

Lightning

Player: Aurzel

Metatype: Elf; Female; Age: 25; Height: 1.9m; Weight: 80kg
Total Karma: 403; Current Karma: 72; Street Cred: 40;
Notoriety: 3; Public Awareness: 0



Attributes

Body..... 4	<input type="checkbox"/>	Essence 1.39	<input type="checkbox"/>
Agility 6/10	<input type="checkbox"/>	Edge 6	<input type="checkbox"/>
Reaction 6/12	<input type="checkbox"/>	Initiative .12/18+4D6	<input type="checkbox"/>
Strength 4	<input type="checkbox"/>	Inherent Limits	
Willpower 4	<input type="checkbox"/>	[8] Physical Limit	
Logic 2	<input type="checkbox"/>	[5] Mental Limit	
Intuition..... 6	<input type="checkbox"/>	[6] Social Limit	
Charisma..... 6	<input type="checkbox"/>		

Movement

20m/40m/+2 Land Movement

7m/+2 Swimming

Active Skills

4 [M] Computer 2 (Log)
 9 [6] Con 3 (Cha)
 8 [5] Disguise 2 (Int)
 9 [6] Etiquette* (Cha)
 5 [8] Free Fall 1 (Bod)
 12 [8] Gymnastics 2 (Agi)
 11 [A] Heavy Weapons 1 (Agi)
 8 [6] Intimidation 2 (Cha)
 9 [6] Leadership* (Cha)
 11 [8] Locksmith 1 (Agi)
 17 [A] Longarms 6 (7) (Agi)
 (Sniper Rifles +2)
 9 [5] Navigation 3 (Int)
 9 [6] Negotiation* (Cha)
 11 [8] Palming 1 (Agi)
 10 [5] Perception 4 (Int)
 Audio Enhancement: +3 for audio perception tests.; Vision Enhancement: +3 for visual perception tests.
 15 [H] Pilot Aircraft 3 (Rea)
 16 [H] Pilot Ground Craft 4 (Rea)
 14 [A] Pistols 4 (Agi)
 6 [8] Running 2 (Str)
 16 [8] Sneaking 4 (Agi)
 12 [A] Throwing Weapons 2 (Agi)
 9 [5] Tracking 3 (Int)
 12 [A] Unarmed Combat 2 (Agi)
 3 * Influence Group 3

Knowledge Skills

10 [5] Black Market Pipelines 4 (Int)
 7 [5] Corps 1 (Int)
 9 [5] Fixers 3 (Int)
 8 [5] Hideouts 2 (Int)
 8 [5] Matrix Games 2 (Int)
 7 [5] Plants 1 (Int)
 8 [5] Seattle 2 (Int)
 10 [5] Security Companies 4 (Int)
 9 [5] Smuggling Routes 3 (Int)
 8 [5] Street Gangs 2 (Int)
 7 [5] Tir Upper Class 1 (Int)

Language Skills

N English
 7 [5] German 1
 8 [5] Japanese 2
 7 [5] Tupi 1

Activated Adjustments

Cumulative Recoil: 12

Validation Report (0 issues): Nothing identified

Physical Damage

		-1
		-2
		-3

Overflow:
 Natural Recovery:
 8 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
 8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 18
 Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0
 Melee Defense (No Action): 18
 Full Defense (-10 Interrupt, for the rest of the turn): +4
 Dodge (-5 Interrupt, vs. one melee attack): +2 [8]
 Shock Glove Block (-5 Interrupt, vs. one melee attack): +2 [8]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [8]

Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 14 [8]

Damage Resistances

23 Armor 18
 23 Acid Protection 18 23 Electricity Protection 18
 23 Cold Protection 18 23 Fire Protection 18
 23 Falling Protection 18 9 Fatigue Resistance

Edge Pool

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Attribute-Only Tests

10 Composure
 12 Judge Intentions
 8 Lifting & Carrying
 6 Memory

Toxin Resistances

Contact	Toxin	Disease
Ingestion	8	8
Inhalation	8	8
Injection	8	8

Addiction Resistance

- 8 Resist Physical Addiction
- 6 Resist Psychological Addiction

Positive Qualities

Catlike

A character with the Catlike quality is gifted with an uncanny elegance, a stealthy gait, and an almost preternatural ability to move without making a sound. They also claim they land on their feet when dropped, though they tend not to let people test this. This quality adds a +2 dice pool modifier to Sneaking skill tests.

