

Zero

Player: Mata

Metatype: Human Adept; Male; Age: 25; Height: 1.75m;
Weight: 78kg
Total Karma: 177; Current Karma: 48; Street Cred: 17;
Notoriety: 6; Public Awareness: 1

Attributes

Body..... 5	<input type="checkbox"/>	Essence..... 6	<input type="checkbox"/>
Agility..... 6/8	<input type="checkbox"/>	Edge..... 4	<input type="checkbox"/>
Reaction..... 5/8	<input type="checkbox"/>	Magic..... 6	<input type="checkbox"/>
Strength..... 5	<input type="checkbox"/>	Initiate Grade..... 2	<input type="checkbox"/>
Willpower..... 4	<input type="checkbox"/>	Initiative.. 9/12+4D6	<input type="checkbox"/>
Logic..... 2	<input type="checkbox"/>	Inherent Limits	
Intuition..... 4	<input type="checkbox"/>	[8] Physical Limit	
Charisma..... 1	<input type="checkbox"/>	[4] Mental Limit	
		[4] Social Limit	

Movement

16m/32m/+2 Land Movement

7m/+1 Swimming

Active Skills

4 [4] Arcana 2 (Log)
 4 [?] Armorer 2 (Log)
 14 [A] Automatics 6 (Agi)
 3 [M] Computer 1 (Log)
 3 [?] Demolitions 1 (Log)
 5 [8] Disguise 1 (Int)
 9 [8] Escape Artist 1 (Agi)
 6 [8] Free Fall 1 (Bod)
 16 [8] Gymnastics 6 (Agi)
 Light Body: +2 when jumping
 3 [M] Hardware 1 (Log)
 11 [A] Heavy Weapons 3 (Agi)
 2 [4] Impersonation 1 (Cha)
 Uncouth: -2 to resist acting improperly or impulsively
 6 [4] Navigation* (Int)
 10 [8] Palming 2 (Agi)
 6 [4] Perception 2 (Int)
 9 [H] Pilot Ground Craft 1 (Rea)
 15 [A] Pistols 7 (Agi)
 (Semi-Automatics)
 Close Quarter Firearms (Pistols): Reduce the Attacker in Melee modifier by 1
 7 [8] Running 2 (Str)
 16 [8] Sneaking 6 (Agi)
 Chameleon Suit: +2 to sneaking tests for hiding;
 Chameleon Suit: [+2] to sneaking tests to hide
 6 [8] Survival* (Wil)
 6 [4] Tracking* (Int)
 14 [A] Unarmed Combat 6 (Agi)
 * Outdoors Group 2

Knowledge Skills

7 [4] Organized Crime 3 (Int)
 7 [4] Seattle Shortcuts 3 (Int)
 6 [4] Smuggling Routes 2 (Int)

Language Skills

N English
 8 [4] Japanese 4



Physical Damage

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 15

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 15

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +6 [8]

Knucks Block (-5 Interrupt, vs. one melee attack): +6 [8]

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

+7 [8]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):

+6 [8]

Damage Resistances

19 Armor 14

22 Acid Protection 17 19 Falling Protection 14

19 Cold Protection 14 24 Fire Protection 19

23 Electricity Protection 18

Edge Pool

Attribute-Only Tests

5 Composure

5 Judge Intentions

10 Lifting & Carrying

6 Memory

Toxin Resistances

Contact (3 / 3)	Toxin	Disease
Ingestion	12	12
Inhalation (6 / 6)	9	9
Injection	15	15
	9	9

Validation Report (2 issues): Ballistic Mask (Customized): You are currently wearing more than one mask; Ballistic Mask (Customized) - Respirator: You are currently wearing more than one mask

Positive Qualities

Adept

- Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
- Adepts never astrally project (p. 313).
- Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
- Adepts can learn the Assensing skill only if they have the Astral Perception power.
- Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
- Adepts can follow mentor spirits (p. 320).
- Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

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.

Mentor Spirit: Cat

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.

Note: The mentor spirit is selected on the Magic tab, once you have selected this quality.

Strive For Perfection

Excellence in his craft is what this assassin aims for. It is not enough to take out the target; the job must be done efficiently, quickly, and without the slightest misstep. This is what separates the good assassins from the great ones in his mind, and he aims to be one of the greats.

Advantages: The assassin has honed his skills with firearms to the point where shots that would be tough for most people are second nature to him. Halve the cost of all Called Shots, meaning they impose only a -2 dice pool penalty instead of -4. The Called Shot still costs a Free Action.

