

Alan Quartermain

Metatype: Human Adept; Male; Age: 25; Height: 1.75m;
 Weight: 78kg
 Total Karma: 144; Current Karma: -1; Street Cred: 14;
 Notoriety: 1; Public Awareness: 0



Attributes

Body..... 3	<input type="checkbox"/>	Essence 5.195	<input type="checkbox"/>
Agility 6/10	<input type="checkbox"/>	Edge 7	<input type="checkbox"/>
Reaction 5	<input type="checkbox"/>	Magic 5	<input type="checkbox"/>
Strength 2	<input type="checkbox"/>	Initiate Grade 2	<input type="checkbox"/>
Willpower 4	<input type="checkbox"/>	Initiative 10+1D6	<input type="checkbox"/>
Logic 5	<input type="checkbox"/>	Inherent Limits	
Intuition..... 5	<input type="checkbox"/>	[4] Physical Limit	
Charisma..... 2	<input type="checkbox"/>	[7] Mental Limit	
		[6] Social Limit	
		[7] Astral Limit	

Movement

20m/40m/+2 Land Movement 6m/+1 Swimming

Active Skills

- 6 [7] **Assensing 1** (Int)
- 6 [M] **Computer 1** (Log)
- 12 [4] **Escape Artist 2** (Agi)
- 11 [A] **Exotic Melee Weapon: Monofilament Whip 1** (Agi)
- 14 [13] **First Aid 1** (Log)
- 5 [4] **Free Fall 2** (Bod)
- 11 [4] **Gymnastics 1** (Agi)
- 12 [4] **Locksmith 2** (Agi)
- 21 [A] **Longarms 8 (11)** (Agi)
- 7 [7] **Navigation 2** (Int)
- 12 [4] **Palming 2** (Agi)
- 9 [7] **Perception 4** (Int)
- 14 [A] **Pistols 4** (Agi)
- 3 [4] **Running 1** (Str)
- 12 [4] **Sneaking 2** (Agi)
- 8 [F] **Spellcasting 3** (Mag)
- 6 [4] **Survival 2** (Wil)
- 4 [4] **Swimming 2** (Str)
- 12 [A] **Unarmed Combat 2** (Agi)

Knowledge Skills

- 8 [7] **Geography 3** (Int)
- 8 [7] **History 3** (Int)
- 8 [7] **Religion 3** (Int)
- 6 [7] **Trid 1** (Int)

Language Skills

- 8 [7] **Afrikaans 3**
- 7 [7] **Arabic 2**
- 7 [7] **Bantu 2**
- N English**
- 8 [7] **IsiZulu 3**
- 7 [7] **Latin 2**
- 7 [7] **Russian 2**

Attribute-Only Tests

- 6 **Composure**
- 7 **Judge Intentions**
- 5 **Lifting & Carrying**
- 9 **Memory**

Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	10	10
Ingestion	7	7
Inhalation	7	7
Injection	7	7

Physical Damage

		-1
		-2
		-3

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

Stun Damage

		-1
		-2
		-3

Natural Recovery:
 9 (1 hour), heal 1 box/hit

Defenses

- Ranged attacks against you are at** : +0
Ranged Defense (No Action): 10
Full Defense (-10 Interrupt, for the rest of the turn): +4
- Melee attacks against you are at** : +0
Melee Defense (No Action): 10
Full Defense (-10 Interrupt, for the rest of the turn): +4
Dodge (-5 Interrupt, vs. one melee attack): +1 [4]
Monofilament Whip Parry (-5 Interrupt, vs. one melee attack): +1 [4]
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [4]
- Sensor-aided attacks against you are at** : +0
Sensor Defense (No Action): 12 [4]

Edge Pool

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Validation Report (1 issues): Karma: Resource Overspent: 145 of 144

Damage Resistances

18 🎲 Armor 14

21 🎲 Acid Protection 17 23 🎲 Electricity Protection 19

21 🎲 Cold Protection 17 22 🎲 Fire Protection 18

18 🎲 Falling Protection 14 8 🎲 Fatigue Resistance

Addiction Resistance

7 🎲 Resist Physical Addiction

9 🎲 Resist Psychological Addiction

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.

Quick Healer

A character with the Quick Healer quality receives a +2 dice pool modifier to all Healing Tests made on/for/by her, including magical healing

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.

