

Kinect

Metatype: Human Adept; Male; Age: 25; Height: 1.75m;
Weight: 78kg; Hair: Black; Eyes: Blue; Skin: Tan
Total Karma: 299; Current Karma: 22; Street Cred: 29;
Notoriety: 0; Public Awareness: 0

Attributes

Body..... 4	<input type="checkbox"/>	Essence 3.52	<input type="checkbox"/>
Agility 4/8	<input type="checkbox"/>	Edge 4	<input type="checkbox"/>
Reaction 4/6	<input type="checkbox"/>	Magic 5	<input type="checkbox"/>
Strength 3	<input type="checkbox"/>	Initiate Grade 2	<input type="checkbox"/>
Willpower 3	<input type="checkbox"/>	Initiative .. 8/11+3D6	<input type="checkbox"/>
Logic 5/8	<input type="checkbox"/>	Inherent Limits	
Intuition..... 4/5	<input type="checkbox"/>	[6] Physical Limit	
Charisma..... 3	<input type="checkbox"/>	[9] Mental Limit	
		[6] Social Limit	

Movement

16m/32m/+2 Land Movement

6m/+1 Swimming

Active Skills

9 [?] Aeronautics Mechanic 1 (Log)
9 [9] Arcana 1 (Log)
9 [?] Armorer 1 (Log)
13 [A] Automatics 4 (5) (Agi)
9 [?] Automotive Mechanic 1 (Log)
12 [A] Blades 3 (4) (Agi)
13 [M] Computer 5 (Log)
4 [6] Con 1 (Cha)
Prejudiced (Specific) : -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation
12 [M] Cybercombat 4 (Log)
11 [M] Electronic Warfare 3 (Log)
4 [6] Etiquette 1 (Cha)
Prejudiced (Specific) : -4 when dealing with the target of your prejudice and +4 to their dicepool if the encounter is a negotiation
9 [9] First Aid 1 (Log)
9 [A] Gunnery 1 (Agi)
10 [6] Gymnastics 2 (Agi)
12 [M] Hacking 4 (Log)
9 [M] Hardware 1 (Log)
12 [A] Heavy Weapons 3 (4) (Agi)
15 [12] Locksmith 1 (Agi)
12 [A] Longarms 4 (Agi)
9 [9] Medicine 1 (Log)
9 [6] Palming 1 (Agi)
7 [9] Perception 2 (Int)

Active Skills

9 [H] Pilot Aircraft 3 (Rea)
8 [H] Pilot Ground Craft 2 (Rea)
11 [A] Pistols 3 (Agi)
(Semi-Automatics)
9 [6] Sneaking 1 (Agi)
9 [M] Software 1 (Log)
9 [A] Unarmed Combat 1 (Agi)

Knowledge Skills

11 [9] Ballistics 3 (Log)
6 [9] Bars & Clubs 1 (Int)
6 [9] Data Havens 1 (Int)
9 [9] Finance 1 (Log)
6 [9] Firearm History 1 (Int)
6 [9] Gang ID 1 (Int)
6 [9] Hotels & Motels 1 (Int)
6 [9] Magical Goods 1 (Int)
9 [9] Magical Theory 1 (Log)
6 [9] Matrix Hangouts 1 (Int)
7 [9] Meditation 2 (Int)
9 [9] Small Unit Tactics 4 (Int)

