mr_wilde

Player: John
Metatype: Human; Male; Age: 27; Height: 1.83m; Weight: 72kg; Hair: Auburn; Eyes: Blue; Skin: Pale
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body . . . . 3 ☐   Essence . . . . 3.14 ☐

Agility . . . . 5 ☐   Edge . . . . 5 ☐

Reaction . . . . 5 ☐   Initiative . . . . 10+1D6 ☐

Strength . . . . 3 ☐

Willpower . . . . 4 ☐

Logic . . . . 6/8 ☐
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Intuition . . . . 5 ☐

Charisma . . . . 3 ☐

Inherent Limits

[5] Physical Limit
[9] Mental Limit
[5] Social Limit

Movement

10m/20m/+2 Land Movement   **4m/+1 Swimming**

Active Skills

9 [A] **Automatics 4** (Agi)
(Machine Pistols +2)

10 [M] **Computer*** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 [M] **Cybercombat 5** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 [M] **Electronic Warfare 5** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

15 [15] **First Aid 1** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14 [M] **Hacking 6** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

10 [M] **Hardware*** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

9 [9] **Perception 4** (Int)

7 [5] **Sneaking 2** (Agi)

10 [M] **Software*** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

2 * Electronics Group 2

Attribute-Only Tests

7 **Composure**

Knowledge Skills

7 [9] **BBQ 2** (Int)

12 [9] **Computer science 4** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

12 [9] **cyber security best practices 4** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

8 [9] **decker marks 3** (Int)

8 [9] **Matrix gear chatter 3** (Int)

11 [9] **Social Media 3** (Log)
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Language Skills

N **English**

8 [9] **French 3**

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): +4 [5]
Extendable Baton Parry (-5 Interrupt, vs. one melee attack): +4 [5]
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [5]

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 7 [5]

Damage Resistances

22 **Armor 16**

22 **Acid Protection 16**   22 **Electricity Protection 16**
22 **Cold Protection 16**   22 **Fire Protection 16**
22 **Falling Protection 16** 10 **Fatigue Resistance**

Validation Report (0 issues): Nothing identified

Edge Pool

☐ ☐ ☐ ☐ ☐

Attribute-Only Tests

8 Judge Intentions
6 Lifting & Carrying
12 Memory

Toxin Resistances

	Toxin	Disease
Contact	**7**	**7**
Ingestion	**7**	**7**
Inhalation	**7**	**7**
Injection	**7**	**7**

Addiction Resistance

7 Resist Physical Addiction
12 Resist Psychological Addiction

Positive Qualities

Analytical Mind
Codeslinger: Matrix Perception

Negative Qualities

Distinctive Style: Hair
Insomnia (Half-Speed Recovery) (9 vs. 4)

Identities

Louis Castaigne
  Fake SIN
  Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3)]
  Subscriptions: (1 month) Symbiotes Food (2)
  Licenses & SINs : Fake License: Bioware (1), Fake License: Cyberdeck (1), Fake License: Drivers License (1), Fake License: Gun Permit (1), Fake License: Medical Gear (1), Fake SIN (3)
Nigel Carruthers
  Fake SIN
  Licenses & SINs : Fake SIN (3)

Armor

🛡 **Armor Jacket**		**12**
Gas Mask		**+0**
🛡 **Helmet**		**+2**
🛡 **Orthoskin (2)**		**+2**

Firearms & Heavy Weapons

Ceska Black Scorpion   6P   13 [7]   5/15/30/50
Ammo Usage : 35 (c): ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

  Semi-Auto (1, simple action): 13 , 6P Damage
  Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 13 vs. -2 Def, 6P Damage
  Long Burst (6, complex action): 13 vs. -5 Def, 6P Damage
  Recoil Compensation : 6
  Modifications : Folding Stock, Gas-Vent System (3)
  Accessories : Imaging Scope, Smartgun System, External
  Gel Rounds: +0S v +1, _____/35
  Regular Ammo : –, _____/500

Melee & Other Weapons

Extendable Baton	5P	4 [5]	Reach: 1
Unarmed Strike	5P	4 [5]	Reach: –

Matrix Devices

Burner Phone 1
☐☐☐
☐☐☐
☐☐☐
  Device Rating : 1
  Data Processing : 1, **Firewall** : 1
  Matrix Initiative : 6
  Matrix DR : 2 (5 vs. Black IC)

Burner Phone 2
☐☐☐
☐☐☐
☐☐☐
  Device Rating : 1
  Data Processing : 1, **Firewall** : 1
  Matrix Initiative : 6
  Matrix DR : 2 (5 vs. Black IC)

Hermes Chariot
☐☐☐
☐☐☐
☐☐☐
  Device Rating : 2
  Attribute Array : 5 4 4 2
  currently assigned as:
  Attack : 5, **Data Processing** : 4, **Firewall** : 2, **Sleaze** : 4
  Matrix Initiative : 9
  Matrix DR : 4 (6 vs. Black IC)
  Modifications : Sim Module, Modified for Hot Sim
  Programs (2/2): Configurator , Exploit, Signal Scrub, Sneak

Cyberware (Essence: 0.66)

Cybereyes (3)   Essence: 0.4
  Modifications : Flare Compensation, Image Link, Thermographic Vision
I've Got the Jack   Essence: 0.1
Smartlink (Alphaware)   Essence: 0.16

Bioware (Essence: 2.2)

Bone Density Augmentation (3)   Essence: 0.9
Cerebral Booster (2)   Essence: 0.4
Symbiotes (2)   Essence: 0.4

Gear (Cash: 3,502.5¥)

Bug Scanner (3)
Burner Phone 1
Burner Phone 2
(6x) Certified Credstick, Standard
(6x) CS/Tear Gas
Data Tap
Dropped to Ground
Hermes Chariot
  Modifications : Sim Module, Modified for Hot Sim
  Programs (2/2): Configurator , Exploit, Signal Scrub , Sneak
Jammer, Area (4)
Keycard Copier (2)
(10x) Light Stick
Medkit (6)
Micro-Tranceiver
(6x) Spare Clips
(4x) Stim Patch (3)
Tool Kit, Hardware

Gear (Cash: 3,502.5¥)

Trauma Patch

Vehicles

Yamaha Growler
CHASSIS: YAMAHA GROWLER
Handling **4**, Handling (Off-Road) **5**, Speed **3**, Speed (Off-Road) **4**,
Acceleration **1**, Body **5**, Pilot **1**, Sensor **1**, Seating **1**, Device
Rating **1**, Data Processing **1**, Firewall **1**
Condition Monitor: 15
Armor: 5H
Limits: Mental 2
Physical Initiative: 2+4D6

Contacts

Beat Cop
Connection: 3   Loyalty: 2
Fixer
Connection: 2   Loyalty: 2