

## Tommy

Player: Miles

Metatype: Human; Male; Ethnicity: British; Age: 28;  
 Height: 1.83m; Weight: 87kg; Hair: Black; Eyes: Brown;  
 Skin: White  
 Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety:  
 0; Public Awareness: 0

### Attributes

Body..... 3 <input type="checkbox"/>	Essence ..... 4.26 <input type="checkbox"/>	
Agility ..... 5 <input type="checkbox"/>	Edge ..... 3 <input type="checkbox"/>	
Reaction ..... 5/6 <input type="checkbox"/>	Initiative .. 9/10+2D6 <input type="checkbox"/>	
Strength ..... 3 <input type="checkbox"/>	<b>Inherent Limits</b>	
Willpower ..... 2 <input type="checkbox"/>	[6] Physical Limit	
Logic ..... 3 <input type="checkbox"/>	[4] Mental Limit	
Intuition..... 4 <input type="checkbox"/>	[7] Social Limit	
Charisma..... 7 <input type="checkbox"/>		

### Movement

10m/20m/+2 Land Movement

4m/+1 Swimming

#### Active Skills

11 [A] Automatics 6 (Agi)  
 12 [7] Con 5 (Cha)  
 12 [7] Etiquette\* (Cha)  
 4 [4] First Aid 1 (Log)  
 10 [A] Heavy Weapons 5 (Agi)  
 9 [7] Intimidation 2 (Cha)  
 12 [7] Leadership\* (Cha)  
 4 [?] Nautical Mechanic 1 (Log)  
 12 [7] Negotiation\* (Cha)  
 9 [4] Perception 5 (Int)  
 7 [H] Pilot Watercraft 1 (Rea)  
 8 [6] Sneaking 3 (Agi)  
 8 [A] Throwing Weapons 3 (Agi)  
 9 [A] Unarmed Combat 4 (Agi)  
 \* Influence Group 5

#### Knowledge Skills

6 [4] Ausrüstungspreise 2 (Int)  
 8 [4] Gangwissen (Seattle)  
 Knowsoft 0 (4) (Int)  
 5 [4] Kybernetik 1 (Int)  
 6 [4] Militär 2 (Int)  
 10 [4] Taktik kleiner Einheiten 6 (Int)  
 5 [4] Wissen über Seattle 1 (Int)

#### Language Skills

N English  
 5 [4] Japanese 1  
 5 [4] Russian 1

#### Attribute-Only Tests

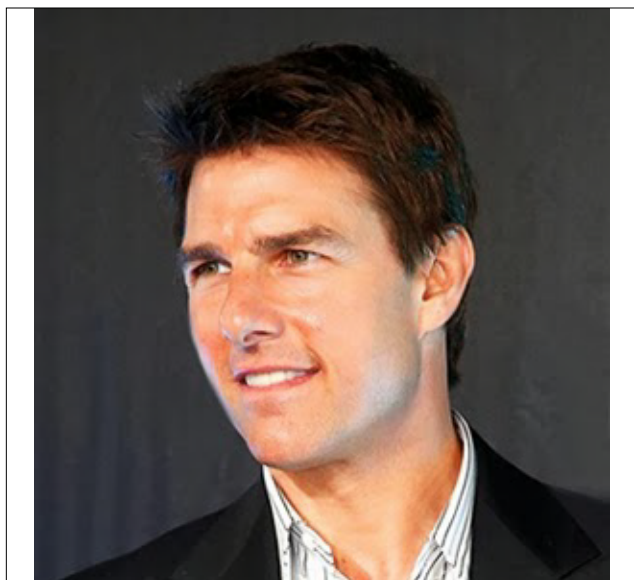
9 Composure  
 11 Judge Intentions  
 6 Lifting & Carrying  
 5 Memory

#### Toxin Resistances

	Toxin	Disease
Contact	5	5
Ingestion	5	5
Inhalation	5	5
Injection	5	5

### Activated Adjustments

Physical Limit +1  
 Positive Quality Karma Limit +1



#### Physical Damage

		-1
		-2
		-3

Overflow:

Natural Recovery:  
 6 (1 day), heal 1 box/hit

#### Stun Damage

		-1
		-2
		-3

Natural Recovery:  
 5 (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): +2  
 Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +7  
 Melee attacks against you are at : +0  
 Melee Defense (No Action): 10  
 Full Defense (-10 Interrupt, for the rest of the turn): +2  
 Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +7  
 Dodge (-5 Interrupt, vs. one melee attack): +4 [6]  
 Shock Glove Block (-5 Interrupt, vs. one melee attack): +4 [6]  
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [6]  
 Sensor Defense (No Action): 8 [6]

