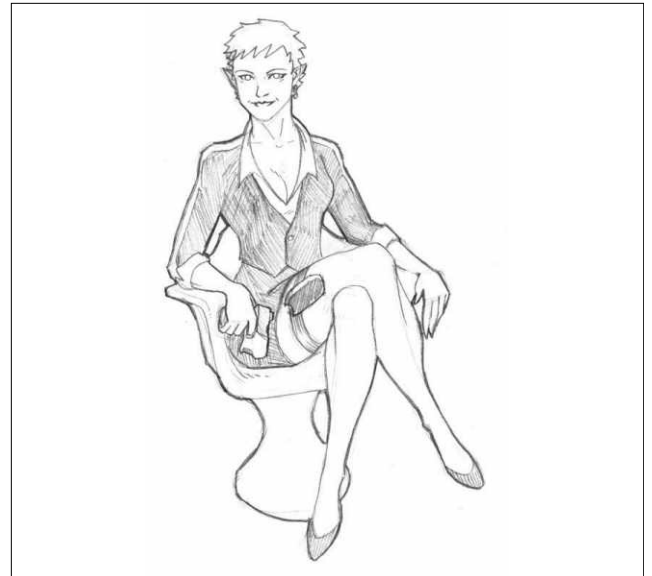


## Mercedes

Player: Matt Drozdowski

Metatype: Elf; Female; Ethnicity: Latina; Age: 25; Height: 1.9m; Weight: 80kg; Hair: Platinum Blonde; Eyes: Green; Skin: Dusky  
 Total Karma: 96; Current Karma: 12; Street Cred: 10; Notoriety: -1; Public Awareness: 3



### Attributes

Body..... 2	<input type="checkbox"/>	Initiate Grade ..... 1	<input type="checkbox"/>
Agility ..... 4	<input type="checkbox"/>	Edge ..... 2	<input type="checkbox"/>
Reaction ..... 3	<input type="checkbox"/>	Essence ..... 6	<input type="checkbox"/>
Strength ..... 1	<input type="checkbox"/>	Magic ..... 5	<input type="checkbox"/>
Charisma..... 8	<input type="checkbox"/>	Initiative ..... 7	<input type="checkbox"/>
Intuition..... 4	<input type="checkbox"/>	Initiative Passes ... 1	<input type="checkbox"/>
Logic ..... 3	<input type="checkbox"/>		
Willpower ..... 4	<input type="checkbox"/>		

### Active Skills

- 8 🐼 **Assensing 3** (Int)
- 4 🐼 **Computer 1** (Log)  
(CommLink +2)
- 17 🐼 **Con\*** (Cha)
- 5 🐼 **Disguise\*** (Int)
- 6 🐼 **Dodge 3** (Rea)
- 18 🐼 **Etiquette\*** (Cha)
- 7 🐼 **Gymnastics 3** (Agi)  
(Dance +2)
- 5 🐼 **Infiltration\*** (Agi)
- 16 🐼 **Leadership\*** (Cha)
- 16 🐼 **Negotiation\*** (Cha)
- 5 🐼 **Palming\*** (Agi)
- 6 🐼 **Perception 1** (Int)
- 4 🐼 **Pilot Ground Craft 1** (Rea)
- 6 🐼 **Pistols 2** (Agi)  
(Semi-Automatics +2)
- 5 🐼 **Shadowing\*** (Int)
  - \* Influence Group 5
  - \* Stealth Group 1

### Knowledge Skills

- 8 🐼 **Aztechnology 4** (Int)
- 7 🐼 **Classical Music 3** (Int)
- 5 🐼 **Philosophy 2** (Log)
- 6 🐼 **Spanish Wines 2** (Int)
- 5 🐼 **World History 2** (Log)

### Language Skills

- 7 🐼 **English 3**
- 6 🐼 **Japanese 2**
- 6 🐼 **Or'Zet 2**
- N **Spanish**
- 7 🐼 **Sperethiel 3**

### Physical Damage

		-1
		-2
		-3

### Stun Damage

		-1
		-2
		-3

### Defenses

Ranged: 3 🐼, Full Defense (Complex Action): 6 🐼  
 Melee Dodge: 6 🐼, Full Dodge (Complex Action): 9 🐼  
 Unarmed Strike Parry: 2 🐼

