#### **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	Essence 3.52			
Agility 4/8	Edge4			
Reaction4/6	Magic5			
Strength3	Initiate Grade2			
Willpower3	Initiative 8/11+3D6			
Logic 5/8	Inherent Limits			
Intuition 4/5	[6] Physical Limit			
Charisma3	[9] Mental Limit [6] Social Limit			

### Movement

16m/32m/+2 Land Movement

### **Active Skills**

- 9 [?] Aeronautics Mechanic 1
- 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 61 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)

# 6m/+1 Swimming

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

### Knowledge Skills

- 11 9 [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] Chinese 2 N English

7 [9] Aztlaner Spanish 2

## **Activated Adjustments**

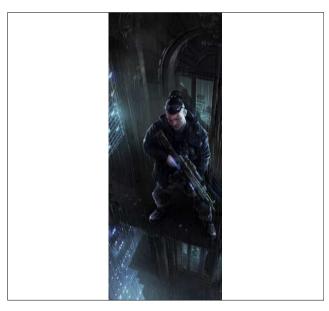
Bind Focus: Weapon Focus (2) +3

Magic -25

#### Validation Report (0 issues): Nothing identified







<b>Physical Damage</b>	Stun Damage	
-1	-1	
-2	-2	
-3	_3	
Overflow: □□□□ Natural Recovery:	Natural Recovery: 9	

12 (1 day), 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 Fig. [6]

Knife Parry (-5 Interrupt, vs. one melee attack): +4 Survival Knife Parry (-5 Interrupt, vs. one melee attack):

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學	7₩
Inhalation	lmm	lmm
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		
Armor Clothing	6	
Armor Jacket	12	
Acid: +2, Electricity: +6		
<b>Modifications</b> : Chemical Protection (2), Concealable Holster, Nonconductivity (6)		
Armor Vest	9	
Big Game Hunter	14	
Electricity: +6, Fire: +6		
<b>Modifications</b> : 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]	
<b>Modifications</b> : Custom Fit, Gear Access, Holster, Restrictive		
Mystic Armor	+2	
Orthoskin (2)	+2	
Snake Mesh Socks	+2	
Synergist Business Line	12	
<b>Fire</b> : +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		

