

4th

Player: Scott David Gray

Metatype: Elf; Male; Age: 17; Height: 1.9m; Weight: 80kg
 Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1;
 Public Awareness: 0



Attributes

| | |
|---|--|
| Body 3 <input type="checkbox"/> | Edge3 <input type="checkbox"/> |
| Agility 4 <input type="checkbox"/> | Essence6 <input type="checkbox"/> |
| Reaction 3 <input type="checkbox"/> | Magic1 <input type="checkbox"/> |
| Strength 3 <input type="checkbox"/> | Initiative6 <input type="checkbox"/> |
| Charisma 7 <input type="checkbox"/> | Initiative Passes .. 1 <input type="checkbox"/> |
| Intuition 3 <input type="checkbox"/> | |
| Logic 3 <input type="checkbox"/> | |
| Willpower 5 <input type="checkbox"/> | |

Active Skills

- 7👤 Artisan 4 (Int)
- 2👤 Banishing* (Mag)
- 2👤 Binding* (Mag)
- 4👤 Climbing* (Str)
- 8👤 Clubs 4 (Agi)
- 8👤 Etiquette 1 (Cha)
(Spirits +2)
- 4👤 Flight* (Str)
- 5👤 Gymnastics* (Agi)
- 5👤 Infiltration 1 (Agi)
- 4👤 Navigation* (Int)
- 6👤 Perception 3 (Int)
- 4👤 Running* (Str)
- 4👤 Shadowing 1 (Int)
- 7👤 Summoning 6* (Mag)
(Spirits of Man +2)
- 9👤 Survival 4* (Wil)
- 4👤 Swimming* (Str)
- 4👤 Tracking* (Int)
- 8👤 Unarmed Combat 4 (Agi)
 - * Athletics Group 1
 - * Conjuring Group 1
 - * Outdoors Group 1

Knowledge Skills

- 7👤 Finding way around seattle 4 (Int)
- 9👤 Spirit culture 6 (Int)

Language Skills

- 7👤 English 4
- 7👤 Sperethiel 4
- N** spirit blather

Physical Damage

| | | |
|--|--|----|
| | | -1 |
| | | -2 |
| | | -3 |
| | | |

Stun Damage

| | | |
|--|--|----|
| | | -1 |
| | | -2 |
| | | -3 |
| | | |

Defenses

- Ranged:** 3👤, Full Defense (Complex Action): 4👤
- Melee Dodge:** 3👤
- Unarmed Strike Parry:** 7👤, Full Parry (Complex Action): 11👤

Damage Resistances

- 3👤 Ballistic Armor 0
- 3👤 Acid Protection 0
- 3👤 Cold Protection 0
- 3👤 Electricity Protection 0
- 3👤 Falling Protection 0
- 3👤 Impact Armor 0
- 3👤 Fire Protection 0
- 3👤 Gauss Round Armor 0
- 3👤 Laser Protection 0

Edge Pool

| | | |
|--|--|--|
| | | |
|--|--|--|

Attribute-Only Tests

- 12👤 Composure
- 10👤 Judge Intentions
- 6👤 Lifting & Carrying
- 8👤 Memory

Toxin Resistances

| | Toxin | Disease |
|------------|-------|---------|
| Contact | 3👤 | 3👤 |
| Ingestion | 3👤 | 3👤 |
| Inhalation | 3👤 | 3👤 |
| Injection | 3👤 | 3👤 |

Toxin Resistances

| | Toxin | Disease |
|-----------|-------|---------|
| Radiation | 3👤 | |

Validation Report (0 issues): Nothing identified

Positive Qualities

Spirit Affinity: Spirits of Man

Characters with Spirit Affinity are naturally attuned to one type of spirit (see *Spirits*, p. 302). These spirits find the character interesting, will be drawn to him, and are more inclined to assist the character. In certain situations, they may be reluctant to attack the character, using a nonlethal power if forced to attack regardless.

This quality may be taken by any character, not just magicians; magicians may possess this quality for a type of spirit that is not part of their magical tradition.

