Jackdaw

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg
Total Karma: 23; Current Karma: 23; Street Cred: 2;
Notoriety: 0; Public Awareness: 0

Attributes

Body. . . . . 3 ☐ **Essence** . . . . 2.45 ☐
Agility . . . . 2/5 ☐ **Edge** . . . . 5 ☐
Reaction . . . . 1/3 ☐ **Initiative** . . . 6/8+1D6 ☐
Strength . . . . 2 ☐
Willpower . . . . 5 ☐

Inherent Limits

[4] Physical Limit
[9] Mental Limit
[3] Social Limit

Logic . . . . 6/8 ☐
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Intuition. . . . . 5 ☐
Charisma. . . . . 2 ☐

Physical Damage

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Movement

10m/20m/+2 Land Movement   **4m/+1 Swimming**

Defenses

Ranged attacks against you are at : +0 🎲
Ranged Defense (No Action): 8 🎲
   Full Defense (-10 Interrupt, for the rest of the turn): +5 🎲

Melee attacks against you are at : +0 🎲
Melee Defense (No Action): 8 🎲
   Full Defense (-10 Interrupt, for the rest of the turn): +5 🎲
   Dodge (-5 Interrupt, vs. one melee attack): +2 🎲 [4]
   Shock Glove Block (-5 Interrupt, vs. one melee attack): +1 🎲 [4]
   Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +1 🎲 [4]

Active Skills

6🎲 **[A] Automatics*** (Agi)
12🎲 **Computer 4** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

4🎲 **[3] Con*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

12🎲 **Electronic Warfare 4** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

4🎲 **[3] Etiquette*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

7🎲 **[4] Gymnastics 2** (Agi)
   (Parkour +2)

14🎲 **Hacking 6** (Log)
   (vs. Hosts +2)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

4🎲 **[3] Impersonation*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

4🎲 **[3] Leadership*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

Active Skills

14🎲 **Locksmith 3** (Agi)
6🎲 **[A] Longarms*** (Agi)
4🎲 **[3] Negotiation*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

7🎲 **[4] Palming 2** (Agi)
8🎲 **[9] Perception 3** (Int)
4🎲 **[3] Performance*** (Cha)
Did You Just Call Me Dumb?: Any Glitch counts as a Critical Glitch; **Prejudiced, Specific**: -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation

6🎲 **[A] Pistols*** (Agi)
11🎲 **[4] Sneaking 6** (Agi)
   (Urban +2)
10🎲 **Software 2** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

6🎲 **[A] Unarmed Combat 1** (Agi)

   * Acting Group 2
   * Firearms Group 1
   * Influence Group 2

Knowledge Skills

14🎲 **[9] Architecture 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Damage Resistances

21🎲 **Armor 14**

25🎲 **Acid Protection 18** **21**🎲 **Falling Protection 14**
21🎲 **Cold Protection 14** **21**🎲 **Fire Protection 14**
27🎲 **Electricity Protection 20**

Edge Pool

☐ ☐ ☐ ☐ ☐

Knowledge Skills

10🎲 **[9] Area Knowledge 2** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14🎲 **[9] Creative Accounting 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14🎲 **[9] Data Havens 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14🎲 **[9] Economics 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

12🎲 **[9] Hackers/Deckers 4** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14🎲 **[9] Matrix Topography 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14🎲 **[9] Security Systems 6** (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

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Validation Report (0 issues): Nothing identified

Knowledge Skills

10🧠 **[9] Sixth World Law 2** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Language Skills

N English

Attribute-Only Tests

7🧠 **Composure**
7🧠 **Judge Intentions**
5🧠 **Lifting & Carrying**
13🧠 **Memory**

Toxin Resistances

	Toxin	Disease
Contact (4 / 4)	**12**🧠	**12**🧠
Ingestion	**8**🧠	**8**🧠
Inhalation	**8**🧠	**8**🧠
Injection	**8**🧠	**8**🧠

Positive Qualities

Analytical Mind
Analytical Mind describes the uncanny ability to logically analyze information, deduce solutions to problems, or separate vital information from distractions and noise. It's useful in cracking cyphers, solving puzzles, figuring out traps, and sifting through data. This quality gives the character a +2 dice pool modifier to any Logic Tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles. This quality also reduces the time it takes the character to solve a problem by half.

