or chameleon-like gripping feet with elongated, prehensile toes that enable her to climb more easily when barefoot. Add a +2 dice pool modifier to non-tumbling Gymnastics and Climbing tests and also to any movement Tests made in micro-gravity.

The character must have shoes that accommodate this unusual physique.

Negative Qualities

Illiterate

Despite the omnipresence of iconography, voice recognition and talking AROs in communications, the written word is still a useful tool for conveying nuanced and detailed information. While many people in the Sixth World are barely literate, an Illiterate character never learned to read at all (maybe she grew up on the streets, or in an isolated rural or wilderness setting). These characters must rely on other characters or technology to translate written information for them. Illiterate characters can use commlink software in conjunction with built-in scanners or cameras to translate written words to sound. They can also learn to use computer programs that rely on icons rather than written commands and instructions; however, such characters receive a -4 dice pool modifier to all computer-related tests and cannot have a Computer Skill higher than 1.

Finally, Illiterate characters may not take any Academic, Professional, or Interest Knowledge skills that require reading, either during character creation or in play (until the quality is bought off with Karma).

Media Junkie (Moderate)

This obsession with news, information, videos, forums, and social networking sites is a form of the Addiction quality (p. 80, *SR4*), and acts as a mental addiction. It requires that the character have Matrix access, either via commlink or by virtue of being a technomancer. The BP bonus of this quality is dependent on its severity:

Mild (5 BP) : At this level, the obsession seems more like a hobby. The character spends about two hours a day on the Matrix browsing through various public nodes and sites, but can skip a day without adverse effect. She also suffers a -2 dice pool penalty to Willpower Tests to resist the urge to surf the Matrix and to Addiction Tests.

Moderate (10 BP) : The character has an obvious Matrix habit. If she does not spend at least four hours a day surfing the Matrix, she obsesses about her Matrix friends and the trivia she is missing, suffering a -1 dice pool penalty to tests involving Mental attributes, Resonance, or Magic. She takes a -4 dice pool penalty to Addiction Tests and to resist subscribing to her favorite nodes.

Severe (20 BP) : At this level, the character clearly has a problem. She needs to spend at least eight hours a day browsing the Matrix, and she is fixated on the fan fiction, viral videos, email threads, and other trivia in which she is involved. Without her fix, she suffers a -2 dice pool penalty on tests involving Mental attributes, Resonance, or Magic. She also suffers a -6 dice pool modifier to Addiction Tests and to keep from logging on to her "My Favorites."

Burnout (30 BP) : The character lives in a daze of Matrix sites and AR windows. She spends almost all of her time cycling through sites, constantly refreshing them to see if anything new has been posted. She sleeps very little and misses meals. Her Essence is reduced by one. If she fails to kick the habit, her Essence or one of her Mental attributes (gamemaster's option) will be reduced at a rate determined by the gamemaster.

Negative Qualities

Signature

For whatever reason, a character with the Signature quality feels compelled to announce her involvement in a mission or run. This typically involves leaving behind some signature item or telltale that can be identified as the character's unique trademark (ie. such as leaving a chess piece at the scene of a crime, or using a unique weapon to perform network). Typically, a Signature is enough to identify the character among those who are aware of her Reputation. A Signature provides a dice pool modifier equal to the character's Street Cred (p. 257, SR4) to anyone making tests to trace the person to whom the Signature belongs (including Legwork and Data Search Tests).

Unusual Hair

The character's hair changes to an unusual color or texture, or grows from her body in unusual patterns or areas. For example, a character's hair may be naturally violet, or she may sport a luxurious lion-like mane from her head down her shoulders and back, or she may be entirely covered in a soft, downy fur like the Night One elven metavariant or the monkey-like Haruman.

Unusual Hair is incompatible with other natural or artificial hair modifications.

Adept Powers

Combat Sense (1)

Combat Sense provides an instinctive sense about an area and any potential threats nearby. The character gains one die per level for Reaction on Surprise Tests and when defending against ranged and melee attacks.

Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 die to Reaction (this also affects Initiative) and 1 extra Initiative Pass. The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with technological or other magical increases to Initiative.

Missile Mastery

Even the most harmless of items such as pens, coins, and playing cards become deadly weapons in the hands of an adept with Missile Mastery. Such is the character's knack for throwing weapons that he adds +1 to the Damage Value of any non-explosive thrown weapon he uses. Improvised thrown weapons (such as playing cards, glasses or pens) have a Damage Value of $(STR \div 2)P$ (round up) in the adept's hands. At the adept's discretion, thrown weapons that normally inflict stun damage may instead inflict physical.

Power Throw (6)

Each level of this power adds 2 to the character's effective Strength solely for the purpose of determining range and damage of thrown weapons and objects.

Quick Draw

The adept may use the Quick Draw rules (p. 137, SR4) to draw any weapon, not just pistols. An adept may draw and use a single melee weapon, missile weapon, throwing weapon, or firearm in one action, and need not spend two actions to draw and ready the weapon and then attack: drawing and readying occur in the action used for the Attack Test. If attacking with the weapon requires a Complex Action, the adept may still draw and attack in a single Action Phase. If attacking with a weapon that requires only a Simple Action to use, the adept may draw and make two attacks in a single Action Phase. The adept must succeed in an appropriate weapon skill + Reaction (2) Test to Quick Draw.

Contacts

Blogger

Connection Rating: 2

Loyalty Rating: 1

Uses: Information, additional contacts

Places to Meet: Matrix

Similar Contacts: Infobroker, journalist, pirate radio operator, trid reporter

If you're looking for somebody who's clued in to the latest developments of his chosen topic of interest, the blogger is a good person to know. Spending most of his time in the Matrix tracking down facts and swapping newsbites with fellow bloggers all over the world, he's got the latest info, rumors, and updates at his fingertips. If he doesn't know, give him an hour or two to put out feelers and he can almost always get you what you need.

Bloggers (the useful ones, anyway) usually focus on a particular field of interest - politics, sports, megacorps, magic, and so on, and many of them narrow their focus even more tightly (for example, conservative politics, Mitsuhamma, or the Seattle Mariners). Planning a run on a megacorp and need the latest word on the street? Corpfocused blogs are often treasure troves of information, both in data and in hooking you up with other bloggers who might have even more interesting tidbits. Keep in mind, though, that the more sensitive the subject of the blog, the more likely it's being monitored by the very people you're trying to score info about.

Bloggers love information and will gladly swap data with you if you've got something they want. Since bloggers have a running rivalry with "legitimate" journalists, they're always looking for a new way to upstage the corporate media.

Trid Pirate

Connection Rating: 2

Loyalty Rating: 1

Uses: Information, disseminating information, entertainment

Places to Meet: Uirky café, dive bar, media conference, online

Similar Contacts: Investigative reporter, activist, blogger

A trid pirate is an unauthorized and unlicensed trideo broadcaster. Some do it for money; intercepting and re-broadcasting pay-per-view telecasts at below market price. Others digitally import content that is illegal in the destination country - after all these years, bloody death matches from Atzlan are still popular imports to Seattle. And finally, trid pirates and independent media types produce their own material, broadcasting it for global audiences over the Matrix, sometimes interrupting mainstream broadcasts and overriding them with the pirate screed.

Typical trid pirates know everyone in town, and spend just as much time on the phone trying to dig up dirt (or funding) as they do behind or in front of the camera, recording their next "epic" expose about "how the banks aren't on our side, man." A trid pirate might hire runners to steal or record video (or some other paydata) from a target, act as bodyguards, or to steal some high-tech hardware. Shadowrunners should also keep in mind that the pirates crave information, and they can make some nice cash on the side by sliding the pirate hot news and intel.

On the other hand, Trid pirates are especially reluctant to part with any information or footage they may consider exclusive. Only an astronomical amount of nuyen could wrench hot intel from a trid pirate if they truly believed the goods could lift them to legendary status. The ego can sometimes require more expansion than the pocketbook.