

## Teddy

Player: Jeff

Metatype: Dwarf Shamanic Magician; Male; Ethnicity: 1/2 Mexican; Age: 25; Height: 1.2m; Weight: 54kg; Hair: Black; Eyes: Brown  
 Total Karma: 374; Current Karma: 0; Street Cred: 37; Notoriety: 5; Court of Shadows Notoriety: 4; Public Awareness: 0



### Attributes

Body..... 6	<input type="checkbox"/>	Essence ..... 6	<input type="checkbox"/>
Agility ..... 4	<input type="checkbox"/>	Edge ..... 6	<input type="checkbox"/>
Reaction ..... 2	<input type="checkbox"/>	Magic ..... 7	<input type="checkbox"/>
Strength ..... 4	<input type="checkbox"/>	Initiate Grade ..... 2	<input type="checkbox"/>
Willpower ..... 5/9	<input type="checkbox"/>	Initiative ..... 6+1D6	<input type="checkbox"/>
Logic ..... 3	<input type="checkbox"/>		
Intuition..... 4	<input type="checkbox"/>		
Charisma..... 3	<input type="checkbox"/>		

### Inherent Limits

- [6] Physical Limit
- [7] Mental Limit
- [7] Social Limit
- [7] Astral Limit

### Movement

8m/16m/+1 Land Movement      4m/+1 Swimming

### Active Skills

- 13 [F] Alchemy 6 (Mag)  
(Health Spells +2)
- 6 [7] Arcana 3 (Log)
- 9 [7] Assensing 5 (Int)
- 11 [F] Binding 4 (Mag)
- 4 [M] Computer 1 (Log)
- 10 [7] Counterspelling 3 (Mag)
- 5 [7] Etiquette 2 (Cha)
- 14 [13] First Aid 5 (Log)
- 7 [7] Medicine 4 (Log)
- 7 [7] Perception 3 (Int)
- 4 [H] Pilot Aircraft 2 (Rea)
- 4 [H] Pilot Ground Craft 2 (Rea)
- 7 [A] Pistols 3 (Agi)  
(Semi-Automatics)
- 10 [F] Ritual Spellcasting 3 (Mag)
- 14 [F] Spellcasting 7 (Mag)  
(Health Spells +2)
- 11 [F] Summoning 4 (Mag)

### Knowledge Skills

- 5 [7] Aztechnology 1 (Int)
- 5 [7] Corporate Politics 1 (Int)
- 5 [7] Local Area (Seattle) 1 (Int)
- 6 [7] Local Clinics 2 (Int)
- 6 [7] Local Talislegger 2 (Int)
- 4 [7] Magical Theory 1 (Log)
- 4 [7] Parabotany 1 (Log)
- 4 [7] Parazoology 1 (Log)
- 5 [7] Seattle Gangs 1 (Int)

### Language Skills

- 5 [7] Aztlaner Spanish 1
- N English

### Attribute-Only Tests

- 12 Composure
- 7 Judge Intentions

### Toxin Resistances

Contact (2 / 2)	Toxin Imm	Disease Imm
Ingestion (2 / 2)	17	17

### Activated Adjustments

Willpower +4

### Physical Damage

		-1
		-2
		-3

### Stun Damage

		-1
		-2
		-3
		-4

Overflow:

Natural Recovery:

12 (1 day), heal 1 box/hit

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +9

Melee attacks against you are at : +0

Melee Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +9

Dodge (-5 Interrupt, vs. one melee attack): +3 [6]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [6]

### Damage Resistances

26 Armor 18

26 Acid Protection 18    27 Electricity Protection 19

26 Cold Protection 18    27 Fire Protection 19

26 Falling Protection 18    17 Fatigue Resistance

### Edge Pool

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### Attribute-Only Tests

- 10 Lifting & Carrying
- 12 Memory

### Toxin Resistances

Inhalation (2 / 2)	Toxin Imm	Disease Imm
Injection (2 / 2)	17	17

### Addiction Resistance

- 15 Resist Physical Addiction
- 12 Resist Psychological Addiction

Validation Report (0 issues): Nothing identified

## Positive Qualities

### **Astral Chameleon**

With the Astral Chameleon quality, the character's astral signature blends into the background of astral space and is difficult to detect. All signatures left by the character last only half as long as other astral signatures. Any individuals assensing astral signatures left behind by a character with this quality receive a -2 dice pool modifier for the Assensing Test. Only characters with a Magic rating and capable of leaving astral signatures may have this quality.