Toughness

Characters with the Toughness quality shrug off damage more easily than others. Such characters gain a +1 dice pool modifier to their Body when making Damage Resistance tests.

Negative Qualities

Allergy, Common (Severe): Bees

A character with the Allergy quality is allergic to a substance or condition found in their environment. The value of this quality depends on two factors. The first is whether the substance or condition is Uncommon (2 Karma) or Common (7 Karma). Next, determine the severity of the symptoms: Mild (3 Karma), Moderate (8 Karma), Severe (13 Karma), or Extreme (18 Karma). Add the appropriate point values together to find the final value. For example, the value of an Uncommon Moderate Allergy (Silver) is 10 Karma (2+8 Karma). If a character is attacked with a substance to which they are allergic, they lose 1 die from their Resistance Test for each stage of severity of the Allergy (e.g., 1 die for a Mild allergy, 2 dice for a Moderate allergy, etc.).

Condition (Value): Description

Uncommon (2): The substance or condition is rare for the local environment. Examples: silver, gold, antibiotics, grass.

Common (7): The substance or condition is prevalent in the local environment. Examples: sunlight, seafood, bees, pollen, pollutants, Wi-Fi sensitivity, soy, wheat.

Mild (3): Symptoms are discomfiting and distracting. Apply a -2 dice pool modifier to the character's Physical Tests while under the effects of the Allergy.

Moderate (8): Contact with the allergen produces intense pain. Apply a -4 dice pool modifier to all Physical Tests made while a character experiences the symptoms.

Severe (13): Contact with the allergen results in extreme pain and actual physical damage. Apply a -4 dice pool modifier to all tests made while a character experiences symptoms. The character also suffers 1 box of Physical Damage (unresisted) for every 1 minute they are exposed to the allergen.

Extreme (18) A character at this level, when exposed to the allergen, goes into full anaphylactic shock. The character receives a -6 dice pool modifier for anything they do. The character is considered to be in excruciating agony. The character suffers 1 box of Physical Damage (unresisted) for every 30 seconds they are exposed to the allergen. First Aid, Medicine, or magical means can stop the damage taken from the anaphylactic shock.

Bad Rep

A character with a Bad Rep quality has a dark and lasting stain on her reputation. She may be a former Knight Errant cop known to have been particularly brutal in dealing with shadowrunners. Or word on the street might be that she once killed a member of her own runner team. If she's Awakened and comes from a polluted region, it may be generally accepted that she's a toxic shaman. Whether she is actually guilty of any wrongdoing is not relevant. What people believe she has done has permanently tainted the way they see her and how they deal with her. Whatever the reason, the character starts play with 3 points of **Notoriety** (p. 372) that can only be removed or decreased by confronting and resolving the source of the bad reputation. Only then may the Bad Rep quality be bought off with Karma.

Negative Qualities

Distinctive Style: Flashy Speech

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.

Identities

Angel

Fake SIN

Subscriptions: (24 months) DocWagon Basic Contract

Licenses & SINS: Fake License: Ares Predator (4), Fake License: Muscle Toner (4), Fake License: Orthoskin (4), Fake License: Predator Conceal (4), Fake License: Reaction Enhancers (4), Fake License: Smartlink (4), Fake License: Wired Reflexes (4), Fake SIN (4)

Annabell

Fake SIN

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

Licenses & SINS: Fake License: Driving (6), Fake License: Wares (6), Fake SIN (6)

Lightning

Fake SIN

Licenses & SINS: Fake License: Ares Predator (4), Fake License: Muscle Toner (4), Fake License: Orthoskin (4), Fake License: Predator Conceal (4), Fake License: Reaction Enhancers (4), Fake License: Smartlink (4), Fake License: Wired Reflexes (4), Fake SIN (4)