Urban Explorer Jumpsuit Acid: +3, Electricity: +3, Fire: +3

Modifications: Chemical Protection (3), Fire Resistance (3),

Flashlight, Nonconductivity (3), Quick-Draw Holster, YNT Softweave

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Accessories: Flashlight

(3)], YNT Softweave

#### Firearms & Heavy Weapons Firearms & Heavy Weapons **AK-98** 10P v -6 14 [8] 25/150/350/550 Colt Agent Special 10P v -1 Ammo Usage : 38 (c): 00000 00000 00000 00000 00000 **Ammo Usage** : 8 (c): □□□□□ □□□ Semi-Auto (1, simple action): 14 \*, 10P Damage Semi-Auto (1, simple action): 14 \*, 10P Damage Double-Tap (2, complex action): 14 \*, 11P Damage Double-Tap (2, complex action): 14 \*, 11P Damage Semi-Automatic Burst (3, complex action): 14 \* vs. -2 Def. 10P Burst Fire (3, simple action) or Semi-Automatic Burst (3, Damage complex action): 14 \* vs. -2 Def, 10P Damage Recoil Compensation: 2 Modifications: Personalized Grip Aimed Burst (3, complex action): 14 . 11P Damage Accessories: Laser Sight, Silencer/Suppressor, (4) Spare Clips Full Auto (6, simple action) or Long Burst (6, complex action): EX-Explosive Rounds: +2 v -1, \_ 12<sup>19</sup> vs. -5 Def, 10P Damage Brain Blaster (6, complex action): 12 \*\*, 12P Damage Defiance EX Shocker 9S(e) v -5 Ammo Usage : 4 (m): Full Auto (10, complex action): 8 vs. -9 Def, 10P Damage Recoil Compensation: 3 Single Action (1, simple action): 12 , 9S(e) Damage Modifications: Extreme Environment Modification (2), Folding Stock, Recoil Compensation : 2 Modifications: Smartgun System, Internal Personalized Grip Taser Dart: -, \_ Accessories: AK-98 Grenade Launcher, Silencer/Suppressor, Sling, /20 Defiance T-250 (short-barrel ver 11P(f) ∨ +4 Ammo Usage : 5 (m): □□□□□□ Smartgun System, External 13 [6] **APDS**: - v -4, \_\_\_\_\_/76 Gel Rounds: +0S v +1, \_\_\_\_\_/76 Narrow Spread : AK-98 Grenade Launcher 10S, 10m R v -4 Single Action (1, simple action): 13 9 vs. -1 Def, 11P(f) Damage 12 [3] 5-50/100/150/500 **Ammo Usage** : 6 (m): □□□□□□□□□ **Double-Tap** (2, complex action): 13 <sup>\*\*</sup> vs. -1 Def, 12P(f) Damage Single Action (1, simple action): 12 \*, 10S, 10m R Damage Semi-Automatic Burst (3, complex action): 13 \*\* vs. -3 Def. 11P Recoil Compensation: 2 (Double Uncompensated Recoil) (f) Damage Flash-Bang Minigrenade: 10S, 10m R v -4, \_ Recoil Compensation : 2 Modifications: Smartgun System, Internal Flechette Rounds: +2(f) v +5, \_ Semi-Auto (1, simple action): 13 \*\*, 15P Damage Enfield AS-7 15P(f) v +413 🖤 [5] Double-Tap (2, complex action): 13 \*, 16P Damage Ammo Usage : 10 (c): 00000 00000 Semi-Automatic Burst (3, complex action): 13 ws. -2 Def, 15P Narrow Spread : Semi-Auto (1, simple action): 13 \*\* vs. -1 Def, 15P(f) Damage Damage Recoil Compensation: 9 (Double Uncompensated Recoil) Double-Tap (2, complex action): 13 vs. -1 Def, 16P(f) Damage Modifications: Personalized Grip, Smartgun System, Internal Burst Fire (3, simple action) or Semi-Automatic Burst (3, Accessories: Gyro Mount, Laser Sight [Turned Off], Safe Target complex action): 13 ws. -3 Def, 15P(f) Damage System, Shock Pad, Sling, (3) Spare Clips Aimed Burst (3, complex action): 13 vs. -1 Def, 16P(f) Damage Gauss Rifle: -, \_\_\_\_\_/100 Long Burst (6, complex action): 10 ws. -6 Def, 15P(f) Damage Power Backpack: -, Recoil Compensation : 2 Modifications: Laser Sight Accessories: (2) Spare Clips Semi-Auto (1, simple action): 13 , 12P Damage Double-Tap (2, complex action): 13 , 13P Damage Flechette Rounds: +2(f) v +5, **FN HAR** 10S v -1 14 [7] 25/150/350/550 Burst Fire (3, simple action) or Semi-Automatic Burst (3, Ammo Usage : 35 (c): 00000 00000 00000 00000 complex action): 13 ws. -2 Def, 12P Damage Aimed Burst (3, complex action): 13 , 13P Damage Semi-Auto (1, simple action): 14 , 10S Damage Double-Tap (2, complex action): 14 , 11S Damage Long Burst (6, complex action): 13 vs. -5 Def, 12P Damage Recoil Compensation: 6 Burst Fire (3, simple action) or Semi-Automatic Burst (3, Modifications: Gas-Vent System (3), Personalized Grip, Smartgun complex action): 14 ws. -2 Def, 10S Damage System, Internal Aimed Burst (3, complex action): 14 , 11S Damage Accessories: Imaging Scope, Shock Pad, Sling, (4) Spare Clips Full Auto (6, simple action) or Long Burst (6, complex action): **APDS**: - v -4, \_\_\_\_\_/100 Gel Rounds: +0S v +1, \_\_\_ 14 vs. -5 Def, 10S Damage /60 Brain Blaster (6, complex action): 14 \*, 12S Damage Stick-n-Shock: -2S(e) v -5, Full Auto (10, complex action): 10 \* vs. -9 Def, 10S Damage **Colt Agent Special** 5/10/15/20 Recoil Compensation: 5 Ammo Usage : 8 (c): 00000 0000 Modifications: Folding Stock, Gas-Vent System (2), Laser Sight, Semi-Auto (1, simple action): 14 \*, 8S Damage Personalized Grip Double-Tap (2, complex action): 14 , 9S Damage Accessories: Sling, Spare Clips Semi-Automatic Burst (3, complex action): 14 💖 vs. -2 Def, 8S Gel Rounds: +0S v +1, \_\_\_\_/32 Damage Recoil Compensation: 2 Modifications: Personalized Grip, Smartgun System, Internal Accessories: Laser Sight [Turned Off], Silencer/Suppressor, (5) Spare Clips APDS: - v -4,