Codeslinger: Hack on the Fly
Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action (which she selects when she selects this quality) and receives a +2 dice pool modifier to that Matrix action. This can only be selected for Matrix Actions (p. 237) that have a test associated with them.

College Education
The halls of academe are well known to your character. Thanks to time spent actually studying while at college instead of partying, the character can buy Academic Knowledge skills at half price (rounded up) during character creation. After character creation, Academic Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Technical School Education
All your schoolbooks focus on the practical and real- life working world. Thanks to time spent being formally educated in a technical school, the character can buy Professional Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Professional Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Negative Qualities

Did You Just Call Me Dumb?
The character can't resist camouflaging insults into well-spoken words. The character gets the satisfaction of feeling superior to everyone. Unfortunately, once in a while people will notice and get pretty upset. Any Glitch rolled by this character on any Social test always counts as a Critical Glitch.

Negative Qualities

Distinctive Style: Neo-Anarchist
A character with the Distinctive Style quality has at least one aspect of his appearance, mannerism, or personality that makes him inconveniently memorable. Choices for Distinctive Style include, but are by no means limited to: tattoos that cannot be easily concealed, an accent or atypical manner of speaking, bizarre fashion choices, scars, gang or prison signs, flashy custom augmentations, or non-metahuman modifications like a tail. Note that what's distinctive in one culture or location may not be in another.

Whatever Distinctive Style the player selects makes her character easy to remember. Anyone who attempts to identify, trace, or physically locate this character (or gain information about him via legwork) receives a +2 dice pool modifier for relevant tests. If an NPC makes a **Memory Test** (p. 152) to determine how much they recall about the character, reduce the Difficulty Threshold by 1, to a minimum of 1.

This quality is physical in nature and does not apply to astral searches. This quality may only be taken once. This quality is incompatible with Blandness.

Insomnia (Half-Speed Recovery) (10 🧠 vs. 4)
A character with the Insomnia quality has trouble falling asleep and seldom feels well rested. Usually, this is only an annoyance. For runners, however, this can become a major problem when they are dependent on being able to rest at every opportunity to remain sharp. Insomnia can lengthen the amount of time it takes for a character to recover Stun damage.

At the 10 Karma level, before a character rolls his Body + Willpower to recover Stun damage, the character rolls an Intuition + Willpower (4) Test. If the character succeeds on this test, the character is not impeded by Insomnia and the character regains Stun damage as normal. He also regains his Edge after 8 hours of restful sleep. If the character fails, double the amount of time it normally would take for a character to recover their Stun damage. So instead of healing a number of boxes of Stun damage in an hour, it now takes two hours per roll. If the character is affected by Insomnia, the character does not have his Edge refreshed and may not have it refreshed for up to another 24 hours.

At the 15 Karma level, a failed Willpower + Intuition (4) Test means that all efforts to regain Stun damage through rest are negated during that time period, and the character must try again later. No Stun damage is regained from the attempt due to the insomnia the character experiences, and the character must wait for 24 hours before their Edge refreshes.

Negative Qualities

Prejudiced, Specific (Outspoken): SINners

With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman sapient critters, or some other group. The character is not merely intolerant - he is outspoken about his beliefs and may actively work against the target of his prejudice. Depending upon the degree of prejudice, this quality can get the character into trouble for expressing his views or when forced to confront the targets of his prejudice.

The Karma bonus granted by this quality varies depending upon how common the hated group is, how often the character is likely to encounter members of the group, and the degree to which the character is openly antagonistic toward them. Refer to the **Prejudiced Table** to determine the Karma value of the quality based on the prevalence of the hated group and the degree of prejudice.

When dealing with the target of their prejudice, a character receives a -2 dice pool modifier per level of severity of the Prejudiced quality for all Social Tests. If negotiations are a part of the encounter, the target receives a +2 modifier per level of the Prejudiced quality. So if a character who is radical in their prejudiced views against the Awakened tries to negotiate with the target of their prejudice, they receive a -6 to their Negotiation Test while the target receives a +6 dice pool modifier.