Armor

Armor Clothing	6
Armor Jacket	12
Armor Vest	9
Forearm Guards	+1
Full Body Armor	15
Modifications: Chemical Seal, Ruthenium Polymer Coating (4), Thermal Dampening (5)	
Full Body Armor Helmet	+3
Helmet	+2
Heritage AR 12	14
Modifications: Custom Fit, Fairlight Caliban, Increase Social Limit by 2, Newest Model, Second Skin [Custom Fit (Stack), Custom Fit, Newest Model, Ruthenium Polymer Coating (4), Biomonitor, AR Gloves], Thermal Dampening (4)	
Orthoskin (Deltaware) (4)	+4
Respirator (1)	+0
Respirator (6)	+0
Service Clothing	0
Snake Mesh Socks	+2

Firearms & Heavy Weapons

Ares Desert Strike 11S(e) v -5 14 [9] 50/350/800/1500
Ammo Usage : 14 (c):
Semi-Auto (1, simple action): 14 [9], 11S(e) Damage
Double-Tap (2, complex action): 13 [9], 12S(e) Damage
Semi-Automatic Burst (3, complex action): 12 [9] vs. -2 Def, 11S(e) Damage
Recoil Compensation : 5
Accessories: Foregrip, Hip Pad Bracing System, Imaging Scope, Shock Pad, Silencer/Suppressor, Sling, Smartgun System, External, (3) Spare Clips, Tracker
APDS: - v -4, ____/10
Explosive Rounds: +1 v -1, ____/17
Gel Rounds: +0S v +1, ____/20
Regular Ammo: -, ____/57
Stick-n-Shock: -2S(e) v -5, ____/29

Ares Predator V 8S 7 [7] 5/20/40/60
Ammo Usage : 15 (c):
Semi-Auto (1, simple action): 7 [7], 8S Damage
Double-Tap (2, complex action): 6 [7], 9S Damage
Semi-Automatic Burst (3, complex action): 5 [7] vs. -2 Def, 8S Damage
Recoil Compensation : 3
Modifications: Smartgun System, Internal
Accessories: Imaging Scope, (3) Spare Clips, Tracker
Gel Rounds: +0S v +1, ____/24
Regular Ammo: -, ____/22
Stick-n-Shock: -2S(e) v -5, ____/36

Auto-Assault 16 15P(f) v +4 17 [6] 15/30/45/60
Ammo Usage : 32 (d):
Narrow Spread :
Semi-Auto (1, simple action): 17 [6] vs. -1 Def, 15P(f) Damage
Double-Tap (2, complex action): 16 [6] vs. -1 Def, 16P(f) Damage
Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 15 [6] vs. -3 Def, 15P(f) Damage
Aimed Burst (3, complex action): 15 [6] vs. -1 Def, 16P(f) Damage
Full Auto (6, simple action) or **Long Burst** (6, complex action): 12 [6] vs. -6 Def, 15P(f) Damage
Brain Blaster (6, complex action): 12 [6] vs. -1 Def, 17P(f) Damage
Full Auto (10, complex action): 8 [6] vs. -10 Def, 15P(f) Damage
Recoil Compensation : 10
Modifications: Gas-Vent System (3), Smartgun System, Internal
Accessories: Foregrip, Shock Pad, Sling, Tracker
Explosive Rounds: +1 v -1, ____/40
Flechette Rounds: +2(f) v +5, ____/86
Regular Ammo: -, ____/64

Barrett 122 14P v -6 18 [9] 50/350/800/1500
Ammo Usage : 14 (c):
Semi-Auto (1, simple action): 18 [9], 14P Damage
Double-Tap (2, complex action): 17 [9], 15P Damage
Semi-Automatic Burst (3, complex action): 16 [9] vs. -2 Def, 14P Damage
Recoil Compensation : 9
Modifications: Gas-Vent System (3), Silencer/Suppressor, Smartgun System, Internal
Accessories: Bipod, Foregrip, Imaging Scope, Shock Pad
Fichetti Tiffani Self-Defender 2075 6P 5 [4] 5/15/30/50
Ammo Usage : 4 (c):
Single Action (1, simple action): 5 [4], 6P Damage
Recoil Compensation : 3
Accessories: Spare Clips
Regular Ammo: -, ____/10
Stick-n-Shock: -2S(e) v -5, ____/10