#### Edge Pool

Validation Report (0 issues): Nothing identified

## Damage Resistances

13 🦷 Armor 10  
13 🦷 Acid Protection 10    13 🦷 Electricity Protection 10  
13 🦷 Cold Protection 10    13 🦷 Fire Protection 10  
13 🦷 Falling Protection 10    5 🦷 Fatigue Resistance

## Addiction Resistance

5 🦷 Resist Physical Addiction  
5 🦷 Resist Psychological Addiction

## Positive Qualities

Ambidexterous  
Biocompatibility (Cyberware)  
Exceptional Attribute: Charisma  
Too Pretty to Hit

## Negative Qualities

Allergy, Uncommon (Moderate): Bee venom  
SINner (National SIN): United Kingdom

## Martial Arts

Firefight  
• Close Quarter Defense Against Firearms +1 🦷

## Identities

### Ethan Hunt

#### Fake SIN

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

Licenses & SINS : Fake License: Ares Crusader II (4), Fake License: Cyberholster (4), Fake License: FlashBang (4), Fake License: Ingram Smartgun X (4), Fake License: Kopfgeldjäger (4), Fake License: Schockermunition (4), Fake License: Shock Gloves (4), Fake License: Smartlink (4), Fake License: Smoke Grenades (4), Fake License: Standartmunition (4), Fake License: Synaptic Booster (4), Fake SIN (4)

Haupt-SIN

### Lieutenant William Cage

#### National SIN

Licenses & SINS : License: Ares Crusader II, License: Cyberholster, License: Smartlink, License: Synaptic Boosters

### Roy Miller

#### Fake SIN

Lifestyles: (1 month) Bolt Hole Lifestyle [Comforts & Necessities (1), Neighborhood (3), Security (2), Not a Home, Cramped, Obscure/Difficult to Find]

Licenses & SINS : Fake License: Cyber Holster (4), Fake License: Smartlink (4), Fake License: Synaptic Booster (4), Fake SIN (4)

Backup-SIN

## Armor

🦷 Armor Vest 9  
🦷 Berwick Suit 9  
Modifications: -2 modifier for concealability, Concealable Holster, Custom Fit, Increase Social Limit by 1  
🦷 Forearm Guards +1  
🦷 Gas Mask +0

## Armor

Kampfanzug 12  
Acid: +6  
Modifications: Air Tank (2), Custom Protection: Chemical Protection (6), Gear Access, Holster  
Respirator (6) +0  
Ulysses Coat 10  
Modifications: -3 modifier for concealability, Custom Fit, Custom Fit (Stack), Increase Social Limit by 1

## Firearms & Heavy Weapons

Ares Alpha 11P v -2 14 🦷 [7] 25/150/350/550  
Ammo Usage : 42 (c):

Semi-Auto (1, simple action): 14 🦷, 11P Damage

Double-Tap (2, complex action): 14 🦷, 12P Damage

Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 14 🦷 vs. -2 Def, 11P Damage

Aimed Burst (3, complex action): 14 🦷, 12P Damage

Full Auto (6, simple action) or Long Burst (6, complex action): 14 🦷 vs. -5 Def, 11P Damage

Brain Blaster (6, complex action): 14 🦷, 13P Damage

Full Auto (10, complex action): 12 🦷 vs. -9 Def, 11P Damage

Recoil Compensation : 7

Modifications: Advanced Safety System [Electro Shocker], (3)

Extended Clips, Flashlight, Low-Light, Grenade Launcher, Smartgun System, Internal

Accessories: Bipod, (3) Extended Clips, Flashlight, Low-Light, Silencer/Suppressor, Sling

APDS: - v -4, \_\_\_\_/84

Regular Ammo: -, \_\_\_\_/168

Ares Alpha Grenade Launcher 16P, -2/m v -2 13 🦷 [6] 5-50/100/150/500

Ammo Usage : 6 (c):

Single Action (1, simple action): 13 🦷, 16P, -2/m Damage

Recoil Compensation : 3 (Double Uncompensated Recoil)

Modifications: Smartgun System, Internal

Accessories: Airburst Link

High Explosive Minigrenade : 16P, -2/m v -2, \_\_\_\_/12

Ares Crusader II 5S(e) v -5 14 🦷 [7] 5/15/30/50

Ammo Usage : 40 (c):