### **Focused Concentration (2)**

A technomancer or magic user with the Focused Concentration quality has the discipline to manipulate mana or Resonance more precisely than otherwise possible. This precision reduces stress to the magic user's or technomancer's body. She is able to sustain one spell/complex form with a force/level equal to her Focused Concentration rating without suffering any penalties. For example, a magic user with Focused Concentration rating 3 may sustain a Force 3 Armor spell without taking the negative dice pool modifier for sustaining a spell. Sustaining any additional spells or complex forms incurs the standard -2 dice pool modifier per spell or complex form sustained. This quality may only be taken by magic user characters that are able to cast spells and technomancers.

### **Mentor Spirit: Bear**

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

### **Shamanic Magician**

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

### **Spirit Affinity: Spirits of Beasts**

Available only to magic users, the Spirit Affinity quality allows a character to be attuned to one type of spirit (see **Spirits**, p. 303). These spirits find the character interesting, are drawn to her, and are more inclined to assist her. They may be reluctant to attack the character, and if forced to do so they are likely to use nonlethal power. Watchers and minions do not count for this quality as they are constructed and are not summoned like normal spirits. Spirit Affinity provides magicians with 1 additional spirit service for each spirit of that type, and it also provides a +1 dice pool modifier for Binding Tests.

Magic users may possess this quality for a type of spirit that is not part of their magical tradition.

## Negative Qualities

### Addiction (Moderate): Alchemical Preparations

A character with the Addiction quality is hooked on chemical substances, such as street drugs (novacoke, bliss, tempo); technological or magical devices, such as better-than-life (BTL) chips or foci; or potentially addictive activities such as gambling or sex. Physiological Addictions affect the Body's functions, producing pain, nausea, shakes, and other side effects that can impair the runner, particularly during withdrawal. Some possible effects of psychological Addictions include paranoia, anxiety, insomnia, poor concentration, mood disorders, and depression. For specific rules on Addiction Tests, Withdrawal Tests, and staying clean, see p. 414.

The bonus Karma value of this quality depends on how severe the addiction is. Levels of addiction include: Mild, Moderate, Severe, or Burnout. Addictions get worse over prolonged periods of time without treatment. Each level of Addiction has a starting dosage level that tells the character how much of a substance or activity they must use for a craving to be sated. This level can be increased if the character has augmentations. The more severe a character's Addiction, the more substance or time devoted to the activity he needs to satisfy his cravings.

At the lower end of the spectrum for the Addiction quality (Mild, Moderate), it is easier to hide the effects of an Addiction. At the most severe levels (Severe, Burnout), there are noticeable physical and mental signs of Addiction. These signs negatively impact his Social Tests even if he is not suffering the effects of withdrawal.

**Mild (4 Karma)/1 dose or 1 hour of habit-related activity:** Mild cravings occur once a month for the character. If a character fails his Withdrawal Test, he suffers symptoms of withdrawal and must actively seek out and use the substance or engage in the activity to find relief. On a run, this could mean delaying plans that the runner team may have meticulously put together for a job, especially if the character is busy gambling with a bookie or slotting a BTL instead of being available for the run. While the character is suffering withdrawal symptoms, apply a -2 dice pool modifier to all of the character's Mental-attribute-based tests (if psychological dependency) or to all the character's Physical-attribute-based tests (if physiological dependency). If the character succeeds on his Withdrawal Test, the character does not suffer withdrawal symptoms and does not need the substance or participate in that habit until the character makes their next Withdrawal Test (in one month). He is able to stay clean for that month.