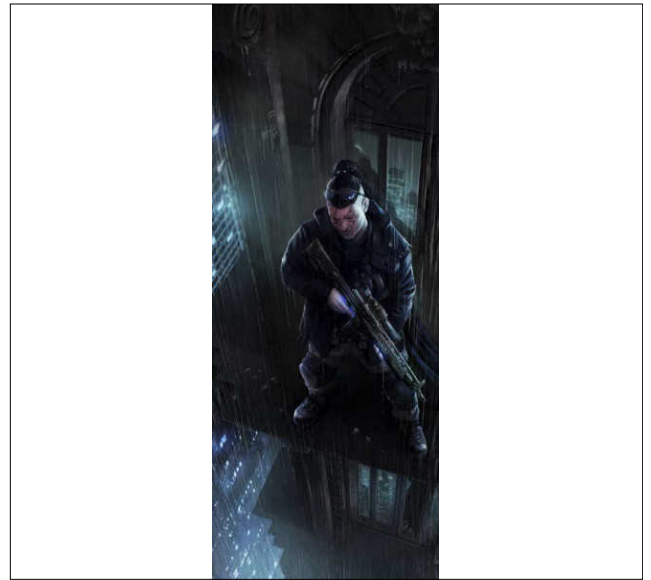
Language Skills

7 [9] Aztlaner Spanish 2
7 [9] Chinese 2
N English

Activated Adjustments

Bind Focus: Weapon Focus (2) +3
Magic -25

Validation Report (0 issues): Nothing identified



Physical Damage

		-1
		-2
		-3

Overflow:

Natural Recovery:
12 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 13
Full Defense (-10 Interrupt, for the rest of the turn): +3
Melee attacks against you are at : +0
Melee Defense (No Action): 13
Full Defense (-10 Interrupt, for the rest of the turn): +3
Dodge (-5 Interrupt, vs. one melee attack): +2 [6]
Combat Knife Weapon Focus (2) Parry (-5 Interrupt, vs. one melee attack): +6 [6]
Knife Parry (-5 Interrupt, vs. one melee attack): +4 [6]
Survival Knife Parry (-5 Interrupt, vs. one melee attack): +4 [6]
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +1 [6]
Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 9 [6]

Damage Resistances

28 🐼 Armor 21
28 🐼 Acid Protection 21 34 🐼 Electricity Protection 27
28 🐼 Cold Protection 21 34 🐼 Fire Protection 27
28 🐼 Falling Protection 21 10 🐼 Fatigue Resistance

Edge Pool



Language Skills

7 🐼 [9] German 2
7 🐼 [9] Japanese 2

Attribute-Only Tests

6 🐼 Composure
8 🐼 Judge Intentions
7 🐼 Lifting & Carrying
11 🐼 Memory

Toxin Resistances

	Toxin	Disease
Contact	7 🐼	7 🐼
Ingestion	7 🐼	7 🐼
Inhalation	Imm	Imm
Injection	7 🐼	7 🐼

Addiction Resistance

7 🐼 Resist Physical Addiction
11 🐼 Resist Psychological Addiction

Positive Qualities

Adept
The Burnout's Way

Negative Qualities

Allergy, Uncommon (Severe): Peppers
Emotional Attachment: AR Gloves
Prejudiced (Specific) (Outspoken): Humanis

Adept Powers (Drain: Wil + Bod = 7 🐼)

Attribute Boost (4): Agility (9 🐼)
Combat Sense (2)
Critical Strike: Blades
Improved Reflexes (1)
Improved Sense: Damper
Improved Sense: Low-Light Vision
Improved Sense: Select Sound Filter 6
Improved Sense: Vision Magnification
Mystic Armor (2)
Rapid Healing (2)

Metamagic Powers

Power Point

Metamagic Powers

Power Point

Identities

Daniel Smithers

Fake SIN

Lifestyles: (1 month) Shared Lifestyle [Comforts & Necessities (4), Neighborhood (5), Security (4), Extra Secure, Obscure/Difficult to Find]

Licenses & SINS: Fake License: Conceal Carry (6), Fake License: Cyberdeck (6), Fake License: Driver (6), Fake License: Weapon Focus (5), Fake SIN (6)

Darrell

Fake SIN

Licenses & SINS: Fake SIN (5)

Jason Roberts (Bug-Out Identity)

Fake SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2), Safehouse, Special Work Area, Local Grid Subscription], (1 month) Victoria's Apartment [Comforts & Necessities (2), Neighborhood (2), Security (2), Armory]

Licenses & SINS: Fake License: Conceal Carry (4), Fake License: Cyberdeck (4), Fake License: Driver (4), Fake License: Weapon Focus (4), Fake SIN (4)

Thomas Gardner

Fake SIN

Lifestyles: (1 month) Commercial Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3), Garage (Large Car), Workshop/Facility]

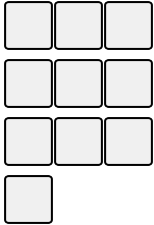
Licenses & SINS: Fake License: Conceal Carry (5), Fake License: Cyberdeck (5), Fake License: Driver (5), Fake License: Weapon Focus (5), Fake SIN (5)