Pioneer 60 10P v -1 13 [7] 50/350/800/1500
Ammo Usage : 5 (m):
Single Action (1, simple action): 13 [7], 10P Damage
Recoil Compensation : 4
Accessories: Shock Pad, Smartgun System, External

Firearms & Heavy Weapons

Yamaha Pulsar 7S(e) v -5 5 [5] 5/10/15/20
Ammo Usage : 4 (m):
Semi-Auto (1, simple action): 5 [5], 7S(e) Damage
Double-Tap (2, complex action): 4 [5], 8S(e) Damage
Semi-Automatic Burst (3, complex action): 3 [5] vs. -2 Def, 7S(e) Damage
Recoil Compensation : 3
Taser Dart: -, ____/10

Melee & Other Weapons

Shock Glove 8S(e) v -5 12 [8] Reach: -
Unarmed Strike 4S 12 [8] Reach: -

Grenades

(5x) Flash-Bang Grenade 10S, 10m R v -4 3 [8] 8/16/24/40

(3x) Paint Grenade, Radioactive Paint, 10m R 3 [8] 8/16/24/40

Modifications: Radioactive Tracking Dye
(3x) Smoke Grenade Smoke, 10m R 3 [8] 8/16/24/40

Thermal Smoke Grenade Th. Smoke, 10m R 3 [8] 8/16/24/40

Matrix Devices

Fairlight Caliban

Device Rating : 7
 Data Processing : 7, **Firewall** : 7
 Matrix Initiative : 13
 Matrix DR : 14 [11] (11 [11] vs. Black IC)

Transys Avalon

Device Rating : 6
 Data Processing : 6, **Firewall** : 6
 Matrix Initiative : 12
 Matrix DR : 12 [10] (10 [10] vs. Black IC)
 Modifications: Sim Module

Cyberware (Essence: 3.63)

Cyberears (Alphaware) (2) Essence: 0.24
Modifications: Audio Enhancement (3), Damper, Select Sound Filter (2), Sound Link, Spatial Recognizer
Cybereyes (Deltaware) (3) Essence: 0.2
Modifications: Flare Compensation, Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (3)
Reaction Enhancers (Deltaware) (3) Essence: 0.45
Wired Reflexes (Deltaware) (3) Essence: 2.5

Bioware (Essence: 0.98)

Muscle Toner (Deltaware) (4) Essence: 0.4
Reflex Recorder (Alphaware): Longarms Essence: 0.08

Gear (Cash: 177,298.5¥)

(3x) Antidote Patch (2)

Gear (Cash: 177,298.5¥)

AR Gloves
Biomonitor
(2x) Certified Credstick, Gold
(2x) Certified Credstick, Platinum
Certified Credstick, Silver
(4x) Certified Credstick, Standard
Concealable Holster
Dropped to Ground
(175x) Dutsche Mark
Fairlight Caliban
Flashlight
Medkit (3)
(4x) Medkit Supplies
Miniwelder
Proteus Voucher
(100x) Standard Rope (m)
(4x) Stim Patch (3)
Stim Patch r8 (6)
Survival Kit
Transys Avalon
 Modifications: Sim Module
(2x) Trauma Patch
Troles

Contacts

Comfrey (Bartender)

Connection: 3 Loyalty: 1
bartender at The Cutting Edge

Eve Donovan (Fixer)

Connection: 4 Loyalty: 2

Geraldine (Street Doc)

Connection: 2 Loyalty: 2

Honest Harry (Fence)

Connection: 2 Loyalty: 2

Sandii (Fixer)

Connection: 3 Loyalty: 1

Stephanie Johnson (Cop's Widow)

Connection: 2 Loyalty: 3

Tomás Rórdán (Snobby Elf)

Connection: 7 Loyalty: 3

White Tiger (Decker)