**Moderate (9 Karma)/1 dose or 1 hour of habit-related activity:** A craving at the Moderate level occurs roughly every two weeks. If the character experiences withdrawal, he suffers a -4 to all Mental-attribute-based tests (if psychological dependency) or -4 to all Physical-attribute-based tests (if physiological dependency) until the craving is satisfied.

**Severe (20 Karma)/2 doses or 2 hours of habit-related activity:** The addiction is spiraling out of control. The addict experiences cravings once a week. If he fails a Withdrawal Test, he suffers a -4 dice pool modifier to either their Mental- or Physical-based tests (as appropriate for their dependency) while in withdrawal.

In addition, he suffers a -2 dice pool modifier to all Social Tests, whether he is in withdrawal or not. It is all but impossible now for the character to hide his addiction, even when he's had his fix. The physical and psychological symptoms of the damage caused by his Addiction are readily apparent to the close observer.

**Burnout (25 Karma) 3 doses/3 hours (minimum) of habit-related activity:** Burnout is the final progression of the Addiction quality. The addict experiences cravings for their drug or habit of choice every day. Until they satisfy their craving with a fix, the character suffers a -6 penalty to either his Mental- or Physical- based tests (whichever one is appropriate for their dependency) while in withdrawal.

Because his Addiction is now obvious to even the most casual observer, the character suffers a -3 dice pool modifier for all Social Tests, whether he is in withdrawal or not.

## Negative Qualities

### 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

### Code of Honor: Junkies (12 🍀 vs. 4)

The character has a binding Code of Honor when it comes to killing members of a specific group; it's a matter of unwavering principle. The character with the Code of Honor quality chooses a specific group that they will not kill or allow others to kill. Examples of this group could include women, children, innocent bystanders, or a specific metatype. A character can choose to protect specific paracritters, but only if the specified paracritter possesses the Sapience power.

The gamemaster must approve the group that the character designates as being "off limits." If the group (such as children) is not regularly encountered in campaigns, the gamemaster can reject the choice. If the player feels strongly about his choice, the gamemaster may allow the player to take two groups they will not harm, (i.e., women and children), one of which must be likely to be encountered in the campaign. A magician can legitimately choose to not destroy any type of spirit from which their Mentor Spirit bestows a bonus for summoning. This Code of Honor respects their Mentor Spirit and is worthy of the Karma. Characters can't pick an obscure or non-existent group to acquire this quality - you can't acquire Karma by vowing to never kill sapient hamsters, for example.

Any time anyone attempts to kill a member of the character's protected list, the character must make a Charisma + Willpower (4) Test. A failed roll means the character must immediately put a stop to the violence against the member of their protected group. If the situation forces the character to take action against any of his protected group, he will always choose non-lethal methods. Killing a member of the group he has sworn to protect is a line he will not cross for any reason.

There are drawbacks to having a Code of Honor. For example, it can leave witnesses behind. For each person in the protected group the character leaves alive and who is in a position to remember them, increase the character's Public Awareness by 1. The character's job options are also limited - he will not take a job if the objective is the death of a member of his protected group and will have reservations about taking part in a mission with a high probability of causing collateral harm to members of his protected group.

There is always a chance things will go wrong whenever non-lethal force is used. A person may have a life-threatening allergic reaction to a usually harmless knockout drug, or a heart condition that makes a taser shock deadly. For this reason, each time the character takes a violent action or allows others to take violent action against a member of his chosen group, the gamemaster makes a secret roll of 1D6. On a roll of 1, there is an unforeseen complication from the use of non-lethal force. With a metahuman it could be a life-threatening medical condition; with a spirit, an attempt to banish rather than destroy may in fact set the spirit free. When a complication arises, the gamemaster makes a secret Perception (4) Test for the character to notice if anything has gone wrong.