Prevalence of target group: Karma Value
Common target group (e.g, humans, metahumans): 5 Karma
Specific target group (e.g, the Awakened, technomancers, shapeshifters, aspected magicians): 3 Karma

Degree: Karma Value
Biased (e.g, closet meta-hater): 0 Karma
Outspoken (e.g, typical member of Humanis): 2 Karma
Radical (e.g, racial supremacist): 5 Karma

Identities

Callahan
Fake SIN
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]
Licenses & SINs : Fake License: Deck (4), Fake License: Programs (4), Fake SIN (4)

Armor

Armor Jacket   **12**
Acid: +4, **Electricity**: +6
Modifications: Chemical Protection (4), Jammer, Area (4), Lightly Worn, Nonconductivity (6)
Forearm Guards   **+1**
Securetech PPP Vitals Kit   **+1**
Modifications: Decrease Social Limit by 1

Firearms & Heavy Weapons

Ares Light Fire 75   6P v -4   8 🎲 [8]   5/15/30/50
  Ammo Usage : 16 (c): ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
    Semi-Auto (1, simple action): 8 🎲, 6P Damage
    Double-Tap (2, complex action): 8 🎲, 7P Damage
    Semi-Automatic Burst (3, complex action): 8 🎲 vs. -2 Def, 6P Damage
  Recoil Compensation : 2
  Modifications: Ares Light Fire Silencer, Smartgun System, Internal
  APDS: – v -4, _____/32
  Stick-n-Shock: -2S(e) v -5, _____/32

Melee & Other Weapons

Shock Glove   8S(e) v -5   6 🎲 [4]   Reach: –

Melee & Other Weapons

Unarmed Strike   5P   6 🎲 [4]   Reach: –

Matrix Devices

Meta Link
☐☐☐
☐☐☐
☐
Device Rating : 1
Data Processing : 1, **Firewall**: 1
Matrix Initiative : 6
Matrix DR : 2 🎲 (6 🎲 vs. Black IC)

Renraku Sensei
☐☐☐
☐☐☐
☐☐☐
☐
Device Rating : 3
Data Processing : 3, **Firewall**: 3
Matrix Initiative : 8
Matrix DR : 6 🎲 (8 🎲 vs. Black IC)

Renraku Tsurugi
☐☐☐
☐☐☐
☐☐☐
☐
Device Rating : 3
Attribute Array : 6 5 5 3
currently assigned as:
Attack: 3, **Data Processing** : 5, **Firewall**: 6,
Sleaze: 7
Matrix Initiative : 10
Matrix DR : 9 🎲 (11 🎲 vs. Black IC)
Modifications: Sim Module, Modified for Hot Sim
Programs (5/5): Baby Monitor, Encryption, Exploit, Stealth, Virtual Machine

Cyberware (Essence: 0.9)

Datajack	Essence: 0.1
Reaction Enhancers (2)	Essence: 0.6
Smartlink	Essence: 0.2

Bioware (Essence: 2.65)

Bone Density Augmentation (Used) (4)	Essence: 1.5
Cerebral Booster (2)	Essence: 0.4
Muscle Toner (Used) (3)	Essence: 0.75

Gear (Cash: 1,000¥)

Autopicker (6)
Certified Credstick, Standard
Chisel/Crowbar
Contacts (3)
  Modifications: Vision Enhancement (3)
Data Tap
Dropped to Ground
Ear buds (3)
  Modifications: Audio Enhancement (2), Select Sound Filter (1)
Meta Link
Micro-Tranceiver
Miniwelder
Renraku Sensei
Renraku Tsurugi
  Modifications: Sim Module, Modified for Hot Sim
  Programs (5/5): Baby Monitor, Encryption, Exploit, Stealth, Virtual Machine
Satellite Link
Sequencer (6)

Gear (Cash: 1,000¥)

White Noise Generator (6)