5/10/15/20

5/10/15/20

5/20/40/60

15/30/45/60

\_/64

Stick-n-Shock: -2S(e) v -5, \_\_\_\_/38

Gel Rounds: +0S v +1,

#### **Firearms & Heavy Weapons** Firearms & Heavy Weapons **HK XM30** 14 [9] 25/150/350/550 Remington Roomsweeper 9P v -2 9P v -6 5/20/40/60 Ammo Usage : 30 (c): 00000 00000 00000 00000 00000 Semi-Auto (1, simple action): 14 \*, 9P Damage Semi-Auto (1, simple action): 14 \*, 9P Damage Double-Tap (2, complex action): 14 , 10P Damage Double-Tap (2, complex action): 14 \*\*, 10P Damage Semi-Automatic Burst (3, complex action): 14 ws. -2 Def. 9P Burst Fire (3, simple action) or Semi-Automatic Burst (3, Damage complex action): 14 🏴 vs. -2 Def, 9P Damage Recoil Compensation: 2 Aimed Burst (3, complex action): 14 . 10P Damage Modifications: Personalized Grip, Smartgun System, Internal **EX-Explosive Rounds**: +2 v -1, \_\_\_\_\_/40 Full Auto (6, simple action) or Long Burst (6, complex action): Flechette Rounds: +2(f) v +5, \_\_\_\_\_/40 12 vs. -5 Def, 9P Damage Brain Blaster (6, complex action): 12 \*\*, 11P Damage Savalette Guardian 14 🖤 [8] 5/20/40/60 Ammo Usage : 12 (c): 00000 00000 00 Full Auto (10, complex action): 8 vs. -9 Def, 9P Damage Semi-Auto (1, simple action): 14 \*, 8S Damage Recoil Compensation: 3 Modifications: Assembled As: Assault Rifle, Folding Stock, Double-Tap (2, complex action): 14 \*, 9S Damage Personalized Grip, Smartgun System, Internal Burst Fire (3, simple action) or Semi-Automatic Burst (3, Accessories: Bipod [Turned Off], Gyro Mount [Turned Off], HK complex action): 14 \* vs. -2 Def, 8S Damage XM30 Grenade Launcher, HK XM30 Shotgun [Turned Off] Aimed Burst (3, complex action): 14 \*, 9S Damage Imaging Scope, Shock Pad, Silencer/Suppressor, Sling, (6) Spare Long Burst (6, complex action): 14 \* vs. -5 Def, 8S Damage Clips Recoil Compensation : 6 **APDS**: - v -4, \_/300 Modifications: Gas-Vent System (3), Personalized Grip, Smartgun Gel Rounds: +0S v +1, \_/294 System, Internal Stick-n-Shock: -2S(e) v -5, \_\_\_ Accessories: (6) Spare Clips HK XM30 Grenade Launcher 16P, -2/m v -2 13 [6] 5-50/100/150/500 APDS: - v -4, \_\_\_\_/47 **Gel Rounds**: +0S v +1, Ammo Usage : 6 (c): Single Action (1, simple action): 13 \*, 16P, -2/m Damage Stick-n-Shock: -2S(e) v -5, Recoil Compensation: 2 (Double Uncompensated Recoil) 8P v -5 14 [8] Savalette Guardian 5/20/40/60 Modifications: Smartgun System, Internal Ammo Usage: 12 (c): 00000 00000 00 Flash-Bang Minigrenade: 10S, 10m R v -4, Flash-Bang Minigrenade: 10S, 10m R v -4, \_\_\_\_\_/10 Fragmentation Minigrenade: 18P(f), -1/m v +5, \_\_\_\_\_/10 Semi-Auto (1, simple action): 14 💚, 8P Damage High Explosive Minigrenade: 16P, -2/m v -2, Double-Tap (2, complex action): 14 \*\*, 9P Damage