Armor

Armor Clothing	6
Armor Jacket	12
Acid: +2, Electricity: +6 Modifications: Chemical Protection (2), Concealable Holster, Nonconductivity (6)	
Armor Vest	9
Big Game Hunter	14
Electricity: +6, Fire: +6 Modifications: Custom Fit, Custom Protection: Fire Resistance (6), Gear Access, Holster, Nonconductivity (6)	
Full Body Armor	15
Full Body Armor Helmet	+3
Modifications: Gas Mask	
Hardened Mil-Spec Battle Armor (Light)	[15]
Modifications: Custom Fit, Gear Access, Holster, Restrictive	
Mystic Armor	+2
Orthoskin (2)	+2
Snake Mesh Socks	+2
Synergist Business Line	12
Fire: +6 Modifications: Custom Fit, Fire Resistance (6), Holster (concealed), Synergist Business Line Longcoat [Custom Fit (Stack), Custom Fit, Holster, YNT Softweave, Chemical Protection (6), Nonconductivity (3)], YNT Softweave	
Urban Explorer Jumpsuit	9
Acid: +3, Electricity: +3, Fire: +3 Modifications: Chemical Protection (3), Fire Resistance (3), Flashlight, Nonconductivity (3), Quick-Draw Holster, YNT Softweave Accessories: Flashlight	

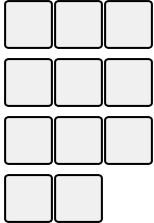
Matrix Devices

Nixdorf Sekretär



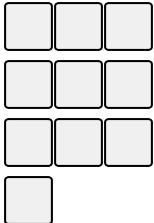
Device Rating : 4
Data Processing : 6, **Firewall** : 4
Matrix Initiative : 11
Matrix DR : 8 (7 vs. Black IC)
Programs (0/2): Bentley Concordat : ????

Proteus Poseidon



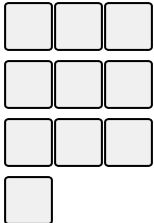
Device Rating : 5
Data Processing : 5, **Firewall** : 6
Noise Reduction (current): 0, **Sharing** (current): 5
Matrix Initiative : 10
Matrix DR : 11 (9 vs. Black IC)
Modifications: Sim Module, Modified for Hot Sim
Programs (3/5): Clearsight (6), Maneuvering: Pilot Aircraft (6), Targeting (6)

Renraku Tsurugi



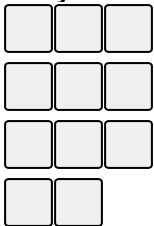
Device Rating : 3
Attribute Array : 6 5 5 3
 currently assigned as:
Attack: 3, **Data Processing** : 7, **Firewall**: 5,
Sleaze: 5
Matrix Initiative : 12
Matrix DR : 8 (8 vs. Black IC)
Modifications: Sim Module, Modified for Hot Sim
Programs (5/5): Browse, Encryption, Search, Signal Scrub, Toolbox, Virtual Machine

Sony CIY-720



Device Rating : 4
Attribute Array : 7 6 5 4
 currently assigned as:
Attack: 7, **Data Processing** : 7, **Firewall**: 6,
Sleaze: 4
Matrix Initiative : 12
Matrix DR : 10 (9 vs. Black IC)
Modifications: Sim Module, Modified for Hot Sim
Programs (6/6): Armor, Baby Monitor, Biofeedback, Blackout, Browse, Configurator, Decryption, Demolition, Edit, Encryption, Exploit, Fork, Guard, Hammer, Mugger, Search, Shell, Signal Scrub, Toolbox, Virtual Machine

Transys Avalon



Device Rating : 6
Data Processing : 6, **Firewall** : 6
Matrix Initiative : 11
Matrix DR : 12 (9 vs. Black IC)
Programs (0/3): Ticker: ????