If a person in the character's chosen group is killed, whether intentionally or inadvertently, the character loses a point of Karma for that adventure for each person in their "protected group" that is killed.

The Code of Honor can take other forms as well. For example:

- **Assassin's Creed:** A character never kills anyone that they are not paid to kill. Being precise as an assassin, not leaving collateral damage, and being invisible are important hallmarks of those who believe in the Assassin's Creed. Characters who take this version of Code of Honor lose 1 point of Karma for every unintentional and/or unpaid murder they commit, and their Public Awareness goes up by 1 for each such death.
- **Warrior's Code:** The character who follows a Warrior's Code maintains a strict sense of personal honor. In 2075, this likely means a character will not kill an unarmed person, take lethal action against an opponent who is unaware or unprepared for an attack (i.e., a guard who doesn't know the runner is there), or knowingly take an action that could kill someone who is defenseless (i.e., from a stray bullet or allow someone to be killed from a sniper).

## Metamagic Powers

### Centering +2 🍀

A magician who learns to center has an easier time resisting Drain. By using a mundane activity appropriate to your tradition to quiet your mind and block out distractions, you add a number of dice equal to your grade to all your Drain Resistance Tests. Centering is a Free Action. The actual activity for your technique is something you choose for yourself (appropriate to your tradition, of course), and could be something like chanting in Latin, playing a musical instrument, dancing, singing, making arcane gestures, screaming the names of ancient gods - just about anything that isn't subtle. If you're prevented from performing your centering technique of choice, you can't use it.

### Quickening

You can manipulate your sustained spells into a sort of loop, so that they sustain themselves instead of relying on you to do it for them. To quicken a spell, take a Complex Action and spend karma while you're sustaining the spell. You must spend at least 1 Karma but may spend up to the Force of the spell. The spell becomes permanent and gets a dice pool bonus against dispelling (p. 295) equal to the amount of Karma you spent on it.

## Metatype Abilities

### Dwarf Networking

The collective networking of dwarfs translates into game terms rather simply. Dwarfs are exceptionally well connected when they function within the boundaries and mores of their metatypical culture. When dealing with other dwarfs, they gain a +2 modifier to their Social limit, including checks for Availability when looking for gear. This modifier only applies to interactions between dwarfs and does not affect interactions in which one party knows the other is working with, or for the benefit of, a non-dwarf.

The modifier also goes away if the dwarf doesn't act in accordance to mainstream dwarven social customs or is exiled from the larger dwarven culture - meaning you can't be obvious about being a shadowrunner. Word travels fast in their culture, and they are quick to ostracize those who violate their mores. If a dwarf is known to flaunt these traditions, the modifier becomes -1 when dealing with other dwarfs, except for fellow exiles. The boost in credibility that comes with being a fellow exile increases characters' Social limits by 3 when dealing with other outsiders.

### Enhanced Senses: Thermographic Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

### Resistance: Pathogens and Toxins +2

## Mentor Spirit Effects

### +2 dice for Health spells

+2 dice for health spells, preparations, and health spell rituals

### +2 dice for resisting damage (not including drain)

+2 dice for resisting damage (not including drain)

### Berserk (12 🍀 (3))

You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you incapacitate the target(s) before the time is up, the berserk fury dissipates.