### Damage Resistances

- 9 🐼 **Ballistic Armor 7**
- 4 🐼 **Impact Armor 2**
- 3 🐼 **Acid Protection 1**
- 9 🐼 **Fire Protection 7**
- 3 🐼 **Cold Protection 1**
- 5 🐼 **Gauss Round Armor 3**
- 9 🐼 **Electricity Protection 7**
- 3 🐼 **Laser Protection 1**
- 3 🐼 **Falling Protection 1**

### Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------

### Metatype Abilities

Enhanced Senses: Low-Light Vision

### Positive Qualities

Adept

### Attribute-Only Tests

- 12 🐼 **Composure**
- 15 🐼 **Judge Intentions**
- 3 🐼 **Lifting & Carrying**
- 7 🐼 **Memory**

### Toxin Resistances

	Toxin	Disease
Contact	2 🐼	2 🐼
Ingestion	2 🐼	2 🐼
Inhalation	2 🐼	2 🐼
Injection	2 🐼	2 🐼
Radiation	2 🐼	

Validation Report (0 issues): Nothing identified

## Positive Qualities

First Impression

## Adept Powers

Astral Perception

Commanding Voice (16 vs. Willpower + Leadership)

Cool Resolve (+2) (2)

Enhanced Perception (1)

Improved Ability (1): Con

Improved Ability (2): Etiquette

Kinesics (3)

Linguistics

Voice Control

## Metamagic Powers

Masking

## Identities

Haydée Vega

Morena Saccarin

Lifestyles: (1 month) – Advanced Lifestyle –

Licenses & SINs : Fake License: Gun and mage (3), Fake SIN (3)

Saffron Reynolds

Licenses & SINs : Fake License: Gun (6), Fake SIN (6)

## Armor

**Armor Clothing** 4 / 0

Modifications: Feedback Clothing

**Executive Suite Outfit** 5 / 2

Electricity: +6

Modifications: Feedback Clothing, Nonconductivity (6), Plain Blouse/Shirt, Short Jacket, Skirt/Trousers

**Form-Fitting Full-Body Suit** +6 / +2

Electricity: +6, Fire: +6

Modifications: Fire Resistance (6), Nonconductivity (6)

**Form-Fitting Half-Body Suit** +4 / +1

**Moonsilver Shawl/Scarf/Stole** +1 / +0

**Steampunk Outfit** 6 / 6

Electricity: +6

Modifications: Corset/Vest, Feedback Clothing, Nonconductivity (6), Overcoat, Slacks or Knickers/ Petticoat and Skirt

**Stylish Leather Jacket** 2 / 2

Modifications: Camouflage (1)

## Firearms & Heavy Weapons

**Cavalier SafeGuard** 5S(e) v ½l 7 5/10/15/20

Ammo Usage : 6 (m): □□□□□ □

Semi-Automatic : 5S(e) v ½l, 7 6/6

Accessories: Laser Sight

Taser Dart: – v B, \_\_\_\_/10

**Morrissey Elan** 4P v B 8 5/15/30/50

Ammo Usage : 5 (c): □□□□□

Semi-Automatic : 4P v B, 8 7/7

Modifications: Advanced Safety, Biometric(Electro Shocker) [Electro Shocker], Ceramic/Plasteel Components (Level 3), Smartgun System, Internal

Accessories: (5) Spare Clips

Regular Ammo: – v B, \_\_\_\_/20

Silver Bullets: – v B+2, \_\_\_\_/20

## Firearms & Heavy Weapons

**Walther Secura Kompakt** 5P v B-1 10 5/15/30/50

Ammo Usage : 9 (c): □□□□□ □□□□

Semi-Automatic : 5P v B-1, 10 9/9

Modifications: Advanced Safety, Biometric(Electro Shocker) [Electro Shocker], Smartgun System, Internal