Semi-Auto (1, simple action): 14 🦷, 5S(e) Damage

Double-Tap (2, complex action): 14 🦷, 6S(e) Damage

Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 14 🦷 vs. -2 Def, 5S(e) Damage

Aimed Burst (3, complex action): 14 🦷, 6S(e) Damage

Long Burst (6, complex action): 14 🦷 vs. -5 Def, 5S(e) Damage

Recoil Compensation : 5

Modifications: Advanced Safety System [Electro Shocker],

Flashlight, Low-Light, Gas-Vent System (2), Smartgun System, Internal

Accessories: Flashlight, Low-Light, Silencer/Suppressor, Sling, (3) Spare Clips

Regular Ammo: -, \_\_\_\_/80

Stick-n-Shock : -2S(e) v -5, \_\_\_\_/40

## Firearms & Heavy Weapons

**Ingram Smartgun X** 6S(e) v -5 14 [6] 10/40/80/150  
**Ammo Usage** : 32 (c):

**Burst Fire** (3, simple action): 14 vs. -2 Def, 6S(e) Damage  
**Aimed Burst** (3, complex action): 14, 7S(e) Damage  
**Full Auto** (6, simple action) or **Long Burst** (6, complex action): 14 vs. -5 Def, 6S(e) Damage  
**Brain Blaster** (6, complex action): 14, 8S(e) Damage  
**Full Auto** (10, complex action): 11 vs. -9 Def, 6S(e) Damage  
**Recoil Compensation** : 6  
**Modifications**: Advanced Safety System [Electro Shocker], Flashlight, Low-Light, Folding Stock, Gas-Vent System (2), Silencer/Suppressor, Smartgun System, Internal  
**Accessories**: Flashlight, Low-Light, Sling, (4) Spare Clips  
**APDS**: - v -4, \_\_\_\_/64  
Regular Ammo: -, \_\_\_\_/64  
**Stick-n-Shock**: -2S(e) v -5, \_\_\_\_/98

## Melee & Other Weapons

**Shock Glove** 8S(e) v -5 10 [6] Reach: -  
**Unarmed Strike** 6P 10 [6] Reach: -

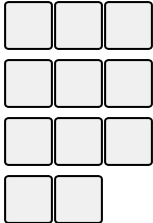
## Grenades

**(3x) Flash-Bang Grenade** 10S, 10m R v -4 9 [6] 12/24/36/60

**(3x) Thermal Smoke Grenade** Th. Smoke, 10m R 9 [6] 12/24/36/60

## Matrix Devices

### Hermes Ikon



**Device Rating**: 5  
**Data Processing**: 5, **Firewall**: 5  
**Matrix Initiative**: 9  
**Matrix DR**: 10 (7 vs. Black IC)  
**Programs** (3/3): Diagnostics, Mapsoft: Seattle, Shopsoft: Ausrüstungspreise, Ticker: Mr. Johnsons, Ticker: Neueste Cyberware, Ticker: Pfeifen und Tabakwaren, Ticker: Police response times, Ticker: Schwarzmarktpreise

## Cyberware (Essence: 1.26)

**Cyber Arm (Obvious) (Alphaware) (Off Hand)** Essence: 0.7  
**Modifications**: Cyber Holster (Alphaware), Cyberfinger, Fingerlight (Alphaware), Cyberfinger, Fingerlighter (Alphaware), Cyberlimb Agility (6), Cyberlimb Strength (6), Telescopic Cyberlimb (Alphaware) (2)  
**Skilljack (Alphaware) (6)** Essence: 0.42  
**Programs** (0/0): Knowsoft: Knowledge Skill (4)  
**Smartlink (Alphaware)** Essence: 0.14

## Bioware (Essence: 0.48)

**Skin Pocket (Alphaware)** Essence: 0.08  
**Synaptic Booster (Alphaware) (1)** Essence: 0.4

## Gear (Cash: 7,480¥)

### Backpack

### Certified Credstick, Platinum

### (5x) Certified Credstick, Silver

### Contacts (3)

**Modifications**: Flare Compensation, Image Link, Low Light Vision

### Credstick Gruppe

### (9x) Datachip

### Datachip - ID Roy Miller

## Gear (Cash: 7,480¥)

### Dropped to Ground

### Ear buds (2)

**Modifications**: Audio Enhancement (1), Select Sound Filter (1)

### Hermes Ikon

**Programs** (3/3): Diagnostics, Mapsoft: Seattle, Shopsoft: Ausrüstungspreise, Ticker: Mr. Johnsons, Ticker: Neueste Cyberware, Ticker: Pfeifen und Tabakwaren, Ticker: Police response times, Ticker: Schwarzmarktpreise