## Matrix Devices

### Meta Link x5



Device Rating: 1  
Data Processing : 1, Firewall: 1  
Matrix Initiative : 5  
Matrix DR : 2 (10 vs. Black IC)



### Transys Avalon



Device Rating: 6  
Data Processing : 6, Firewall: 6  
Matrix Initiative : 10  
Matrix DR : 12 (15 vs. Black IC)



## Gear (Cash: 264,057¥)

### New Gear

#### Dropped to Ground

(3x) Antidote Patch (6)

Binding Focus: Spirits of Beasts (6)

Certified Credstick, Gold

(5x) Certified Credstick, Silver

Contact Lenses (3)

Modifications: Flare Compensation, Low Light Vision, Smartlink

(10x) Datachip

(10x) Drug Psyche

Focus: Alchemical (1)

Focus: Centering (4)

Focus: Power (3)

Focus: Sustain: Health Spells (1)

Focus: Sustain: Detection Spells (1)

(2x) Glue Solvent

(6x) Glue Sprayer

loan to doc 150ky -25 -50 (1)

Mage Sight Goggles

Magical Lodge Materials (6)

Magical Lodge Materials (6)

Medkit (6)

Medkit - Pocket (5)

Medkit - Pocket (5)

(17x) Medkit Supplies

Meta Link x5

Micro Flare Launcher

Recoil Compensation : 3

(9x) Micro Flares

Micro-Tranceiver

Periscope

(65x) Plastic Restraints

(475x) Reagents, Raw (dram): Shamanic

Spell Formula: Analyze Magic, Shamanic

Spell Formula: Detect Life, Extended, Shamanic

Spell Formula: Shadow, Shamanic

(4x) Stim Patch (6)

Transys Avalon

(4x) Trauma Patch

Trodes

VTOL fund

## Contacts

### Binger (Talismonger)

Connection: 3 Loyalty: 4

**Chips:** You and the contact are even

Male Ork

### DECEASED Aiden (Street Mage)

Connection: 2 Loyalty: 4

**Chips:** You and the contact are even

Aiden was met on a run. He was part of an opposing team fo Runners, but was allowed to leave. Later, Teddy returned a confiscated Foci to Aiden, and Aiden has been a contact ever since.

### Eve Donovan (Fixer)

Connection: 2 Loyalty: 2

**Chips:** You and the contact are even

### Firel the Red (Hermetic Mage)

Connection: 3 Loyalty: 1

**Chips:** You and the contact are even

### Slash (Fixer)

Connection: 1 Loyalty: 1

**Chips:** You and the contact are even

Slash specializes in jobs. SPEaks as a stereotypical hollywood movie

### Thomas MacGuyver (Lone Star Detective)

Connection: 1 Loyalty: 1

**Chips:** You and the contact are even

Gained after Teddy was arrested, and Zero called MacGuyver to try to

## Background & Personal Details

Born and raised in corporate environment in Aztlan, got fired while working as an NP in a trauma response vehicle, was high on potions and let a VP's son die.