Cyberware (Essence: 0.08)

Datajack

Essence: 0.08

Bioware (Essence: 2.4)

Bone Density Augmentation (3)

Essence: 0.72

Cerebral Booster (2)

Essence: 0.32

Muscle Toner (4)

Essence: 0.64

Reflex Recorder: Automatics

Essence: 0.08

Reflex Recorder: Blades

Essence: 0.08

Bioware (Essence: 2.4)

Reflex Recorder: Heavy Weapons

Essence: 0.08

Sleep Regulator

Essence: 0.08

Gear (Cash: 52,918.5¥)

AR Gloves

Autopicker (6)

Backpack (4)

Binoculars (2)

Modifications: Low Light Vision, Vision Magnification, Electronic

Body bag

Bug Scanner (6)

(4x) Certified Credstick, Silver

Certified Credstick, Standard

Programs (0/0): 1,000¥

Certified Credstick, Standard

Concealable Holster

(5x) Cram

Data Tap

(20x) Datachip

Dropped to Ground

Duffle bag (6)

Ear buds (3)

Modifications: Audio Enhancement (3)

Flashlight, Low-Light

Glasses (4)

Modifications: Image Link, Smartlink, Vision Enhancement (2)

Goggles (6)

Modifications: Flare Compensation, Image Link, Low Light Vision, Smartlink, Thermographic Vision, Vision Magnification, Electronic

Hidden Gun Arm Slide

Hidden Gun Arm Slide

Keycard Copier (6)

Lockpick Set

Maglock Passkey (5)

Metal Restraints

Micro-Tranceiver

Monocle (4)

Modifications: Image Link, Smartlink, Vision Enhancement (2)

Nixdorf Sekretär

Programs (0/2): Bentley Concordat : ????

Proteus Poseidon

Modifications: Sim Module, Modified for Hot Sim

Programs (3/5): Clearsight (6), Maneuvering: Pilot Aircraft (6), Targeting (6)

(10x) Psyche

Qi Focus: Rapid Healing (2) (4)

Renraku Tsurugi

Modifications: Sim Module, Modified for Hot Sim

Programs (5/5): Browse, Encryption, Search, Signal Scrub, Toolbox, Virtual Machine

(10x) Security Tags

Sequencer (7)

Sony CIY-720

Modifications: Sim Module, Modified for Hot Sim

Programs (6/6): Armor, Baby Monitor, Biofeedback, Blackout, Browse, Configurator, Decryption, Demolition, Edit, Encryption, Exploit, Fork, Guard, Hammer, Mugger, Search, Shell, Signal Scrub, Toolbox, Virtual Machine

(2x) Stim Patch (6)

Subvocal Microphone

Survival Kit

Tool Kit, Armorer

Tool kit, Forgery

Gear (Cash: 52,918.5¥)

Tool Kit, Hardware

Tool Kit, Software

Transys Avalon

Programs (0/3): Ticker: ????

White Noise Generator (6)

Vehicles

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

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

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

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

Horizon Flying Eye, Offensive

CHASSIS: HORIZON FLYING EYE, OFFENSIVE

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

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

Weapons:

Flash-Pak Grenade [Grenade, non-aerodynamic, Acc 3, DV Flash, AP -]

Smoke Grenade [Grenade, non-aerodynamic, Acc 3, DV Smoke, 10m R, AP -]

MCT Fly-Spy

CHASSIS: MCT FLY-SPY

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

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

MCT Fly-Spy

CHASSIS: MCT FLY-SPY

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

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

Vehicles

MCT-Nissan Roto-drone

CHASSIS: MCT-NISSAN ROTO-DRONE

Handling 4, Speed 4, Acceleration 2, Body 4, Pilot 3, Sensor 3, Device Rating 3, Data Processing 3, Firewall 3

Condition Monitor: 8

Armor: 4H

Limits: Mental 4

Physical Initiative: 6+4D6

Vehicle Mods:

Rigger Interface

Gear:

Terracotta Arms AM-47 Integral Commlink

Weapons:

Terracotta Arms AM-47 [Sniper Rifle, Acc 7, DV 15S, AP -3, SA, RC 1(2), 18 (c)] w/ Bipod, (20x) EX-Explosive Rounds, (20x) Gel Rounds, Shock Pad, Silencer/Suppressor, Smartgun System, Internal, Terracotta Arms AM-47 Imaging Scope, Underbarrel Weight

Terracotta Arms AM-47 Integral Commlink

Saeder-Krupp-Bentley Concordat

CHASSIS: SAEDER-KRUPP-BENTLEY CONCORDAT

Handling 5, Handling (Off-Road) 4, Speed 5, Acceleration 2, Body 12, Pilot 2, Sensor 4, Seating 4, Device Rating 2, Data Processing 2, Firewall 2