Burst Fire (3, simple action) or Semi-Automatic Burst (3, 14 🖤 [8] HK-227X 10/40/80/150 complex action): 14 ws. -2 Def, 8P Damage Aimed Burst (3, complex action): 14 \*, 9P Damage Long Burst (6, complex action): 12 \* vs. -5 Def, 8P Damage Semi-Auto (1, simple action): 14 \*, 7P Damage Recoil Compensation: 3 Double-Tap (2, complex action): 14 \*\*, 8P Damage Modifications: Personalized Grip, Smartgun System, Internal Burst Fire (3, simple action) or Semi-Automatic Burst (3, Accessories: Silencer/Suppressor, (4) Spare Clips complex action): 14 💚 vs. -2 Def. 7P Damage **APDS**: - v -4, \_\_\_\_\_/24 Stick-n-Shock: -2S(e) v -5, \_ Aimed Burst (3, complex action): 14 . 8P Damage Full Auto (6, simple action) or Long Burst (6, complex action): Yamaha Raiden 9S(e) v -5 14 [9] 25/150/350/550 14 vs. -5 Def, 7P Damage Ammo Usage : 60 (c): 00000 00000 00000 00000 Brain Blaster (6, complex action): 14 \*, 9P Damage Full Auto (10, complex action): 11 wvs. -9 Def, 7P Damage Burst Fire (3, simple action): 14 vs. -2 Def, 9S(e) Damage Aimed Burst (3, complex action): 14 1, 10S(e) Damage Recoil Compensation: 6 Modifications: Folding Stock, Gas-Vent System (3), Personalized Full Auto (6, simple action) or Long Burst (6, complex action): Grip, Silencer/Suppressor, Smartgun System, Internal 14 vs. -5 Def, 9S(e) Damage Accessories: Sling, (6) Spare Clips Brain Blaster (6, complex action): 14 , 11S(e) Damage **APDS**: - v -4, \_\_\_\_\_/60 Gel Rounds: +0S v +1, \_ Full Auto (10, complex action): 12 ws. -9 Def, 9S(e) Damage Stick-n-Shock: -2S(e) v -5, \_\_\_ Recoil Compensation: 7 Modifications: Folding Stock, Gas-Vent System (3), Personalized 8S v +1 14 [7] Ingram Smartgun X Ammo Usage : 32 (c): 00000 00000 00000 00000 Grip, Silencer/Suppressor, Smartgun System, Internal Accessories: Imaging Scope, Sling, (4) Spare Clips APDS: - v -4, \_\_\_\_\_/60 **Stick-n-Shock**: -2S(e) v -5, \_\_\_ Burst Fire (3, simple action): 14 \* vs. -2 Def, 8S Damage Aimed Burst (3, complex action): 14 , 9S Damage Full Auto (6, simple action) or Long Burst (6, complex action): Melee & Other Weapons 14 vs. -5 Def, 8S Damage Brain Blaster (6, complex action): 14 \*\*, 10S Damage Combat Knife Weapon Focus (2) 6P v -3 14 🖤 [7] Reach: -Full Auto (10, complex action): 10 vs. -9 Def, 8S Damage Modifications: Personalized Grip, Weapon Focus (2) Recoil Compensation : 5 5P v -1 12 [5] Knife Reach: -Modifications: Folding Stock, Gas-Vent System (2), Personalized Survival Knife 6P v -1 12 [5] Reach: -Grip, Silencer/Suppressor, Smartgun System, Internal Accessories: Sling, (4) Spare Clips **Unarmed Strike** 9 [6] Reach: -APDS: - v -4, \_ \_\_\_\_/55 Gel Rounds: +0S v +1, /64 7 🗭 [7] Microwave Gun 7P v -6 5/15/30/50

