

SHADOWRUN[®]

CHARACTER Johnny Banger

PLAYER Steven A. Tinner

NOTES Rocker

PERSONAL DATA

NAME/PRIMARY ALIAS Jonathan Charles Bingley/Johnny Banger
Metatype Human **Ethnicity** British
Age 26 **Sex** Male **Height** 5'11" **Weight** 140 lbs
Street Cred 2 **Notoriety** -1 **Public Awareness**
Karma **Total Karma** 25 **Misc**

ATTRIBUTES

Body	<u>3 (5)</u>	Essence	<u>0.3</u>
Agility	<u>6</u>	Magic/Resonance	<u>-</u>
Reaction	<u>4 (6)</u>	Initiative	<u>7 (9) +3d6</u>
Strength	<u>3</u>	Matrix Initiative	<u>-</u>
Willpower	<u>4</u>	Astral Initiative	<u>-</u>
Logic	<u>3</u>	Composure	<u>10</u>
Intuition	<u>3</u>	Judge Intentions	<u>9</u>
Charisma	<u>6</u>	Memory	<u>7</u>
Edge	<u>5</u>	Lift/Carry	<u>6 (8)</u>
Edge Points	<u>○○○○○○○○○○</u>	Movement	<u>12/24 +2m/hit</u>

Physical Limit: 5 (6) **Mental Limit:** 5 **Social Limit:** 6

SKILLS

Skill	RTG	Type	Skill	RTG	Type
Social Group		<u>A/K</u>	Music Scene	<u>6</u>	<u>A/K</u>
* Etiquette	<u>5</u>	<u>A/K</u>	UK Culture	<u>6</u>	<u>A/K</u>
* Leadership	<u>5</u>	<u>A/K</u>	English	<u>N</u>	<u>A/K</u>
* Negotiation	<u>5</u>	<u>A/K</u>			<u>A/K</u>
Automatics	<u>6</u>	<u>A/K</u>			<u>A/K</u>
Performance	<u>6</u>	<u>A/K</u>			<u>A/K</u>
Perception	<u>6</u>	<u>A/K</u>			<u>A/K</u>
Blades	<u>6</u>	<u>A/K</u>			<u>A/K</u>
First Aid	<u>3</u>	<u>A/K</u>			<u>A/K</u>
Gymnastics	<u>3</u>	<u>A/K</u>			<u>A/K</u>
Sneaking	<u>6</u>	<u>A/K</u>			<u>A/K</u>
Pilot Ground Vehicle	<u>3</u>	<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>
		<u>A/K</u>			<u>A/K</u>

IDS / LIFESTYLES / CURRENCY

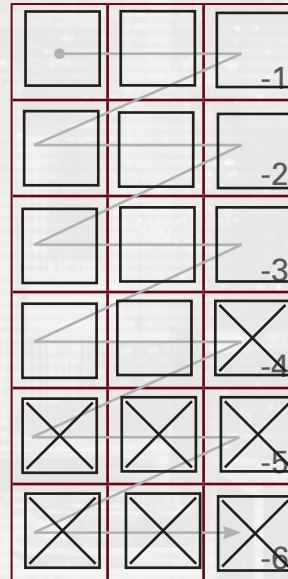
Primary Lifestyle High
Nuyen 8000 **Licenses**
Fake IDs / Related Lifestyles / Funds / Licenses

CORE COMBAT INFO

Primary Armor Armor Vest **Rating** 12 (15)
Primary Ranged Weapon Ingram Smartgun X (APDS)
Dam 8P **Acc** 4/6 **AP** -4 **Mode** BF/FA **RC** 2 **Ammo** 32
Primary Melee Weapon Axe/Guitar
Reach 2 **Dam** (STR+5)P **Acc** 4 **AP** -4

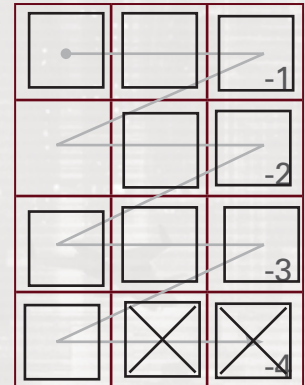
CONDITION MONITOR

Physical Damage Track



Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

Stun Damage Track



Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

Overflow

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see *Wound Modifiers*, p. 169.

QUALITIES

Quality	Notes	Type
First Impression		<u>P/N</u>
Distinctive Style - Pink Mohawk, British Club Wear, Accent		<u>P/U</u>
		<u>P/N</u>
		<u>P/N</u>
		<u>P/N</u>
		<u>P/N</u>
		<u>P/N</u>
		<u>P/N</u>
		<u>P/N</u>

CONTACTS

Name	Loyalty	Connection	Favor
Sarah Silverleaf	<u>3</u>	<u>4</u>	
Evan Perry	<u>3</u>	<u>4</u>	
Becky 99	<u>2</u>	<u>2</u>	

SHADOWRUN[®]

CHARACTER Johnny Banger

PLAYER Steven A. Tinner

NOTES Rocker

RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo
--------	-----	-----	----	------	----	------

Ingram Smartgun X

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP
--------	-------	-----	-----	----

Combat Axe/Guitar

ARMOR

Armor	Rating	Notes
-------	--------	-------

Armor Vest

CYBERDECK

Model	Attack	Sleaze
-------	--------	--------

Device Rating	Data Processing	Firewall
---------------	-----------------	----------

Programs

Matrix Condition Monitor

1 2 3 4 5 6 7 8 9 10 11 12

AUGMENTATIONS

Augmentation	Rating	Notes	Essence
--------------	--------	-------	---------

Simrig

Cybereyes 4(Flare Comp, Imagelink, Lowlight, Smartlink)

Cyberears 4

Aluminium Bonelacing

Wired Reflexes 2

Dermal Plating (1)

VEHICLE

Vehicle	Handling
---------	----------

Acceleration	Speed
--------------	-------

Pilot	Body
-------	------

Armor	Sensor
-------	--------

Notes Seats 2

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

S/P/R/CF	Type/Target	Range	Duration	Drain
----------	-------------	-------	----------	-------

GEAR

Item	Rating
------	--------

Fairlight Caliban (7)

Subvocal Mic

Bug Scanner (6)

ADEPT POWERS OR OTHER ABILITIES

Name	Rating	Notes
------	--------	-------