Connection: 2 Loyalty: 3

Title - Lightning

Date (real world) : 2014/06/04

Karma Awarded : 123

Cash Awarded : 113,030¥

Session Karma - Lightning

Date (game world) : 2053/11/20

Date (real world) : 2014/09/15

Karma Awarded : 4

Cash Awarded : 0¥

Dragon Hunt - Lightning

Date (game world) : 2053/11/25

Date (real world) : 2014/10/27

Karma Awarded : 12

Cash Awarded : 80,000¥

50,000 From Ares

30,000 From Split of Blackwings credsticks

Baron Munchmaussen - Lightning

Date (game world) : 2053/11/28

Date (real world) : 2014/11/03

Karma Awarded : 4

Cash Awarded : 8,500¥

+12,500 from job advance

-4,000 Lifestyle Expenses

Monthly Expenses - Lightning

Date (real world) : 2014/11/03

Karma Awarded : 0

Cash Awarded : 0¥

Monthly Expenses Applied:

(3 months) High Lifestyle: -1 month

(12 months) DocWagon Gold Contract: -1 month

Indian Giver - Lightning

Date (game world) : 2053/11/25

Date (real world) : 2014/11/03

Karma Awarded : 0

Cash Awarded : 30,000¥

Took money back from Teddy

Slow ride, take it easy - Lightning

Date (game world) : 2053/11/29

Date (real world) : 2014/11/10

Karma Awarded : 3

Cash Awarded : 0¥

11/29 twice, international date line

Panzer in the meadows - Lightning

Date (game world) : 2053/11/29

Date (real world) : 2014/11/17

Karma Awarded : 4

Cash Awarded : 0¥

Have Fun Storming the Castle! - Lightning

Date (game world): 2053/12/31

Date (real world): 2014/12/22

Karma Awarded: 14

Cash Awarded: 27,500¥

Three Sessions worth

Karma: 4 + 3 + 7 (completion)

end run payout 27,500

May I see the Wine List? - Lightning

Date (real world): 2015/01/26

Karma Awarded: 6

Cash Awarded: -35,000¥

Captured! 3 karma for this session

OMG THE BLOOD! 3 Karma/session

-35000 Siphoned from accounts

Revenge Road - Lightning

Date (game world): 2054/02/28

Date (real world): 2015/06/01

Karma Awarded: 9

Cash Awarded: 0¥

Session 1: Leqwork, met with Kyle, obtained Foci +3 Karma

Universal Brotherhood - Lightning

Date (real world): 2015/09/20

Karma Awarded: 23

Cash Awarded: 44,200¥

Herbal Tea - Lightning

Date (real world): 2015/09/22

Karma Awarded: 24

Cash Awarded: 72,865¥

The Truck Job - Lightning

Date (real world): 2016/04/19

Karma Awarded: 17

Cash Awarded: 7,500¥

Snobby Elves - Lightning

Date (real world): 2016/05/17

Karma Awarded: 14

Cash Awarded: 40,250¥

Fuck Blackwing - Lightning

Date (real world): 2016/06/07

Karma Awarded: 15

Cash Awarded: 112,950¥

Missing Girl - Lightning

Date (real world) : 2016/08/16

Karma Awarded : 10

Cash Awarded : 37,400¥

The BEES! - Lightning

Date (real world) : 2016/10/11

Karma Awarded : 3

Cash Awarded : -6,700¥

'Simple' Extraction - Lightning

Date (real world) : 2016/10/18

Karma Awarded : 18

Cash Awarded : 6,800¥

Bug Hunting - Lightning

Date (real world) : 2016/11/15

Karma Awarded : 38

Cash Awarded : 26,379¥

The Great Orchid Heist - Lightning

Date (real world) : 2017/02/07

Karma Awarded : 19

Cash Awarded : 102,362¥

Little Girl Protection - Lightning

Date (real world) : 2017/07/18

Karma Awarded : 18

Cash Awarded : 20,000¥

The Truck Job - Lightning

Date (real world) : 2017/07/18

Karma Awarded : 16

Cash Awarded : 30,500¥

Chicago Queens - Lightning

Date (real world) : 2017/07/18

Karma Awarded : 4

Cash Awarded : -5,200¥