Accessories: (5) Spare Clips

Regular Ammo: – v B, \_\_\_\_/100

## Melee & Other Weapons

**Attack of Will (vs. Spirits)** 8P v I 4 Reach: –

**Unarmed Strike** 1S v I 3 Reach: –

## Grenades

**(5x) Flash-Bang Grenade** 6S, 10m R v I-3 3 2/4/6/10  
□□□□□

**(5x) High Explosive Grenade** 10P, -2/m v I-2 3 2/4/6/10  
□□□□□

**(5x) Thermal Smoke Grenade** Th. Smoke, 10m R 3 2/4/6/10  
□□□□□

## Commlinks

### Sony Emperor Commlink

□□□□ -1

Firewall: 2, Response: 2, Signal: 3, System: 2

□□□□ -2

Matrix Initiative : 6

Matrix Defense : 4 (Full Defense: 4)

Matrix DR : 2 (4 vs. Black IC)

□□□□ -3

OS: Mangadyne Deva Operating System

Programs: Analyze (3) 4, Basic+ Suite,

Browse (3) 2, Command (1) 2, Edit (3)

□

4

## Gear (Cash: 7025¥)

### AR Gloves

### Chemical Cosmetics, Lipstick

### Contact Lenses (3)

Modifications: Flare Compensation, Image Link, Vision Enhancement (2)

### Contact Lenses (3)

Modifications: Flare Compensation, Image Link, Smartlink

### Dropped to Ground

### Medkit (6)

### Sony Emperor Commlink

OS: Mangadyne Deva Operating System

Programs: Analyze (3) 4, Basic+ Suite, Browse (3) 2,

Command (1) 2, Edit (3) 4

### (5x) Stimulant Patch (6)

### Tag Eraser

### (5x) Tranquilizer Patch (6)

### (5x) Trauma Patch

### (20x) Warp

## Vehicles

### Evo Pegasus (Thundercloud Contrail)

Body 6, Sensor 1, Handling +1, Firewall 3, Pilot 1, Response 3, Signal 3, Initiative 4, Initiative Passes 3

Physical Condition Monitor: 11

Armor (Vehicle): 4 [4]

Gear:

Anti-theft System

Run Flat Tires

## Programs

**Dancin' with the Simstars!: -Choose- (5)**

## Contacts

### – Custom Group Contact –

Connection: 2 Loyalty: 3

### **Diego Guerin (Fixer)**

Connection: 4 Loyalty: 2

### **Joey (Bartender)**

Connection: 2 Loyalty: 1

### **Mr. Grey (Mr. Johnson)**

Connection: 2 Loyalty: 2

### **Tiff Hirot (Corporate Secretary)**

Connection: 2 Loyalty: 2

## Background & Personal Details

Born in Aztlan, she and her elf mother migrated to Seattle in 2061 when Mercedes was 11. They tried to get into Tir Tairngire, but were refused, leading to their becoming connected with the Laésa. Her mother did the odd data runs for the group, but Mercedes decided the only way to really control your fate in the shadows was to dictate the rules. When she awakened at 14 with the abilities to charm those around her, she zeroed in on honed those abilities into a razor's edge. Establishing contacts as she played 'tagalong' on some runs, she take the pragmatic view that it's easier to get in and out using words instead of bullets.

"When you start shooting, somebody will wind up dead. And from all I've seen, it usually turns out to be the person that first started firing."

## Positive Qualities

### Adept

Adept characters use their magic in a radically different way than other Awakened characters, by channeling magic through their bodies and minds; they do not cast spells or conjure spirits, nor do they typically have access to astral space (see the Astral Perception adept power, p. 195). Instead, adepts develop powers that improve their physical and mental abilities.

A character with this quality is an adept and starts with a Magic attribute of 1, which can be increased like any other attribute up to a maximum of 6 + initiation grade (see *Purchase Attributes*, p. 82). A character with this quality cannot take the Magician, Mystic Adept, or Technomancer qualities.

Characters with the Adept quality get a number of Power points during character creation equal to their Magic attribute. These Power points are used to buy specific adept powers (see p. 195). Additional Power points can be gained by increasing the character's Magic attribute through the expenditure of Karma. Note that the Magic attribute cannot be raised above the natural maximum of 6 without initiation (see *Initiation*, p. 198).

The adept is fully described on p. 195 of *The Awakened World* chapter; a sample adept character appears on p. 104.

Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that are intended to be played as adepts.