Trust Fund (High & 1,000¥/month)

Everyone knows you're in the shadows for the rush or to fulfill some kind of Batman wannabe fantasy. Every month your trust fund spills out enough to live off, but just living is boring. A character with this quality possesses a lifelong trust fund or inheritance that is managed by another party (a trustee). The quality has four versions depending on just how rich and shady a runner is willing to be. For 5 Karma, the trust fund income covers a Middle lifestyle with 500 nuyen left over each month. For 10 Karma, the income covers a Low Lifestyle but offers the character 2,000 + (3D6 x 100) nuyen each month thanks to a deal with their landlord to rip off the trustee. For 15 Karma, the income covers a High Lifestyle with 1,000 nuyen left over. For 20 Karma, the money covers a Middle Lifestyle and offers 3,000 + (6d6 x 100) nuyen thanks to one of those special deals. The character must also possess the SINner (National or Corporate) quality; additionally, the lifestyle they pay for cannot be paid for through other sources and is part of the records connected to the SIN. None of these lifestyles can be shared on a long-term basis, as the landlords are leery of anyone staying at the place and possibly ruining their deal. Note that there is a chance that if the character is caught breaking the law, the trustee may suspend benefits at the gamemaster's discretion.

Negative Qualities

SINner (National SIN): South Africa

There are four types of SINs that fall under the SINner (Layered) quality: National SIN, Criminal SIN (either Corporate or National), Corporate Limited SIN, or Corporate Born. Individuals with SINs are required by law to always broadcast their SINs. A legal SIN is required for all legal purchases. This makes them very useful things to have, so those who are SINless generally get by with the use of **fake SINs** (p. 367) just so they can participate in society.

National SIN At the 5 Karma level, the character has what is called a National SIN. The character's parents were legal citizens of a nation (such as the UCAS or CAS) and he has been a citizen of that nation from birth. He has the right to vote, qualify for passports issued by his nation, enlist in the national military, or work in the national government. A National SIN is required for any national security clearance or any form of national military career. A character with a National SIN pays fifteen percent of their gross income in taxes. He is also in no way connected to any of the megacorporations. The main drawback to having a legal National SIN is the character is in the system. The nation in the player character's background has the character's biometric data (DNA, fingerprints, retinal scans) on file, and that biometric data is shared with law enforcement agencies through the Global SIN Registry. This makes it much easier to track a character should a job go sideways. Also, nations typically sell the personal information tied to the character's SIN to corporations. Those with a legal SIN get nearly three times as much spam as those who don't have a SIN or rely on fake SINs, and the spam messages they receive are disturbingly tailored to their preferences (based on their buying and browsing habits).

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.

Adept Powers (Drain: Wil + Bod = 7 🎲)

Adept Spell

The adept has learned to cast a single spell like a mage. You learn one spell for free when acquiring this power. The maximum Force of the spell is your Magic Rating, and the Drain is always physical, resisted with Body + Willpower. This ability otherwise follows the standard rules for spellcasting. The adept can take ranks in the Spellcasting skill and is required to take at least one rank to use this power. This power can only be taken once.

Astral Perception

This power allows you to bridge the gap between the physical and astral realms and see into the astral plane. Since you're dual-natured while you're using astral perception, you can attack astral forms when you use this power. Follow all the normal rules for astral perception (p. 312).

Improved Ability (3): Longarms

This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

Improved Physical Attribute (4): 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.

Adept Powers (Drain: Wil + Bod = 7 🌀)

Pain Resistance (1)

Pain resistance allows you to ignore the effects of injury (but not the actual damage). For every level of pain resistance, the wound modifiers on the Condition Monitor move one box farther down the chart, so that with 1 level of this power, you take the -1 penalty after 4 boxes of damage instead of 3. If you have 2 levels of the power, the penalty doesn't kick in until you have 5 boxes of damage. Pain Resistance works equally on the Physical and Stun Condition Monitors. Pain Resistance also allows you to resist pain from torture, magic, illness, etc. Each level adds +2 dice to any test you make to withstand suffering.

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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Identities

Alan Quartermain

National SIN

Lifestyles: (1 month) Trust Fund: High Lifestyle + 1,000¥ [Comforts & Necessities (4), Neighborhood (5), Security (4)]

Subscriptions: (12 months) DocWagon Platinum Contract, (1 month) Wireless Skillsoft Networks, Platinum

Armor

Armor Jacket

12

Acid: +3, **Cold:** +3, **Electricity:** +3, **Fire:** +3

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

Armor Vest

9

Berwick Suit

9

Electricity: +5

Modifications: -2 modifier for concealability, Custom Fit, Increase Social Limit by 1, Nonconductivity (5)

Greatcoat Coat

10

Acid: +3, **Cold:** +3, **Fire:** +4

Modifications: -3 modifier for concealability, Chemical Protection (3), Custom Fit, Custom Fit (Stack), Fire Resistance (4), Increase Social Limit by 1, Insulation (3)