Vehicles

Dodge Scoot
CHASSIS: DODGE SCOOT
Handling **4**, Handling (Off-Road) **3**, Speed **3**, Acceleration **1**, Body **4**, Pilot **1**, Sensor **1**, Seating **1**, Device Rating **1**, Data Processing **1**, Firewall **1**
Condition Monitor: 14
Armor: 4H
Limits: Mental 2
Ammunition & Resources:
   -none-

Horizon Flying Eye
CHASSIS: HORIZON FLYING EYE
Handling **4**, Speed **3**, Acceleration **2**, Body **1**, Pilot **3**, Sensor **3**, Device Rating **3**, Data Processing **3**, Firewall **3**
Condition Monitor: 7
Armor: 0
Limits: Mental 4
Ammunition & Resources:
   -none-

Programs

Agent (4)
Armor
Biofeedback
Biofeedback Filter
Browse
Configurator
Decryption
Defuse
Demolition
Edit
Fork
Guard
Hammer
Lockdown
Mugger
Shell
Signal Scrub
Sneak
Toolbox
Track
Wrapper

Contacts

AnneArchy (Fixer)
  Connection: 3   Loyalty: 4
  Chips: You and the contact are even
News Reporter (Tabloid News Reporter)
  Connection: 2   Loyalty: 2
  Chips: You and the contact are even
Metatype: Human
Age: Young
Sex: Male
Type: Legwork
Preferred Payment Method: Service (shadowrunner job)
Hobbies/Vice: Social Habit (alcohol)
Personal Life: Single
Type: Support

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Degree: Karma Value
Biased (e.g, closet meta-hater): 0 Karma
Outspoken (e.g, typical member of Humanis): 2 Karma
Radical (e.g, racial supremacist): 5 Karma

Contacts

AnneArchy (Fixer)
Connection Rating: 3
Loyalty Rating : 4
Chips: You and the contact are even
Uses: Jobs and cred, information, gear, additional contacts
Places to Meet : Local bars or clubs, coffee shops, street corners where surveillance is next to impossible
Similar Contacts : Fence, loan shark, Mr. Johnson

If you know nobody else, make the acquaintance of a fixer. They are the center of the shadowrunning universe, and they know everyone you might need to know. Find one, get on his good side, and you'll have a shot at prospering in the shadows. He can get you anything you need ... for a price. After all, nothing's free in the shadows.

Fixers are only as good as their connections, which they go to great lengths to cultivate. They're a one-man combination of employment agency, procurement firm, and fence. They make their living on whom and what they know, and by how well they can make deals between interested parties looking to buy or sell goods and services. A shadowrunner has something hot that he needs to unload pronto? The fixer's the man he needs to see. Mr. Johnson needs a team to extract someone from a competitor's compound? The fixer's the man who sets up the meeting. A team needs a specialist to pull off a tricky run? You guessed it; the fixer knows who to call.

These kinds of services don't come cheap, however. A fixer takes a percentage from every transaction, and the better he is, the bigger that cut is going to be. Once you've found a quality fixer, stay on his good side. You might get a discount if he likes you, and even better, you might get another job without having to relocate to another city and start all over again.

News Reporter (Tabloid News Reporter)
Connection Rating: 2
Loyalty Rating : 2
Chips: You and the contact are even

Metatype: Human
Age: Young
Sex: Male
Type: Legwork
Preferred Payment Method: Service (shadowrunner job)
Hobbies/Vice: Social Habit (alcohol)
Personal Life: Single
Type: Support

News Reporters are always in the face of newsworthy events with an electronic eye or ear, be it their own or a drone. And they don't take no for an answer, especially if pursuing the answer puts nuyen on the table. They have their own host of people and databases from which they can get rumors and statistics, but it's the real dirt, hidden in safes or behind closed doors, that they are after. So with a little trade in services, the news reporter may share vital intel in return for the runner's hand in retrieving paydata, tailing, or wiretapping a conversation.

Cyberware

Datajack
A datajack gives you a direct neural interface (p. 222), which can be handy in a lot of situations. It also comes with a retractable spool of micro-cable (about a meter long) that lets you directly interface with any electronic device via a universal access cable. Datajacks are equipped with their own cache of storage memory for downloading or saving files. Two datajack users can string a fiberoptic cable between themselves to conduct a private mental communication immune to radio interception or eavesdropping.