Single Action (1, simple action): 7 \*, 7P Damage

Modifications: Personalized Grip Power Clip: -, \_\_\_\_\_/1

Matrix Devices		Bioware (Essence: 2.4)	
Nixdorf Sekretär  Device Rating: 4		Reflex Recorder: Heavy Weapons Sleep Regulator	Essence: 0.08 Essence: 0.08
Data Processing : 6, Firewall: 4  Matrix Initiative : 11		Cook (Cook: 52 049 5V	Λ
Matrix DR : 8 * (7 * vs. Black lo Programs (0/2): Bentley Concor	C)	Gear (Cash: 52,918.5¥	)
Programs (0/2): Bentley Concor	dat: ////	AR Gloves Autopicker (6)	
		Backpack (4)	
		Binoculars (2)	
Proteus Poseidon		Modifications: Low Light Vision, Vision Magnificati Body bag	on, Electronic
Device Rating: 5 Data Processing: 5, Firewall: 6		Bug Scanner (6)	
Noise Reduction (current): 0, S		(4x) Certified Credstick, Silver	
5 Matrix Initiative : 10		Certified Credstick, Standard Programs (0/0): 1,000¥	
Matrix DR : 11 (9 vs. Black	IC)	Certified Credstick, Standard	
Modifications: Sim Module, Mod	ified for Hot	Concealable Holster	
Programs (3/5): Clearsight (6), N	laneuvering:	(5x) Cram Data Tap	
Pilot Aircraft (6), Targeting (6)  Renraku Tsurugi		(20x) Datachip	
Device Rating: 3		Dropped to Ground	
Attribute Array: 6 5 5 3 currently assigned as:		Duffle bag (6) Ear buds (3)	
Attack: 3, Data Processing : 7, Sleaze: 5	Firewall: 5,	Modifications: Audio Enhancement (3)	
Matrix Initiative : 12		Flashlight, Low-Light	
Matrix DR : 8 (8 vs. Black IC Modifications: Sim Module, Mod		Glasses (4)  Modifications: Image Link, Smartlink, Vision Enha	ncement (2)
Sim		Goggles (6)	
Programs (5/5): Browse, Encryp Signal Scrub , Toolbox, Virtual I		Modifications: Flare Compensation, Image Link, L Vision, Smartlink, Thermographic Vision, Vision N	
Sony CIY-720		Electronic	g
Device Rating: 4 Attribute Array: 7 6 5 4		Hidden Gun Arm Slide Hidden Gun Arm Slide	
currently assigned as: Attack: 7, Data Processing: 7,	Firewall: 6	Keycard Copier (6)	
Sleaze: 4	riiewaii. 0,	Lockpick Set	
Matrix Initiative : 12 Matrix DR : 10 (9) vs. Black	IC)	Maglock Passkey (5) Metal Restraints	
Modifications: Sim Module, Mod		Micro-Tranceiver	
Sim Programs (6/6): Armor, Baby M	onitor,	Monocle (4)	. (0)
Biofeedback, Blackout, Brows		Modifications: Image Link, Smartlink, Vision Enha Nixdorf Sekretär	ncement (2)
Decryption, Demolition, Edit, Encryption, Exploit, Fork, Guard, Hammer, Mugger,		Programs (0/2): Bentley Concordat : ????	
Search, Shell, Signal Scrub, T Machine	oolbox, Virtual	Proteus Poseidon  Modifications: Sim Module, Modified for Hot Sim	
Transys Avalon		Programs (3/5): Clearsight (6), Maneuvering: Pilot	Aircraft (6),
Device Rating: 6 Data Processing: 6, Firewall: 6	6	Targeting (6) (10x) Psyche	
Matrix Initiative : 11		Qi Focus: Rapid Healing (2) (4)	
Matrix DR : 12 (9) vs. Black Programs (0/3): Ticker: ????	IC)	Renraku Tsurugi Modifications: Sim Module, Modified for Hot Sim	
		Programs (5/5): Browse, Encryption, Search, Sig	nal Scrub,
		Toolbox, Virtual Machine (10x) Security Tags	
		Sequencer (7)	
Cyberware (Essence: 0.08)		Sony CIY-720	
Datajack (Essence: 0.08)	Essence: 0.08	Modifications: Sim Module, Modified for Hot Sim Programs (6/6): Armor, Baby Monitor, Biofeedba	ick, Blackout,
Datajaon	20001100. 0.00	Browse, Configurator, Decryption, Demolition, Exploit, Fork, Guard, Hammer, Mugger, Search	Edit, Encryption,
Bioware (Essence: 2.4)		Scrub, Toolbox, Virtual Machine	i, Olioli, Olgilal
Bone Density Augmentation (3)	Essence: 0.72	(2x) Stim Patch (6) Subvocal Microphone	
Cerebral Booster (2)	Essence: 0.32 Essence: 0.64	Survival Kit	
Muscle Toner (4) Reflex Recorder: Automatics	Essence: 0.64 Essence: 0.08	Tool Kit, Armorer	
Reflex Recorder: Blades	Essence: 0.08	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 -1

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

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, Terracorra Arms AM-47 Imaging Scope, Underbarrel Weight

Terracotta Arms AM-47 Integral Commlink

Saeder-Krupp-Bently 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

### **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:  $5200 \times x = 5200 \times x = 52$ 

(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

## 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

### **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

## **Monthly Expenses - Kinect**

Date (real world): 2016/12/05

Karma Awarded: 0 Cash Awarded: -19,750¥ Monthly Expenses Applied:

Shared Lifestyle:  $5200 \times x = 5200 \times Low Lifestyle$ :  $4550 \times x = 4550 \times Low Lifestyle$ :  $4550 \times x = 4550 \times Low Lifestyle$ :

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

### 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

### 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:  $5200 \times 1 = 5200 \times 1 = 5200 \times 1 = 3550 \times 1 = 35$ 

Victoria's Ápartment: 3000¥ x 1 = 3000¥ Commercial Lifestyle: 8000¥ x 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

# **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