## Title - Teddy

**Date (real world)** : 2014/06/03

**Karma Awarded** : 123

**Cash Awarded** : 7,400¥

**Notoriety Change** : 1

## Session Karma / Money adjustments - Teddy

**Date (game world)** : 2053/11/20

**Date (real world)** : 2014/09/15

**Karma Awarded** : 4

**Cash Awarded** : 10,141¥

## Session Karma - Teddy

**Date (game world)** : 2053/11/21

**Date (real world)** : 2014/09/22

**Karma Awarded** : 3

**Cash Awarded** : 0¥

## Session Adjustments - Teddy

**Date (game world)** : 2053/11/24

**Date (real world)** : 2014/10/06

**Karma Awarded** : 3

**Cash Awarded** : 0¥

## Session Awards - Teddy

**Date (game world)** : 2053/11/25

**Date (real world)** : 2014/10/13

**Karma Awarded** : 3

**Cash Awarded** : 0¥

## Dragon Hunt - Teddy

**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

## Indian Giver - Teddy

**Date (game world)** : 2053/11/25

**Date (real world)** : 2014/11/03

**Karma Awarded** : 0

**Cash Awarded** : -30,000¥

Apparently Lightning took the money back

## Saving Tiger - Teddy

**Date (game world)** : 2053/11/28

**Date (real world)** : 2014/11/03

**Karma Awarded** : 4

**Cash Awarded** : 12,500¥

### Slow ride, take it easy - Teddy

**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 - Teddy

**Date (game world):** 2053/11/29

**Date (real world):** 2014/11/17

**Karma Awarded:** 4

**Cash Awarded:** 0¥

### Have Fun Storming the Castle! - Teddy

**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? - Teddy

**Date (game world):** 2054/01/16

**Date (real world):** 2015/01/12

**Karma Awarded:** 6

**Cash Awarded:** -77,101¥

Captured! 3 karma for this session

OMG THE BLOOD! 3 Karma/session

### Revenge Road - Teddy

**Date (game world):** 2054/02/28

**Date (real world):** 2015/07/13

**Karma Awarded:** 9

**Cash Awarded:** 470¥

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

Session 2: Surveyed Triads +3 Karma

Session 3: Side Job, find the Necklace and bring it back. +3 Karma

-30 for Big Rhino dinner. +500 for up front payment

### Misc - Teddy

**Date (game world):** 2054/03/05

**Date (real world):** 2015/08/24

**Karma Awarded:** 0

**Cash Awarded:** -50¥

### Blood Flies - Teddy

**Date (real world):** 2015/09/14

**Karma Awarded:** 14

**Cash Awarded:** 44,200¥



## Historical Figures - Teddy

**Date (real world)** : 2015/11/30

**Karma Awarded** : 30

**Cash Awarded** : 81,950¥

## Monthly Expenses - Teddy

**Date (real world)** : 2015/12/07

**Karma Awarded** : 0

**Cash Awarded** : -13,440¥

Monthly Expenses Applied:

(1 month) Squatter Lifestyle: -1 months, 720¥ x 2 = 1440¥

(12 months) DocWagon Basic Contract: -3 months

(1 month) Middle Lifestyle: -1 months, 6000¥ x 2 = 12000¥

## RESUME - Teddy

**Date (game world)** : 2054/05/01

**Date (real world)** : 2016/04/25

**Karma Awarded** : 0

**Cash Awarded** : 0¥

## Title - Teddy

**Date (game world)** : 2054/05/08

**Date (real world)** : 2016/06/06

**Karma Awarded** : 22

**Cash Awarded** : 30,850¥

## Title - Teddy

**Date (game world)** : 2054/05/14

**Date (real world)** : 2016/08/15

**Karma Awarded** : 23

**Cash Awarded** : 147,450¥

## After Bees - Teddy

**Date (game world)** : 2054/05/31

**Date (real world)** : 2016/10/17

**Karma Awarded** : 19

**Cash Awarded** : 24,800¥

## Monthly Expenses - Teddy

**Date (game world)** : 2054/06/13

**Date (real world)** : 2016/10/17

**Karma Awarded** : 0

**Cash Awarded** : -6,720¥

Monthly Expenses Applied:

Squatter Lifestyle: 720¥ x 1 = 720¥

(9 months) DocWagon Basic Contract: -1 month

Middle Lifestyle: 6000¥ x 1 = 6000¥

## A Woman Stolen, A Team Taken - Teddy

**Date (game world)** : 2054/06/13

**Date (real world)** : 2016/11/21

**Karma Awarded** : 18

**Cash Awarded** : -15,631¥

## Bug Hunt - Teddy

**Date (game world):** 2054/07/13

**Date (real world):** 2017/02/06

**Karma Awarded:** 43

**Cash Awarded:** 111,030¥

Monthly Expenses Applied:

Squatter Lifestyle: 720¥ x 1 = 720¥

(8 months) DocWagon Basic Contract: -1 month

Middle Lifestyle: 6000¥ x 1 = 6000¥

## Flower Power - Teddy

**Date (game world):** 2054/08/05

**Date (real world):** 2017/03/27

**Karma Awarded:** 16

**Cash Awarded:** 212,300¥

## vampire girl - Teddy

**Date (game world):** 2054/08/05

**Date (real world):** 2017/07/31

**Karma Awarded:** 0

**Cash Awarded:** 3¥