Wireless: The datajack gives you Rating 1 noise reduction.

Cyberware

Reaction Enhancers (2)
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.

Wireless: Reaction enhancers are compatible with a wireless wired reflexes system, and the total bonus Reaction from the two augmentations can be above +4 if both systems have wireless activated.

Equipment

Ares Light Fire 75
Designed based on one of the most common pistols on the market, the Light Fire is a weapon for special operators, not commonly available through legal channels. A special barrel-mounted silencer developed exclusively for the Light Fire comes attached, applying an additional -1 dice pool modifier to the modifier usually provided by silencers. In addition to its integral silencer, the Ares Light Fire 75 includes a smartgun system.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.
Ares Light Fire Silencer : The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.
Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

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.

Wireless: **Jammer, Area**: You can set your jammer to not interfere with devices and personas you designate.

Autopicker (6)
This lockpick gun is a quick and effective way of bypassing mechanical locks. The autopicker's rating is added to your limit when picking a mechanical lock.

Wireless: Having access to a huge online database of mechanical locks lets you add the autopicker's rating as a dice pool modifier to your test when picking a mechanical lock.

Contacts (3)
The most recent display devices are worn directly on the eyes. They are nearly undetectable, but they offer a bit of space for enhancements. Contacts have to be wireless; they don't have room for a universal data connector.

Wireless: **Vision Enhancement** : Add the vision enhancement's rating as a dice pool modifier to your visual Perception Tests.

Data Tap

You use this hacking tool by attaching it to a data cable. Once it's clamped onto the cable, you can use it via universal data connector. Any device directly connected to the data tap also has a direct connection with the devices on either end of the cable (see **Direct Connections** , p. 232) and vice versa. The tap can be removed without damaging the cable.

Wireless: The data-tap can be wirelessly commanded to self-destruct as a Free Action, immediately and instantly severing the direct connection. This does not harm the cable.

Ear buds (3)

These ergonomic ear plugs are hard to spot and harder still to differentiate from the standard kind that comes with every music player and commlink.

Wireless: **Audio Enhancement** : Add the audio enhancement's rating as a dice pool modifier to your audio Perception Tests.

Meta Link

Basic Persona : Plain metahuman
Base Theme : Cube structures
Device Icon : Cube with metahuman icons on each face
Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Micro-Tranceiver

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.

Wireless: The micro-transceiver's range becomes worldwide.

Renraku Sensei

Basic Persona : Kimono-clad samurai
Base Theme : Dojo (training house)
Device Icon : Ornate paper structure
Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Renraku Tsurugi

If you were a decker and someone swung a monofilament claymore at you, you'd protect your cyberdeck with your body, and not the other way around. This isn't just because the things are fraggin' expensive - cyberdecks (or decks) are a decker's life's blood, an all-in-one ticket to hacking the planet. The most common form of a deck is a smooth, flat, elongated rectangle, slim with plenty of display space for touch controls, although they can take many forms. For more information about them, see   **Cyberdecks**, p. 227.

All cyberdecks include illegal hot-sim modules right out of the box.

Wireless: Your persona is connected to the matrix

Sequencer (6)

An electronic device requried to defeat keypad-maglocks. See **Maglocks**, p. 363.

Wireless: The sequencer receives a +1 bonus to its Rating.

Shock Glove

These electrically insulated gloves have a wire mesh that discharges electric current with a punch or a simple touch. The gloves deal **electricity damage** (p. 170) and are good for ten charges before they need to be plugged in and recharged (at a rate of one charge per ten seconds). Attacks with shock gloves use the Unarmed Combat skill.

Wireless: The shock gloves recharge by induction, regaining one charge per full hour of wireless-enabled time.

White Noise Generator (6)

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.

Wireless: The white noise generator's effective radius is tripled.

Date (real world) : 2015/07/26

Karma Awarded : 23
Cash Awarded : 0¥

Session 4: Telling Fortunes. +3 Karma
Session 5: Cats and Bug Spirits +3 Karma
Session 7: Plans, plans, plans. +3 Karma
Session 8: Bugs, bugs, bugs. +14 karma