Disadvantages: The standard "aiming for center mass" shots that most people take are beneath this sort of assassin. He seeks to make every shot count, regardless of how many bullets are in his magazine. The assassin must make Called Shots unless he is providing covering fire or acting in a similar capacity where Called Shots would not be practical.

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.

Uncouth

The character with the Uncouth quality has difficulty interacting with others. He acts impulsively, overreacts to any perceived provocation, and tends to do whatever pops into his head without considering the consequences (i.e., flipping off Mr. Johnson, calling a drunk troll a "Trog," or responding to casual trash talk from a rival runner by punching her in the face). All Social Tests made by the character to resist acting improperly or impulsively receive a -2 dice pool modifier.

Additionally, the cost for learning or improving Social Skills is double for Uncouth characters (including at character creation), and they may never learn any Social skill groups. Uncouth characters are treated as "unaware" in any Social skills that they do not possess at Rating 1 or higher (see **Skill Ratings**, p. 129). The gamemaster may require the character to make Success Tests for social situations that pose no difficulty for normal characters.

Weak Immune System

A character with a Weak Immune System has reduced resistance to infections and disease. Increase the Power of any disease by +2 for every Resistance Test. A character with Weak Immune System cannot take the Natural Immunity or Resistance to Pathogens/Toxins qualities. A Weak Immune System often results from immune-suppression treatments used in cybersurgery and biogenetic procedures, so it is reasonable to believe that characters that have undergone extensive body modifications are more likely to acquire this quality.

Martial Arts

Gun Kata

Also known as Gun Fu, this martial art style is what all the fan boys want to know how to do after watching the action trids. It's also the style that leads to the most accidental shooting incidents and elbow injuries from people thinking it's best to hold a gun sideways. The real form of the art, as opposed to the one seen in trids, has some similarities to Ares Firefight, but with more flourish and flair. Additionally, the gun is used as both a ranged and melee weapon. There are synergies between Firefight and Gun Kata, and often after learning one, the martial artist will continue with the other.

Guns used with Gun Kata have to be custom designed for impact and tricked with melee accessories. Few armorers can do such work, which means that each piece is unique enough often to identify the artist. Gun Kata practitioners also modify their smartlink so as to not receive warning feedback for the improper handling of a firearm and useless targeting data that does not account for their unorthodox uses of their weapons.

Martial Arts

•Close Quarter Firearms (Pistols) +1

In the early use of ranged weapons when the enemy charged in with swords and axes, this sort of training helped keep the archer alive. Today this technique has been modified to be effective with firearms while in close-quarter combat with an opponent. This has been effective against being charged by an opponent or within a mixed amount of close combat and exchange of fire. Close Quarter Firearms is learned for a specific Ranged Weapon Skill. Reduce the ranged combat Attacker in Melee Combat modifier by 1 for the character when using Firearms, Bow, or Throwing Weapons Skill (depending on the Martial Art style it's tied to).

This technique can be selected more than once to gain each skill.

Adept Powers (Drain: Wil + Bod = 9 🌀)

Attribute Boost (1): Agility (7 🌀)

You call upon inner strength to perform amazing physical feats beyond their normal abilities. Attribute Boost must be purchased for a specific Physical Attribute (Agility, Body, Reaction, or Strength); separate Attribute Boost powers may be bought for different attributes. This power cannot be purchased for a Mental or Special Attribute.

When you activate this power, make a Magic + Attribute Boost Rating Test. Each hit on this test boosts your attribute rating by 1, up to your augmented Attribute maximum. This only affects your dice pools; your Physical limit and Initiative ratings don't change with Attribute Boost. The boost lasts for a number of Combat Turns equal to twice the number of hits you get. When the boost runs out, you take Drain equal to the level of this power.

Combat Sense (3)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a +1 dice pool bonus to defense tests per level of this power. Adepts with this power are always allowed a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.

Enhanced Accuracy: Automatics

A weapon in your hands becomes an extension of your body. When you buy this power, choose a Combat Skill (Pistols, Clubs, Heavy Weapons, etc.). When you use the skill, add 1 to the Accuracy of the weapon you're using. This power cannot be used with Unarmed Combat, but it can be purchased multiple times with a different skill each time.

Enhanced Accuracy: Pistols

A weapon in your hands becomes an extension of your body. When you buy this power, choose a Combat Skill (Pistols, Clubs, Heavy Weapons, etc.). When you use the skill, add 1 to the Accuracy of the weapon you're using. This power cannot be used with Unarmed Combat, but it can be purchased multiple times with a different skill each time.