### First Impression

A character with the First Impression quality slides easily into new situations, groups, cities, and jobs. Whenever attempting to fit into a new environment - such as infiltrating a group or trying to meet contacts in a new city - the character gains a +2 dice pool modifier on any Social Tests during the first meeting. This modifier does not apply to second and subsequent encounters.

## Adept Powers

### Astral Perception

This power allows the adept to bridge the gap between the physical and astral realms and "see" into the astral plane. Adepts with this power follow all the normal rules for astral perception (p. 191).

### Commanding Voice (16 vs. Willpower + Leadership)

This power channels the adept's magic into his voice to enhance the modulation and pitch, subliminally influencing the actions of any listeners. The adept takes a Complex Action to give a simple but forceful command (five words or less) to the target, making an Opposed Test with Leadership + Charisma against the target(s) Willpower + Leadership. If the adept succeeds in the test, the target uses his next action to either carry out the command or stands confused (gamemaster's choice, but the more net hits achieved the more likely he will obey the adept's command). Such commands carry no weight beyond the immediate impetus, and the affected characters will quickly reassert their wits, returning to their original course of action. If multiple individuals are targeted, use the largest dice pool among the defenders and add +1 dice per additional target (max. +5).

Commanding voice may only be used on metahumans who can directly hear *and* understand the adept's words. It has no effect when the voice is amplified or broadcast via technological means (eg. wireless transmission, loudspeaker, etc). It is also less effective on subsequent uses against the same target. Apply a cumulative -2 dice pool penalty for each use within the preceding 24 hours.

### Cool Resolve (+2 (2)

Cool Resolve makes a character inhumanly self-assured and unflappable in social exchanges, whether these be delicate negotiations or an interrogator's grilling. Each level of the power adds one die to the adept's dice pool for Opposed Tests involving Social Active skills in which he is the target/defender.

## Adept Powers

### Enhanced Perception (1)

This power sharpens your senses. Each level provides an additional die for all Perception Tests (p. 135), including Assensing Tests. You cannot have more Enhanced Perception dice than your Intuition attribute.

### Improved Ability (1): Con

This power increases the rating of a specific Active skill by 1 per level. A skill's maximum modified rating equals its base rating x 1.5.

Improved ability must be purchased for a specific skill, not a skill group.

**Reminder:** You must add the skill this applies to on the Active tab before you can choose which skill this power applies to.

### Improved Ability (2): Etiquette

This power increases the rating of a specific Active skill by 1 per level. A skill's maximum modified rating equals its base rating x 1.5.

Improved ability must be purchased for a specific skill, not a skill group.

**Reminder:** You must add the skill this applies to on the Active tab before you can choose which skill this power applies to.

### Kinesics (3)

An adept with Kinesics has complete control over her body's nonverbal and subconscious communication and social cues, even when engaged in stressful social scenarios. This control includes facial expressions, body movements, posture, eye movements, and internal biological stress functions such as heartbeat, blood pressure, and sweat glands. The adept is also gifted at reading others' body language and cultural-specific affectations and mimicking their cues to her advantage. As a result, this power boosts the character's natural presence and social charms.

Each level applies a +1 bonus for the adept when making or resisting Social skill tests. It also applies a +1 dice pool modifier to the adept on any Opposed Tests made to gauge the adept's truthfulness or emotional state, including Judge Intention tests (p. 139), assensing for emotional state, and other magical and technological tests.

Two adepts with Kinesics and within sight of each other can use a Complex Action to nonverbally communicate simple notions to each other, using body language alone. Only basic messages and emotional states can be conveyed: yes, no, bad idea, I don't want to, I'm angry, look out behind you, and so on.

### Linguistics

The Linguistics power combines enhanced memorization and mimicry to allow an adept to pick up a new language after minimal exposure - no Karma expenditure or test required. After (10 - Magic) hours of contact to the new language in use, the adept makes an Intuition + Logic Test using a threshold as noted on the Linguistics Table (p. 177). If successful, the adept develops the Language skill at Rating 1 at no Karma cost. Increasing the skill beyond this point requires normal Karma expenditure, but the base learning time for the adept is halved.

