

Mr Johnson

Player: SL

Metatype: Elf; Male; Ethnicity: Asian/Caucasian; Age: 46;
Height: 1.86m; Weight: 82kg; Hair: Brown; Eyes: Blue;
Skin: Tan

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....3	<input type="checkbox"/>	Essence 3.57	<input type="checkbox"/>
Agility5	<input type="checkbox"/>	Edge4	<input type="checkbox"/>
Reaction4	<input type="checkbox"/>	Initiative 9+1D6	<input type="checkbox"/>
Strength3	<input type="checkbox"/>	Inherent Limits	
Willpower5	<input type="checkbox"/>	[5] Physical Limit	
Logic 4/5	<input type="checkbox"/>	[8] Mental Limit	
Intuition.....5	<input type="checkbox"/>	[11] Social Limit	
Charisma.....7	<input type="checkbox"/>		

Movement

10m/20m/+2 Land Movement

4m/+2 Swimming

Active Skills

10 [M] Computer 5 (Log)
14 [11] Con 6 (Cha)
(Fast Talking +2)
16 [11] Etiquette 8 (Cha)
(Corporate +2,
9 [5] Gymnastics 4 (Agi)
11 [11] Instruction 4 (Cha)
13 [11] Intimidation 6 (Cha)
(Mental +2)
12 [11] Leadership 4 (Cha)
(Command +2)
16 [11] Negotiation 8 (Cha)
(Contracts +2)
8 [8] Perception 3 (Int)
8 [A] Pistols 3 (Agi)
(Holdouts +2)
9 [A] Unarmed Combat 4 (Agi)

Knowledge Skills

11 [8] Economics 5 (Log)
10 [8] Fixers 4 (Int)
(Seattle +2)
11 [8] Grid Overwatch Division 5 (Log)
12 [8] Matrix Technologies 6 (Log)
12 [8] MegaCorp Politics 6 (Int)
(NeoNET +2)
11 [8] Psychology 5 (Log)
9 [8] Shadowrunners 3 (Int)
(Seattle +2)

Language Skills

N English
9 [8] Japanese 3
11 [8] Mandarin Linguasoft 0 (5)

Attribute-Only Tests

12 Composure
12 Judge Intentions
6 Lifting & Carrying
11 Memory

Toxin Resistances

	Toxin	Disease
Contact (1 / 3)	9	11
Ingestion (0 / 2)	8	10
Inhalation (4 / 6)	12	14
Injection (0 / 2)	8	10

Addiction Resistance

8 Resist Physical Addiction
10 Resist Psychological Addiction



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"/>		

Overflow: ☐☐☐

Natural Recovery:

6 (1 day), heal 1 box/hit

Stun 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"/>	

Natural Recovery:

8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

Dodge (-5 Interrupt, vs. one melee attack): +4 [5]

Smart Skin (Betaware): Impact Plates (3) Block (-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): 4 [5]

Damage Resistances

18 Armor 15

19 Acid Protection 16 18 Electricity Protection 15

18 Cold Protection 15 18 Fire Protection 15

18 Falling Protection 15 8 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Positive Qualities

Born Rich

College Education

Out For Myself

Negative Qualities

SINner (Corporate SIN): NeoNET

Metatype Abilities

Enhanced Senses: Low-Light Vision

Validation Report (0 issues): Nothing identified

Identities

Toma Matsuda

Corporate SIN

Lifestyles: (1 month) Traveler Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

Armor

Respirator (4) +0
Synergist Business Line 12

Acid: +1

Modifications: Chemical Protection (1), Custom Fit, Holster (concealed), Ruthenium Polymer Coating (4), Synergist Business Line Longcoat [Custom Fit, Custom Fit (Stack), Holster, Electrochromic Modification, Fresnel Fabric (3), Insulation (2), Chemical Protection (2)]

Firearms & Heavy Weapons

Fichetti Tiffani Needler 8P(f) v +5 10 [6] 5/15/30/50
Ammo Usage: 4 (c): □□□□
Semi-Auto (1, simple action): 10 [6], 8P(f) Damage
Double-Tap (2, complex action): 10 [6], 9P(f) Damage
Semi-Automatic Burst (3, complex action): 10 [6] vs. -2 Def, 8P(f) Damage
Recoil Compensation: 2
Modifications: Ceramic/Plasteel Components (3), Personalized Grip
Accessories: (3) Spare Clips
Flechette Rounds: +2(f) v +5, ____/12

Melee & Other Weapons

Smart Skin (Betaware): Impact Plates (3) 5S 9 [5] Reach: –
Unarmed Strike 3S 9 [5] Reach: –

Matrix Devices

Novatech NetNinja (Betaware) (Cyber) Essence: 0.14



Device Rating: 5

Data Processing: 5, **Firewall:** 5

Matrix Initiative: 10



Matrix DR: 10 [6] (10 [6] vs. Black IC)

Modifications: Stealth Dongle (3)



Programs (1/3): Diagnostics



Cyberware (Essence: 1.64)

Biomonitor (Betaware) Essence: 0.07
Datajack (Betaware) Essence: 0.07
Image Link (Betaware) Essence: 0.07
Novatech NetNinja (Betaware) (Cyber) Essence: 0.14
Modifications: Stealth Dongle (3)
Programs (1/3): Diagnostics
Skilljack (5) Essence: 0.1
Programs (0/0): Linguasoft: Mandarin (5)
Smart Skin (Betaware): Impact Plates (3) Essence: 1.05
Sound Link (Betaware) Essence: 0.07
Voice Mask (Betaware) Essence: 0.07

Bioware (Essence: 0.49)

Amplified Immune System (Betaware) (2) Essence: 0.14
Cerebral Booster (Betaware) (1) Essence: 0.14
Mnemonic Enhancer (Betaware) (1) Essence: 0.07
Tailored Pheromones (Betaware) (1) Essence: 0.14

Geneware (Essence: 0.3)

Immunization: Narcoject Essence: 0.1
Masque Essence: 0.1
Print Removal Essence: 0.1

Gear (Cash: 1,000¥)

Bug Scanner (6)
Certified Credstick, Platinum
(5x) Certified Credstick, Silver
Datachip
Dropped to Ground
Glasses (1)
Modifications: Low Light Vision
Jammer, Area (4)
Retro
Stim Patch (4)
White Noise Generator (6)