

Mr. Black (Zedmond Blackwell)

Metatype: Elf Adept; Male; Ethnicity: Elfish; Age: 32;
Height: 1.9m; Weight: 76kg; Hair: Black; Eyes: Blue; Skin:
White

Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety:
0; Public Awareness: 0



Attributes

Body..... 3	<input type="checkbox"/>	Essence 6	<input type="checkbox"/>
Agility 6	<input type="checkbox"/>	Edge 1	<input type="checkbox"/>
Reaction 4	<input type="checkbox"/>	Magic 5	<input type="checkbox"/>
Strength 2	<input type="checkbox"/>	Initiative 9+1D6	<input type="checkbox"/>
Willpower 3	<input type="checkbox"/>	Inherent Limits	
Logic 3	<input type="checkbox"/>	[4] Physical Limit	
Intuition..... 5	<input type="checkbox"/>	[5] Mental Limit	
Charisma..... 8	<input type="checkbox"/>	[11] Social Limit	

Movement

12m/24m/+2 Land Movement

4m/+2 Swimming

Active Skills

- 16 [11] **Con 6** (Cha)
(Deception +2)
Consummate Professional : +2 Dice Pool when interacting with employers; Authoritative Tone : +3 to tests initiated by the adept
- 11 [5] **Disguise*** (Int)
- 16 [11] **Etiquette*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers; Authoritative Tone : +3 to tests initiated by the adept
- 12 [A] **Exotic Melee Weapon:**
Monofilament Whip 6 (Agi)
- 16 [11] **Intimidation 6** (Cha)
(Mental +2)
Consummate Professional : +2 Dice Pool when interacting with employers; Authoritative Tone : +3 to tests initiated by the adept
- 16 [11] **Leadership*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers; Authoritative Tone : +3 to tests initiated by the adept
- 12 [4] **Locksmith 6** (Agi)
(Maglock +2)
- 16 [11] **Negotiation*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers; Authoritative Tone : +3 to tests initiated by the adept
- 10 [4] **Palming*** (Agi)
- 11 [5] **Perception 6** (Int)
(Hearing +2, Visual)
- 8 [H] **Pilot Ground Craft 4** (Rea)
- 12 [A] **Pistols 6** (Agi)
(Semi-Automatics)
- 10 [4] **Sneaking*** (Agi)
* Influence Group 6
* Stealth Group 4

Knowledge Skills

- 5 [5] **Appraisal 2** (Log)
(Black Market)
- 5 [5] **Corporate Security Procedures 2** (Log)
- 7 [5] **Fixers 2** (Int)
- 7 [5] **Police Procedures 2** (Int)
- 7 [5] **Safe Houses 2** (Int)
- 7 [5] **Street gangs 2** (Int)

Language Skills

- N English
- 6 [5] **Japanese 1**
- 6 [5] **Or'Zet 1**
- 6 [5] **Sperethiel 1**

Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>			

Overflow:

Natural Recovery:
6 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>			

Natural Recovery:
6 (1 hour), heal 1 box/hit

Defenses

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

Edge Pool

Attribute-Only Tests

11 **Composure**

Validation Report (0 issues): Nothing identified

Damage Resistances

15 🍵 Armor 12
15 🍵 Acid Protection 12 15 🍵 Electricity Protection 12
15 🍵 Cold Protection 12 15 🍵 Fire Protection 12
15 🍵 Falling Protection 12 6 🍵 Fatigue Resistance

Attribute-Only Tests

13 🍵 Judge Intentions
5 🍵 Lifting & Carrying
6 🍵 Memory

Toxin Resistances

	Toxin	Disease
Contact	6 🍵	6 🍵
Ingestion	6 🍵	6 🍵
Inhalation	6 🍵	6 🍵
Injection	6 🍵	6 🍵

Addiction Resistance

6 🍵 Resist Physical Addiction
6 🍵 Resist Psychological Addiction

Positive Qualities

Adept

Negative Qualities

Consummate Professional
SINner (Corporate Limited SIN): Horizon Group
Vendetta

Adept Powers

Authoritative Tone (3)
Commanding Voice (14 🍵 vs. Willpower + Intuition)
Cool Resolve (2)
Facial Sculpt (5 hours) (2) (8 🍵)