### Voice Control

An adept with Voice Control has an amazing level of control over the properties of her voice. The adept can change her voice's pitch, modulation and tone at will, as well as increase her volume. This allows the adept to mask her voice and imitate sounds within the normal range of metahuman vocalization (i.e. no infrasound or ultrasound), including mimicking the voices of others. This trick can be used to defeat voice recognition systems; make an Opposed Test between the adept's Con + Charisma against the voice recognition system's rating, or against the Perception + Intuition of other characters the adept is attempting to fool. Voice Control also allows an adept to "throw" her voice up to (Magic attribute x 2) meters away.

## Metamagic Powers

### Masking

A character who learns masking can change the appearance of her aura/astral form to do the following: look mundane, look as though her Magic is higher or lower than it is (+/- your grade of initiation), or look as though she is a different type of astral creature.

When someone attempts to assense the aura of an initiate using masking, make an Assensing + Intuition Opposed Test against the initiate's Intuition + Magic + initiate grade. If they get fewer hits, they see only the false aura. If they get more hits, they will see both the illusory aura she provided and her true aura.

To disguise her astral form to look like a spirit or other astrally active creature, the character must be capable of astral projection.

## Metatype Abilities

### Enhanced Senses: Low-Light Vision

Enhanced Senses covers 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.

## Contacts

### – Custom Group Contact –

**Connection Rating:** 2

**Membership:** +4: 100-1000 members

**Area of Influence:** +1: District

**Magical Resources:** +1: Minority

**Matrix Resources:** +1: Active

**Loyalty Rating:** 3

Use this option to add a custom group contact of your choice.

### Diego Guerin (Fixer)

**Connection Rating:** 4

**Loyalty Rating:** 2

**Uses:** Jobs and cred, information, gear, additional contacts

**Places to Meet:** Wherever the fixer wants: typical places include local bars or clubs, coffee shops, street corners where surveillance is next to impossible

**Similar Contacts:** Fence, loan shark, Mr. Johnson

Quite simply, the fixer is a shadowrunner's most important contact. Like a spider at the center of a web radiating out in all directions, the fixer's got the connections, the hookups, and the rep to make or break a runner's career. Whatever you need, he can get it for you: jobs, guns, info, wheels - you name it, and he'll come up with it sooner or later. For a price, of course. In the shadows, nothing's free.

Fixers live and die by their connections. They know everybody, or at least it seems that way. Think of the fixer as a combination employment agency, procurement firm, and allpurpose fence: they earn their keep by what they know, who they know, and how well they can broker deals between people who need things and the people who provide those things. When a corporate Mr. Johnson needs somebody to steal a rival's prototype or "persuade" their head scientist that she'd be happier elsewhere, he calls a fixer to find the best team for the job. When a street samurai has some hot swag he needs to unload in a hurry, the fixer's the go-to guy who can use his connections to get the best price. When a team needs some special expertise that they don't normally possess (say, a hacker to get them past a corp's security system), a quick call to the fixer gets them what they need.

One thing fixers aren't, though, is cheap. They get their cut one way or another for every transaction - a percentage of your payment for a run, a little off the top for every piece of gear they fence - and the better the fixer, the higher the cut's going to be. Get on his good side and he might just give you a discount. It's wise to do that anyway: a fixer's good side is a very good place to be, and if you end up on his bad side - well, you didn't really want to work in this town again, did you?

## Contacts

### Joey (Bartender)

**Connection Rating:** 2

**Loyalty Rating:** 1

**Uses:** Information, additional contacts, back rooms for private meets

**Places to Meet:** Any bar/nightclub

**Similar Contacts:** Bar/nightclub owner, bouncer, waitress, stripper

Aside from drinks, information is the bartender's stock in trade. If you're new in town (or even in the neighborhood) and looking for information, you could do worse than to drop into the local bar, buy a few drinks, and talk to the guy or girl doing the pouring. Bartenders act as confidant, sounding board, and cut-rate psychologist for anybody who ponies up the cost of a drink or three, which means the ones worth their salt know at least a little something about everybody who's warmed one of their barstools. They're usually up on which regulars haven't been in for awhile, the juicy dirt on the area rumor mill, who's having trouble with spouses, kids, or business associates - and if you're *really* lucky, she might even have some even more useful paydata that some drunk has let slip and forgotten about in his haze of inebriation. She can also turn area newbies on to the locations of some important people and services, like the street doc who won't cut you up and sell you to the organleggers, the talismonger who won't cheat you on magical gear, or the gun dealer who might have that new model your usual dealer doesn't stock.