Spirit Knack: Spirit of Man

Characters with spell or spirit knacks have an *extremely* limited magical ability: the ability to cast only *one* spell, or summon *one* spirit. This quality may not be taken by characters who also possess the Adept, Latent Awakening, Magician, Mystic Adept, or Technomancer quality. This quality may only be taken during character creation and cannot be obtained using Karma.

When a character takes this quality, he gains a Magic attribute of 1 that may *not* be increased at character creation or raised with Karma. It is, however, subject to normal rules for the impact of Essence loss on Magic. The player must declare whether this knack is a spell knack or a spirit knack, and the one specific spell or spirit the character can affect. The character uses either the Sorcery or Conjuring skills (as appropriate) as normal, and either skill group or sub-skills are learned and improved as normal. Note, however, that Counterspelling and Banishing are also limited by the character's knack and will not affect other spells or spirits. Characters with knacks may initiate, but considering how rare knacks are to begin with, a knack initiate is practically unheard of. Characters with knacks cannot interact with astral space (unless the character also has the Astral Sight quality, though this is discouraged).

A character may only take the Knack quality *once*. Lenient gamemasters may consider allowing a character to possess both one *spell* knack and one *spirit* knack, but this is generally not recommended.

Note: Once you select this quality, go to the Qualities tab to select the specific type of spirit you can choose.

Negative Qualities

Computer Illiterate

Unlike the Incompetence quality, the Computer Illiterate quality means the character is technologically uneducated to the point she has no experience at working with AR, computers, commlinks, and other electronic devices. Such characters have trouble performing even simple tasks such as sending email or instant messages, programming a trideo recorder, using an unfamiliar commlink, or performing a data search.

Computer Illiterate provides a -2 dice pool modifier to all tests that involve a computer, electronic device or Matrix-connected system in any way, shape or form. Additionally, the gamemaster may require the character to make a Success Test to complete tasks her contemporaries would take for granted.

Negative Qualities

Illiterate

Despite the omnipresence of iconography, voice recognition and talking AROs in communications, the written word is still a useful tool for conveying nuanced and detailed information. While many people in the Sixth World are barely literate, an Illiterate character never learned to read at all (maybe she grew up on the streets, or in an isolated rural or wilderness setting). These characters must rely on other characters or technology to translate written information for them. Illiterate characters can use commlink software in conjunction with built-in scanners or cameras to translate written words to sound. They can also learn to use computer programs that rely on icons rather than written commands and instructions; however, such characters receive a -4 dice pool modifier to all computer-related tests and cannot have a Computer Skill higher than 1.

Finally, Illiterate characters may not take any Academic, Professional, or Interest Knowledge skills that require reading, either during character creation or in play (until the quality is bought off with Karma).

Uneducated

An Uneducated character has grown up far away from the modern sprawl and is thus ignorant of modern society in general, possessing only a rudimentary knowledge of reading, writing, and arithmetic. This quality is fitting for characters who grew up in primitive societies or back-to-the-land anti-technological communes (for example, Amazonian primitives, Luddite collectives, or NAN pinkskins). This quality also applies to certain sentient paracritters that have developed their own primitive society (such as shapeshifters, naga, and merrow).

Characters with the Uneducated quality are considered "unaware" in Technical, Academic Knowledge, and Professional Knowledge skills they do not possess (see *Skill Ratings*, p. 118), and they may not default on skill tests for those skills. The gamemaster may also require the character to make Success Tests for ordinary tasks that the typical sprawl-dweller takes for granted. Additionally, the Karma cost for learning new skills or improving existing ones in these categories is twice normal (including at character creation), and the character may never learn skill groups belonging to these categories.

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.