Metatype Abilities

Enhanced Senses: Low-Light Vision

Identities

Zedmond Blackwell
Corporate Limited SIN
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
Neighborhood (2), Security (2), Garage (Small Car),
Obscure/Difficult to Find]

Armor

🍵 **Executive Suite** 12
Modifications: Custom Fit, Increase Social Limit by 2, Newest Model

Firearms & Heavy Weapons

Ares Light Fire 75 6P 14 🍵 [7] 5/15/30/50
Ammo Usage : 16 (c): □□□□ □□□□ □□□□ □
Semi-Auto (1, simple action): 14 🍵, 6P Damage
Double-Tap (2, complex action): 14 🍵, 7P Damage
Semi-Automatic Burst (3, complex action): 14 🍵 vs. -2 Def, 6P
Damage
Recoil Compensation : 2
Modifications: Ares Light Fire Silencer, Gecko Grip, Personalized
Grip, Smartgun System, Internal
Accessories: Spare Clips
Regular Ammo: -, ____/32

Melee & Other Weapons

Unarmed Strike 2S 5 🍵 [4] Reach: -

Matrix Devices

Meta Link



Device Rating : 1
Data Processing : 1, Firewall: 1
Matrix Initiative : 6
Matrix DR : 2 🍵 (4 🍵 vs. Black IC)



Gear (Cash: 4,904¥)

Dropped to Ground
Meta Link

Contacts

Cherry Bomb (Bartender, The Ugly Coyote)

Connection: 1 Loyalty: 2
Chips: You and the contact are even
Metatype: Elf
Sex: Male
Age: Middle-aged
Preferred Payment Method: Cash (credstick)
Hobbies/Vice: Entertainment (trid show Odd Coven)
Personal Life: None of Your Damn Business!
Type: Legwork

Crash Override (Infobroker / Decker)

Connection: 2 Loyalty: 2
Chips: You and the contact are even
Derreck Steel (Company Suit (NeoNET))
Connection: 4 Loyalty: 2
Chips: You and the contact are even

Metatype: Human
Sex: Female
Age: Old
Preferred Payment Method: Cash (corporate scrip)
Hobbies/Vice: Social habit (alcohol)
Personal Life: Divorced
Type: Legwork

Emanuel Sanders (Coyote)

Connection: 3 Loyalty: 2
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

Fat Vito (Fixer)

Connection: 3 Loyalty: 4
Chips: You and the contact are even

Contacts

Giorgio Vescovi (Mafia Consigliere)

Connection: 3 Loyalty: 2

Chips: You and the contact are even

Metatype: Human

Sex: Male

Age: Young

Preferred Payment Method: Service (drek job)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Personal Favor

Jessica Alvarez (Corporate Admin (Horizon))

Connection: 3 Loyalty: 2

Chips: You and the contact are even

Metatype: Ork

Sex: Male

Age: Middle-aged

Preferred Payment Method: Cash (corporate scrip)

Hobbies/Vice: Social Habit (smoking cigarettes)

Personal Life: Family

Type: Legwork

Johnathan Doe (Cleaner)

Connection: 2 Loyalty: 2

Chips: You and the contact are even

Background & Personal Details

A little over one year ago Zedmond Blackwell was unknowingly part of a power play within the Horizon Group megacorp between disputing factions of middle management. His participation, despite his lack of knowledge to the fact, earned him a transfer to the Seattle branch office as well as a loss of status within the organization (Corp Limited Sin).

In that time Zed re-established himself in the local Shadowrunner scene as a Mr. Johnson, as he had been previously in L.A., and worked to repair his social and corporate status.

However, after returning from his most recent transaction as a Johnson, Zed found that he has been unofficially burned by the faction within Horizon Group which appears to be winning the cold war. - that of a Mr. Tad Chipperfield (Vandetta). While the power plays are still sorting themselves out, Zed's final fate yet remains to be determined.

Zed has had just enough time to collect what little possessions weren't confiscated while he was out of office, find a new dwelling, and begin looking for work in the shadows. His reputation as a Consummate Professional should help him survive hopefully long enough to rebuild himself and find a way to take out his enemies within The Horizon Group

Title - Mr. Black (Zedmond Blackwell)

Date (real world) : 2016/08/12

Karma Awarded : 0

Cash Awarded : 0¥