Condition Monitor: 18

Armor: 12H

Limits: Mental 3

Physical Initiative: 4+4D6

Languages: English N

Vehicle Mods:

Morphing license plate

Smuggling compartment (dwarf, human, elf, or ork)

Spoof chip

Gear:

Sony Emperor

Weapons:

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2 (3), 32 (c)] w/ (64x) APDS, Folding Stock, Gas-Vent System (2), Silencer/Suppressor, Smartgun System, Internal

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2 (3), 32 (c)] w/ (64x) APDS, Folding Stock, Gas-Vent System (2), Silencer/Suppressor, Smartgun System, Internal

Suzuki Mirage

CHASSIS: SUZUKI MIRAGE

Handling 5, Handling (Off-Road) 3, Speed 6, Acceleration 3, Body 5, Pilot 1, Sensor 2, Seating 1, Device Rating 1, Data Processing 1, Firewall 1

Condition Monitor: 15

Armor: 6H

Limits: Mental 2

Physical Initiative: 2+4D6

Weapons:

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2 (3), 32 (c)] w/ (32x) APDS, (32x) Flechette Rounds, Folding Stock, Gas-Vent System (2), (32x) Regular Ammo, Silencer/Suppressor, Smartgun System, Internal, (5x) Spare Clips, (32x) Stick-n-Shock

Streetline Special [Hold-out, Acc 4, DV 6P, AP -, SA, 6 (c)] w/ (30x) Regular Ammo

Programs

Agent (6)

Agent (6)

Contacts

Binger (Talismonger)

Connection: 3 Loyalty: 1

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Personal Grooming (clothes)

Personal Life: Family

Type: Swag

Blayze (Mage)

Connection: 2 Loyalty: 2

Chips: You and the contact are even

Emmanuel (Coyote/Smuggler)

Connection: 3 Loyalty: 1

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Barter (easy items to sell)

Hobbies/Vice: Nothing of Interest

Personal Life: Widowed

Type: Shadow Service

Eve (Fixer)

Connection: 4 Loyalty: 1

Chips: You and the contact are even

Fayette (Salish Daughter)

Connection: 2 Loyalty: 1

Chips: You and the contact are even

Fritz (Arms Dealer)

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Martha (Salish Aunt)

Connection: 2 Loyalty: 1

Chips: You and the contact are even

Sandii (Fixer)

Connection: 3 Loyalty: 1

Chips: You and the contact are even

Simmons (Fixer)

Connection: 2 Loyalty: 2

Chips: You and the contact are even

Stan (Matrix monger)

Connection: 1 Loyalty: 1

Chips: You and the contact are even

Background & Personal Details

White German mix.