Improved Physical Attribute (2): Agility

This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.

Improved Reflexes (2/3)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also affects Initiative) and +1D6 Initiative Die (to a maximum of 5D6). The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with other technological or magical increases to Initiative.

Adept Powers (Drain: Wil + Bod = 9 🌀)

Light Body (2)

Light Body is used to make incredible jumps over long distances. Add the power's level to your Agility before calculating maximum distance you can jump. Also, add 1 die per level to your Gymnastics Test when you make your jump. If you should happen to fall, reduce the effective distance of a fall by the level in meters when calculating your falling damage.

Penetrating Strike (3)

This ability allows an adept to focus and project an unarmed attack a short distance forward, bypassing armor the target may have or punching through their thick, stubborn hide. In essence, this gives the adept's attack an AP rating equal to the levels she has in this power (maximum 4). This power can be used in conjunction with the Killing Hands power but not Elemental Strike.

Spell Resistance (2)

You are inherently resistant to spells. Add +1 die per level to Resistance Tests against spells, spell rituals, alchemical preparations, or Innate Spell critter power (but not other critter powers). Spell Resistance does not interfere with spells that you choose not to resist.

Traceless Walk

You can move over surfaces - even snow, sand, or thin paper - without leaving visible traces. You make no noise through contact with the floor (though movement may still cause other sounds), and any hearing-based Perception Tests to detect you suffer a -4 dice pool penalty. You don't trip ground-vibration or pressure sensors. You can't walk across liquid surfaces - you're magical, not miraculous - but you can walk across deep snow without sinking. While you can be tracked by non-visual cues such as scent, even those Track Tests are more difficult and get a -2 dice pool penalty.

Wall Running (7 🌀)

You can run up sheer walls or other vertical surfaces a limited distance. Make a Running + Strength [Magic] Test, with hits indicating the number of meters you may climb up in an action phase. If you want to run up longer distances, you'll need steps, ledges, or somewhere you can stop and then use this power again. If you want to run across a vertical surface instead of up it, you can do so by combining this power with a Sprint action (p. 162). At the end of your movement, you fall off the wall, whether you made it as far as you wanted or not.

Metamagic Powers

Power Point

If you're an adept, you gain a Power Point instead of a metamagic. You can take this as many times as you like.

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Mentor Spirit Effects

+2 dice: Gymnastics

+2 dice to either Gymnastics or Infiltration Tests (choose one).

Toy With Your Prey (5 🌀 (3))

Cat magicians toy with their prey. Unless you succeed in a Charisma + Willpower (3) Test at the start of combat, you cannot make an attack that incapacitates your target. If you take any Physical damage, all this playing around stops.

Identities

Zero

Fake SIN

Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (3), Security (3)]

Licenses & SINS: Fake License: Adept (4), Fake License: Predator 1 (4), Fake License: Predator 2 (4), Fake License: Qi Foci 1 (4), Fake License: Streetline (4), Fake SIN (4)

Contacts

White Tiger (Human Decker)

Connection: 2 Loyalty: 1

Title - Zero

Date (real world) : 2014/06/10

Karma Awarded : 123

Cash Awarded : 27,314¥

Notoriety Change : 1

Public Awareness Change : 1

Session Karma - Zero

Date (game world) : 2053/11/20

Date (real world) : 2014/09/15

Karma Awarded : 4

Cash Awarded : 0¥

Session Karma - Zero

Date (game world) : 2053/11/21

Date (real world) : 2014/09/22

Karma Awarded : 3

Cash Awarded : 7,585¥

Session Adjustments - Zero

Date (game world) : 2053/11/24

Date (real world) : 2014/10/06

Karma Awarded : 3

Cash Awarded : 0¥

Session Awards - Zero

Date (game world) : 2053/11/25

Date (real world) : 2014/10/13

Karma Awarded : 3

Cash Awarded : 0¥

Dragon Hunt - Zero

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 - Zero

Date (game world) : 2053/11/28

Date (real world) : 2014/11/03

Karma Awarded : 4

Cash Awarded : 12,500¥

Slow ride, take it easy - Zero

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 - Zero

Date (game world): 2053/11/29

Date (real world): 2014/11/17

Karma Awarded: 4

Cash Awarded: 0¥

Have Fun Storming the Castle! - Zero

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? - Zero

Date (game world): 2054/01/16

Date (real world): 2015/01/12

Karma Awarded: 3

Cash Awarded: 0¥

Captured! 3 karma for this session