### (2x) Light Stick

### (2x) Magnesium Torch

### Medkit (6)

### Micro-Tranceiver

### Ort - Boot (Wohnung)

### Ort - Schlupfloch

### (3x) Stim Patch (6)

### Survival Kit

### (2x) Trauma Patch

### White Noise Generator (6)

## Contacts

### Clark 'Wolff' Klent (Nachrichtenreporter)

Connection: 3 Loyalty: 2

**Chips**: You and the contact are even

**Alias**: Wolff

**Metatype**: Menschlich

**Geschlecht**: Männlich

**Alter**: Mitte Dreisig

**Bevorzugte Bezahlung**: Informationen, Gefallen, seltene Alkohole oder Bar (Credstick)

**Hobbies/Vice**: Alkohole (bevorzugt Whisky)

**Beruf**: Nachrichtenreporter

**Type**: Informationen

**Wissensfertigkeiten**: Stadtwissen 3, Gerüchte (Straße) 3, Lokale Bars 3, Gangwissen 3

### Doc Brown (Straßendoc)

Connection: 3 Loyalty: 3

**Chips**: You and the contact are even

**Alias**: Doc

**Metatype**: Menschlich

**Geschlecht**: Männlich

**Alter**: Ende Vierzig

**Bevorzugte Bezahlung**: Bar (Credstick), Gefallen

**Hobbies/Vice**:

**Beruf**: Straßendoc

**Type**: Medizinische Dienstleistungen, Kybernetische Dienstleistungen

**Wissensfertigkeiten**: Drogen 4, Kybernetik 5, Medizin 5, Straßengerüchte 3

Doc Brown betreibt eine kleine Schattenklinik im Süden von Bellvue.

Er legt sehr viel Wert auf seinen Kundenstamm, weshalb man auch nur mit Einladung einen Termin bei ihm bekommt. Pünktliche Bezahlung und das man keinen Ärger macht (bzw. ohne auftaucht)

### Lietenant-Commander Micky Rough (Offizier)

Connection: 2 Loyalty: 4

**Chips**: You and the contact are even

**Alias**:

**Metatype**: Menschlich

**Geschlecht**: Männlich

**Alter**: Um die Dreisig

**Bevorzugte Bezahlung**: Gefallen / Bar (Credstick)

**Hobbies/Vice**:

**Beruf**: Verbindungsoffizier der United Kingdom Navy in Seattle

**Type**: Informationen, Ausrüstung (Waffen, Militäraquipment)

Kingsman und Rough kennen sich von der Offiziersakademie. Anders als alle anderen ihrer Mitschüler hatten sie beide nie das Ziel auf einem Schiff der UK Navy zu dienen.

Rough lies sich als Verbindungsoffizier nach Seattle versetzen und

## Contacts

### Mia Mitchell (Deckerin)

Connection: 3 Loyalty: 3

**Chips:** You and the contact are even

**Alias:**

**Metatype:** Mensch

**Geschlecht:** Weiblich

**Alter:** Anfang Zwanzig

**Bevorzugte Bezahlung:** (Sammel-)Gegenstände (Decks, 80-Serien-Props, usw.)

**Hobbies/Vice:** Trideos (vornehmlich alte)

**Beruf:** Deckerin

**Type:** Informationen, Netzwerken

**Wissensfertigkeiten:** Kryptographie 5, Deckertreffpunkte 4, Straßengerüchte 4, Trideos 4, Wissen über Seattle 4

Ist eine talentierte, junge Deckerin, jedoch mit wenig Erfahrung in

### Mike 'Clutter' Metcalf (Schieber)

Connection: 4 Loyalty: 3

**Chips:** You and the contact are even

**Alias:** Clutter

**Metatype:** Menschlich

**Geschlecht:** Männlich

**Alter:** Ende Vierzig

**Bevorzugte Bezahlung:** Bar (Credstick), Gefallen (Runs), selten Informationen

**Hobbies/Vice:**

**Beruf:** Schieber

**Type:** Ausrüstung

**Wissensfertigkeiten:**

Mike Metcalf Junior wurde am 24.10.20?? in Seattle geboren und wuchs dort in einer von Konzernen gesicherten Zone auf. Mikes Vater, der über viele Verbindungen zu unterschiedlichen Konzernen und zum Militär verfügte, hatte von einem Onkel mütterlicherseits ein

## Background & Personal Details

siehe Hintergrund-Dokument