Run/Survive - Kinect

Date (game world): 2054/02/25

Date (real world): 2015/05/04

Karma Awarded: 10

Cash Awarded: 25,000¥

Research - Kinect

Date (game world): 2054/02/26

Date (real world): 2015/05/18

Karma Awarded: 4

Cash Awarded: 0¥

Lost Necklace 1 - Kinect

Date (game world): 2054/03/03

Date (real world): 2015/07/13

Karma Awarded: 5

Cash Awarded: 0¥

Lost Necklace 2 - Kinect

Date (game world): 2054/03/04

Date (real world): 2015/07/28

Karma Awarded: 3

Cash Awarded: -150¥

Bugs,Bribes, & Brotherhood - Kinect

Date (game world): 2054/03/05

Date (real world): 2015/08/10

Karma Awarded: 3

Cash Awarded: -2,500¥

Aiden Lost (sidebar) - Kinect

Date (game world): 2054/03/05

Date (real world): 2015/08/24

Karma Awarded: 3

Cash Awarded: 0¥

Rehire and Guns - Kinect

Date (game world): 2054/03/05

Date (real world): 2015/08/31

Karma Awarded: 3

Cash Awarded: -3,000¥

UB Run Completed - Kinect

Date (game world): 2054/03/06

Date (real world): 2015/09/15

Karma Awarded: 14

Cash Awarded: 44,200¥

Herbal Tea - Kinect

Date (game world): 2054/04/06

Date (real world): 2015/09/21

Karma Awarded : 2

Cash Awarded : 2,000¥

Decker Hangout - Kinect

Date (game world): 2054/04/06

Date (real world): 2015/10/05

Karma Awarded : 2

Cash Awarded : -21,000¥

Rollin on the Dr. Bobs - Kinect

Date (game world): 2054/04/06

Date (real world): 2015/10/12

Karma Awarded : 2

Cash Awarded : 0¥

Getting to Freya - Kinect

Date (game world): 2054/04/06

Date (real world): 2015/10/20

Karma Awarded : 2

Cash Awarded : -2,000¥

Party Crashing - Kinect

Date (game world): 2054/04/07

Date (real world): 2015/10/26

Karma Awarded : 2

Cash Awarded : -50¥

Boat Raid - Kinect

Date (game world): 2054/04/07

Date (real world): 2015/11/02

Karma Awarded : 2

Cash Awarded : 0¥

Warehouse Raid 2 - Kinect

Date (game world): 2054/04/08

Date (real world): 2015/11/16

Karma Awarded : 2

Cash Awarded : 2,000¥

Bait Ouch Time - Kinect

Date (game world): 2054/04/09

Date (real world): 2015/11/24

Karma Awarded : 2

Cash Awarded : 0¥

DreamChipper Completed - Kinect

Date (game world): 2054/04/10

Date (real world): 2015/12/01

Karma Awarded: 10

Cash Awarded: 72,500¥

Warehouse Raid 1 - Kinect

Date (game world): 2075/04/08

Date (real world): 2015/11/09

Karma Awarded: 2

Cash Awarded: 0¥

Monthly Expenses - Kinect

Date (real world): 2015/12/05

Karma Awarded: 0

Cash Awarded: -5,200¥

Monthly Expenses Applied:

Shared Lifestyle: 5200¥ x 1 = 5200¥

(3 months) Home: -1 month

(1 month) Victoria's Apartment: -1 month

(2 months) Low Lifestyle: -1 month

Truck Job 1 - Kinect

Date (game world): 2054/05/01

Date (real world): 2016/04/18

Karma Awarded: 0

Cash Awarded: 0¥

Truck Job 2 - Kinect

Date (game world): 2054/05/01

Date (real world): 2016/04/26

Karma Awarded: 3

Cash Awarded: 0¥

Truck Job 3 - Kinect

Date (game world): 2054/05/01

Date (real world): 2016/05/02

Karma Awarded: 3

Cash Awarded: 0¥

Truck Job 4 - Kinect

Date (game world): 2054/05/01

Date (real world): 2016/05/09

Karma Awarded: 8

Cash Awarded: 7,500¥

Young Elven Technology Run 1 - Kinect

Date (game world): 2054/05/07

Date (real world): 2016/05/16

Karma Awarded: 3

Cash Awarded: 0¥

Young Elven Technology Run 2 - Kinect

Date (game world): 2054/05/08

Date (real world): 2016/05/23

Karma Awarded : 3

Cash Awarded : 4,000¥

Young Elven Technology Run 3 - Kinect

Date (game world): 2054/05/08

Date (real world): 2016/05/31

Karma Awarded : 0

Cash Awarded : 0¥

Young Elven Technology Run 4 - Kinect

Date (game world): 2054/05/08

Date (real world): 2016/06/06

Karma Awarded : 10

Cash Awarded : 44,500¥

Mr. Ritter 1 - Kinect

Date (game world): 2054/05/09

Date (real world): 2016/06/06

Karma Awarded : 4

Cash Awarded : 10,000¥

Mr. Ritter 2 - Kinect

Date (game world): 2054/05/10

Date (real world): 2016/06/13

Karma Awarded : 3

Cash Awarded : 0¥

Mr. Ritter 3 - Kinect

Date (game world): 2054/05/11

Date (real world): 2016/06/20

Karma Awarded : 3

Cash Awarded : 0¥

Mr. Ritter 4 - Kinect

Date (game world): 2054/05/11

Date (real world): 2016/07/11

Karma Awarded : 3

Cash Awarded : 5,000¥

Damn Elevator - Kinect

Date (game world): 2054/05/12

Date (real world): 2016/07/25

Karma Awarded : 3

Cash Awarded : 0¥

Rescue Rangers - Kinect

Date (game world): 2054/05/14

Date (real world): 2016/08/09

Karma Awarded: 10

Cash Awarded: 97,500¥

Hunt for Girl 1 - Kinect

Date (game world): 2054/05/26

Date (real world): 2016/08/15

Karma Awarded: 3

Cash Awarded: 12,500¥

Hunt for Girl 2 - Kinect

Date (game world): 2054/05/27

Date (real world): 2016/08/22

Karma Awarded: 3

Cash Awarded: 0¥

Hunt for Girl 3 - Kinect

Date (game world): 2054/05/27

Date (real world): 2016/08/30

Karma Awarded: 3

Cash Awarded: 0¥

Hunt for Girl 4 - Kinect

Date (game world): 2054/05/28

Date (real world): 2016/09/06

Karma Awarded: 3

Cash Awarded: 0¥

Hunt for Girl - Kinect

Date (game world): 2054/05/28

Date (real world): 2016/09/12

Karma Awarded: 3

Cash Awarded: -1,000¥

Chopper Showdown - Kinect

Date (game world): 2054/05/28

Date (real world): 2016/09/20

Karma Awarded: 3

Cash Awarded: 0¥

Escape from Salish to a Clinic - Kinect

Date (game world): 2054/05/28

Date (real world): 2016/09/26

Karma Awarded: 10

Cash Awarded: 25,000¥

Run out of the Clinic - Kinect

Date (game world): 2054/05/31

Date (real world): 2016/10/10

Karma Awarded : 3

Cash Awarded : 800¥

Extractions Never Go Wrong - Kinect

Date (game world): 2054/06/13

Date (real world): 2016/10/17

Karma Awarded : 3

Cash Awarded : 0¥

Monthly Expenses - Kinect

Date (game world): 2054/06/01

Date (real world): 2016/10/17

Karma Awarded : 0

Cash Awarded : -7,200¥

Monthly Expenses Applied:

Shared Lifestyle: 5200¥ x 1 = 5200¥

Victoria's Apartment: 2000¥ x 1 = 2000¥

(1 month) Low Lifestyle: -1 month

(1 month) Commercial Lifestyle: -1 month

Simple run Afoul - Kinect

Date (game world): 2054/06/16

Date (real world): 2016/10/25

Karma Awarded : 4

Cash Awarded : 0¥

Rescued from the Hole - Kinect

Date (game world): 2054/06/17

Date (real world): 2016/11/08

Karma Awarded : 11

Cash Awarded : 0¥

Drop off & Bug Hunt - Kinect

Date (game world): 2054/06/19

Date (real world): 2016/11/14

Karma Awarded : 4

Cash Awarded : 79,725¥

Building/Moving on up - Kinect

Date (game world): 2054/06/29

Date (real world): 2016/11/21

Karma Awarded : 3

Cash Awarded : 1,400¥

Dirt and water ruin the site - Kinect

Date (game world): 2054/06/30

Date (real world): 2016/11/29

Karma Awarded : 3

Cash Awarded : 0¥

Monthly Expenses - Kinect

Date (real world) : 2016/12/05

Karma Awarded : 0

Cash Awarded : -19,750¥

Monthly Expenses Applied:

Shared Lifestyle: 5200¥ x 1 = 5200¥

Low Lifestyle: 4550¥ x 1 = 4550¥

Victoria's Apartment: 2000¥ x 1 = 2000¥

Commercial Lifestyle: 8000¥ x 1 = 8000¥

Rest, Relax burgle! - Kinect

Date (game world) : 2054/07/01

Date (real world) : 2016/12/05

Karma Awarded : 6

Cash Awarded : 7,500¥

Burgle Successful - Kinect

Date (game world) : 2054/07/10

Date (real world) : 2016/12/12

Karma Awarded : 3

Cash Awarded : 0¥

Kid Delivery - Kinect

Date (game world) : 2054/07/11

Date (real world) : 2016/12/19

Karma Awarded : 10

Cash Awarded : 10,000¥

Plan for a Queen - Kinect

Date (game world) : 2054/07/14

Date (real world) : 2017/01/09

Karma Awarded : 3

Cash Awarded : -100¥

Get the Butler - Kinect

Date (game world) : 2054/07/12

Date (real world) : 2017/01/16

Karma Awarded : 3

Cash Awarded : 0¥

Long kill Queen - Kinect

Date (game world) : 2054/07/12

Date (real world) : 2017/01/31

Karma Awarded : 12

Cash Awarded : 65,000¥

An Odd Request - Kinect

Date (game world) : 2054/07/13

Date (real world) : 2017/02/06

Karma Awarded : 0

Cash Awarded : 0¥

Down the jungle hole - Kinect

Date (game world): 2054/07/18

Date (real world): 2017/02/13

Karma Awarded: 4

Cash Awarded: 0¥

Jungle Ambush - Kinect

Date (game world): 2054/08/02

Date (real world): 2017/03/06

Karma Awarded: 3

Cash Awarded: 0¥

Just Another a Plane Ride - Kinect

Date (game world): 2054/08/04

Date (real world): 2017/03/21

Karma Awarded: 10

Cash Awarded: 120,000¥

177000 each but we only take 120000 and the rest is going into the fund (57000) if Black has an issue I will pay him the additional out of my money.

Monthly Expenses - Kinect

Date (game world): 2054/08/01

Date (real world): 2017/03/21

Karma Awarded: 0

Cash Awarded: -19,750¥

Monthly Expenses Applied:

Shared Lifestyle: 5200¥ x 1 = 5200¥

Low Lifestyle: 4550¥ x 1 = 4550¥

Victoria's Apartment: 2000¥ x 1 = 2000¥

Commercial Lifestyle: 8000¥ x 1 = 8000¥

Protect the Principle - Kinect

Date (game world): 2054/08/17

Date (real world): 2017/04/03

Karma Awarded: 0

Cash Awarded: -4,000¥

A Vampire Girl and her research - Kinect

Date (game world): 2054/08/18

Date (real world): 2017/04/24

Karma Awarded: 4

Cash Awarded: 0¥

Drop off of the girl - Kinect

Date (game world): 2054/08/19

Date (real world): 2017/05/08

Karma Awarded: 8

Cash Awarded: 0¥

Fat Vito needs a delivery - Kinect

Date (game world): 2054/08/22

Date (real world): 2017/05/08

Karma Awarded : 4

Cash Awarded : 0¥

So how do we get there? - Kinect

Date (game world): 2054/08/24

Date (real world): 2017/06/05

Karma Awarded : 3

Cash Awarded : -4,575¥

Oh look a wyrven - Kinect

Date (game world): 2054/08/26

Date (real world): 2017/06/26

Karma Awarded : 4

Cash Awarded : 0¥

Really? Traffic Now? - Kinect

Date (game world): 2054/08/27

Date (real world): 2017/07/10

Karma Awarded : 9

Cash Awarded : 50,450¥

Chicago UB well isn't this a great vacay spot. - Kinect

Date (game world): 2054/29/08

Date (real world): 2017/07/17

Karma Awarded : 4

Cash Awarded : -5,700¥

The -4000 is for the low lifestyle as well as having burnt the location.

Monthly Expenses - Kinect

Date (game world): 2054/09/01

Date (real world): 2017/07/17

Karma Awarded : 0

Cash Awarded : -19,750¥

Monthly Expenses Applied:

Shared Lifestyle: $5200¥ \times 1 = 5200¥$

Low Lifestyle: $3550¥ \times 1 = 3550¥$

Victoria's Apartment: $3000¥ \times 1 = 3000¥$

Commercial Lifestyle: $8000¥ \times 1 = 8000¥$

AP Crossover - Kinect

Date (real world): 2017/07/22

Karma Awarded : 5

Cash Awarded : 13,500¥

Jane Foster Where are you? Wait who are you? - Kinect

Date (game world): 2054/09/22

Date (real world): 2017/08/07

Karma Awarded : 3

Cash Awarded : 0¥

Mind Control Mage Mayhem - Kinect

Date (game world): 2054/09/23

Date (real world): 2017/08/14

Karma Awarded: 3

Cash Awarded: 0¥

Title - Kinect

Date (real world): 2017/09/18

Karma Awarded: 8

Cash Awarded: 4,000¥