Don't expect the bartender to just spill her customers' guts to any slot who sits down, though - bartenders are also known for their discretion, and you usually have to persuade her that you've got a good reason for needing to know what she's got to tell. Slipping her some cred or buying a round of drinks for the room will go a long way toward moving you up on her long list of friends.

### Mr. Grey (Mr. Johnson)

**Connection Rating:** 2

**Loyalty Rating:** 2

**Uses:** Shadowruns, job-related information, additional contacts

**Places to Meet:** Just about anywhere the Johnson wants; typical spots include secluded tables or private rooms in restaurants or clubs, or places with a crowd to blend into (parks, zoos, museums, and so on)

**Similar Contacts:** Company man, fixer, government agent, or any other potential employer of shadowrunners

Mr. Johnson is the grease that keeps the shadowrunning machine running. As the intermediary between the corp executives, government agencies, and such and the shadowy world of the streets, he's the one who starts the ball in motion. Without Mr. Johnson, there can be no shadowruns, because the corps and other employers won't get their hands dirty directly - that's why they call shadowrunners "deniable assets," after all.

Mr. Johnson runs the meet, does the hiring, and pays the cred for the job. He's your first source of information about what needs to be done - the layout of the place you're breaking into, the habits of the person you're supposed to extract, how often you'll be hassled by security patrols - and he's a good person to talk to when you need specialized gear, passcodes, or identification to complete your job.

He's been around a long time, and he knows the score in the shadows. His connections, while perhaps not as wide as the Fixer's, run deep in the corporate world, and he has a long memory. Play straight with him and chances are he'll play straight with you (sure, you can't *bank* on that, but if you can't take a little uncertainty in your life, what are you doing running the shadows?). Doublecross him or screw him over, and you can count on his retribution - maybe not right away, but Mr. Johnson can't afford to let the word get out that he can't control his assets. Smart runners learn fast to stay on his good side.

## Contacts

### **Tiff Hirot (Corporate Secretary)**

**Connection Rating:** 2

**Loyalty Rating:** 2

**Uses:** Access codes, inside information

**Places to Meet:** Online dating chatroom, book club, lunch place, happy hour

**Similar Contacts:** Retail salesperson

The corporate secretary is just another guy or gal doing their job, keeping track of other people's business so they don't have to. They are adept at pushing papers, taking calls, making coffee, and gossiping relentlessly. The job is a complete and utter bore and so is the stuffy suit whose corp life they manage. Therefore, they spend an inordinate amount of time gathering dirt on everyone else in the office or gossiping, often viciously, about their boss. In some situations, when threatened with termination, they end up "working after hours" to keep the boss happy, further fueling their disgust with the corporation.

Bitter and underpaid, the corp secretary can be subverted to your needs. They have access codes, itineraries, and they know who stays late at the office and who just *tells* their spouse they are working late. Like most corp underlings, a secretary won't stick their neck out too far, but for the right amount of nuyen she will gladly pull some strings and help you out.

## EVo Pegasus

Player: Matt Drozdowski

Thundercloud Contrail



### Attributes

Body..... 6  Initiative ..... 4   
Sensor..... 1  Initiative Passes ... 3   
Handling .....+1   
Firewall ..... 3   
Pilot ..... 1   
Response .....3   
Signal ..... 3

### Physical Damage

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

### Defenses

Ranged: 1

Melee Dodge: 1

### Damage Resistances

10 [4] Armor 4

8 Acid Protection 2

8 Fire Protection 2

8 Cold Protection 2

8 Gauss Round Armor 2

8 Electricity Protection 2

8 Laser Protection 2

### Toxin Resistances

	Toxin	Disease
Contact	6	6
Ingestion	6	6
Inhalation	6	6
Injection	6	6
Radiation		6

### Armor

Vehicle Armor [+4 / +4]

### Gear (Cash: 7025¥)

Anti-theft System  
Dropped to Ground  
Run Flat Tires

Validation Report (0 issues): Nothing identified

## Equipment

### Run Flat Tires

The most common upgrade for shadowrunners, these are designed to continue operating even when their air pressure is released due to damage.