Helmet

+2

Modifications: Image Link, Smartlink, Vision Magnification, Electronic

Firearms & Heavy Weapons

Grapple Gun 7S v -2 9🌀 [3] 15/45/120/180

Single Action (1, simple action): 9 🌀, 7S Damage

Recoil Compensation: 2

Grapple Gun 7S v -2 9🌀 [3] 15/45/120/180

Single Action (1, simple action): 9 🌀, 7S Damage

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Grapple Gun 7S v -2 9🌀 [3] 15/45/120/180

Single Action (1, simple action): 9 🌀, 7S Damage

Recoil Compensation: 2

Grapple Gun 7S v -2 9🌀 [3] 15/45/120/180

Single Action (1, simple action): 9 🌀, 7S Damage

Recoil Compensation: 2

Firearms & Heavy Weapons

Ranger Arms SM-5 14P v -5 21🌀 [8] 50/350/800/1500

Ammo Usage: 15 (c): □□□□ □□□□ □□□□

Semi-Auto (1, simple action): 21 🌀, 14P Damage

Double-Tap (2, complex action): 21 🌀, 15P Damage

Semi-Automatic Burst (3, complex action): 21 🌀 vs. -2 Def, 14P Damage

Recoil Compensation: 3

Modifications: Silencer/Suppressor

Accessories: Imaging Scope, Shock Pad

APDS: - v -4, ____/28

Explosive Rounds: +1 v -1, ____/80

Gel Rounds: +0S v +1, ____/50

Regular Ammo: -, ____/75

Remington 950 12P v -4 22🌀 [9] 50/350/800/1500

Ammo Usage: 5 (m): □□□□

Single Action (1, simple action): 22 🌀, 12P Damage

Recoil Compensation: 2

Modifications: Smartgun System, Internal

Accessories: Imaging Scope

Regular Ammo: -, ____/30

Savalette Guardian 8P v -1 15🌀 [7] 5/20/40/60

Ammo Usage: 12 (c): □□□□ □□□□ □□

Semi-Auto (1, simple action): 15 🌀, 8P Damage

Double-Tap (2, complex action): 15 🌀, 9P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 15 🌀 vs. -2 Def, 8P Damage

Aimed Burst (3, complex action): 15 🌀, 9P Damage

Long Burst (6, complex action): 15 🌀 vs. -5 Def, 8P Damage

Recoil Compensation: 6

Modifications: Gas-Vent System (3), Smartgun System, Internal

APDS: - v -4, ____/30

Explosive Rounds: +1 v -1, ____/38

Gel Rounds: +0S v +1, ____/50

Regular Ammo: -, ____/88

Melee & Other Weapons

Monofilament Whip 12P v -8 11🌀 [7] Reach: 2

Unarmed Strike 2S 12🌀 [4] Reach: -

Matrix Devices

Fairlight Caliban

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Device Rating: 7

Data Processing: 7, **Firewall:** 7

Matrix Initiative: 12

Matrix DR: 14 🌀 (11 🌀 vs. Black IC)

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Fairlight Caliban

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Device Rating: 7

Data Processing: 7, **Firewall:** 7

Matrix Initiative: 12

Matrix DR: 14 🌀 (11 🌀 vs. Black IC)

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Meta Link

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Device Rating: 1

Data Processing: 1, **Firewall:** 1

Matrix Initiative: 6

Matrix DR: 2 🌀 (5 🌀 vs. Black IC)

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Cyberware (Essence: 0.805)

Datajack (Betaware)	Essence: 0.07
Internal Air Tank (Betaware) (3)	Essence: 0.17
Skilljack (Betaware) (4)	Essence: 0.28
Skillwires (Betaware) (4)	Essence: 0.28

Gear (Cash: 16,500¥)

Cellular Glove Molder (4)
Dropped to Ground
Fairlight Caliban
Fairlight Caliban
Grapple Gun
Recoil Compensation : 2
Grapple Gun
Recoil Compensation : 2
Grapple Gun
Recoil Compensation : 2
Grapple Gun
Recoil Compensation : 2
Lockpick Set
Maglock Passkey (4)
Medkit (6)
(3x) Medkit Supplies
Meta Link
Miniwelder
Miniwelder Fuel Canister
Qi Focus: Astral Perception (4)
Rapelling Gloves
Rapelling Gloves
Sequencer (6)
Tool Kit, Locksmithing

Contacts

Dr, Bob (Shadowrunner)

Connection: 3 Loyalty: 1

Chips: You and the contact are even

Father (Fixer)

Connection: 4 Loyalty: 1

Chips: You and the contact are even

Paul (Fixer)

Connection: 2 Loyalty: 5

Chips: You and the contact are even