Identities

Identity: Specify Name

Lifestyles: (1 month) Street Lifestyle

Melee & Other Weapons

| | | | |
|-------------------------------------|--------|---|----------|
| Attack of Will (vs. Spirits) | 7P v I | 6 | Reach: – |
| Unarmed Strike | 2S v I | 8 | Reach: – |

Gear (Cash: 1000¥)

Dropped to Ground

Contacts

Ginny Windsor (Radical)

Connection: 2 Loyalty: 6

Lucas Lovejoy (Terrafirst! Activist)

Connection: 1 Loyalty: 1

Ms. Chu (Fixer)

Connection: 2 Loyalty: 4

Background & Personal Details

4th was so named, because -- according to Boren -- he was found abandoned at the edge of the park on 4th Avenue and Yesler Way. Knowing how metahumans like names, Boren dubbed 4th 4th, and has referred to 4th as 4th ever since.

4th was raised by "Boren" (named for Boren Street), the free spirit of man that found him. The spirits, generally, do not use language unless it is imposed on them by the summoner (Street Magic, page 90), so 4th's natural "language" was a form of expression and emotion and words gathered from various metahuman languages referred to here as "spirit blather." However, Boren made sure to shroud 4th from detection, so 4th could observe and listen to metahuman language -- so he picked up some English and Sperethiel.

4th is not very good with people. But he tries! For the past few years, he has been trying more often.

So far his best human friends are Ginny Windsor, her friend Lucas Lovejoy, and Ms. Chu.

Ms. Chu has been explaining a something that people do called money, which is apparently like bits of lightening captured in wires all over the world, and which magically creates stuff for people. She has explained that people don't ever hold the money, because the lightening would hurt and be lost, but that they have a system by which people spirits to transfer the lighting around to create and pay for things. Well, 4th likes things, so he thinks that he'll probably do something for Ms. Chu to get some of the magic stuff-creating lightening.

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Contacts

Ginny Windsor (Radical)

Connection Rating: 2

Loyalty Rating: 6

Uses: Information on the rad's corp/government opponents, weapons
Places to Meet: Activist rally, political resource center, café, collective squat

Similar Contacts: Activist, terrorist/freedom fighter, guerrilla insurgent

Rads are dedicated to political causes, whether it's protecting the environment, bringing down the megacorps, or overthrowing the government. Unlike traditional activists, however, radicals aren't interested in bringing about reforms, enacting new laws, or voting in their candidates - they want to instigate sweeping fundamental changes in the system itself. Grounding their activities in all manner of (sometimes overlapping, sometimes conflicting) political ideologies, they pursue their goals through direct action, as they don't believe those in power are going to concede anything without a fight. These anarchists, neo-communists, ecoteurs, anti-capitalists, and similar radicals pursue strategies ranging from uncivil disobedience and psy-ops to property-destruction and system disruption, and in more severe cases, to violent attacks and assassinations.

Rads are most favorable to those who are sympathetic to their causes - especially if you slip them any paydata, gear, or funds to support their operations. If you're not a supporter, then in their eyes you're part of the problem. Even apathetic low-lives have their uses, however, so as long as you keep providing them with a steady flow of intel, weapons, or whatever they need, they'll work with you - but don't expect them to trust you.

Lucas Lovejoy (Terrafirst! Activist)

Connection Rating: 1

Loyalty Rating: 1

Uses: Jobs, environmental threats, corporate policies

Places to Meet: Public parks, anarchist bars, weapons dealer

Similar Contacts: Grassroots politician, freedom fighter, terrorist

Everyday, the megacorporations commit another act of atrocity against Mother Earth. They must be stopped, at any cost! If a few people who were thoughtlessly harming the environment get hurt along the way, those are acceptable losses. Some would call her a terrorist, but she believes she's just another freedom fighter. If only metahumanity would turn down their AR feeds and pay attention to the world around them, they'd hear her constant pleas for help. Decades of peaceful demonstrations, informative fliers, and gentle reminders haven't worked. Now is the time for escalation.

You're either on her side, and willing to save the planet, or you're against her, and just another opponent in her war for the planet's salvation

Contacts

Ms. Chu (Fixer)

Connection Rating: 2

Loyalty Rating: 4

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?