

James da Troll

Player: Sharon Tripp

Metatype: Troll; Male; Age: 25; Height: 2.5m; Weight: 300kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1;
Public Awareness: 0



Attributes

Body..... 9 **Edge**3
Agility..... 4 **Essence**4.15
Reaction 5/7 **Initiative**8/10
Strength 9 **Initiative Passes** 1/3
Charisma 2
Intuition..... 3
Logic 2
Willpower 2

Active Skills

8👁 Automatics 4 (Agi)
(Submachine Guns +2)
12👁 Climbing 1 (Str)
8👁 Clubs 4 (Agi)
6👁 Heavy Weapons 2 (Agi)
4👁 Intimidation 2 (Cha)
(Physical +2)
9👁 Pilot Ground Craft 2 (Rea)
12👁 Running 1 (Str)
9👁 Unarmed Combat 5 (Agi)

Knowledge Skills

4👁 Conspiracy Theories 2 (Log)
9👁 Simsense Starlets (June Elune) 6
(Int)
5👁 Urban Brawl 2 (Int)

Language Skills

N English
6👁 Pig Latin 3

Attribute-Only Tests

4👁 Composure
5👁 Judge Intentions
18👁 Lifting & Carrying
4👁 Memory

Toxin Resistances

	Toxin	Disease
Contact	9👁	9👁
Ingestion	9👁	9👁
Inhalation	9👁	9👁
Injection	9👁	9👁
Radiation	9👁	

Metatype Abilities

Armor (+1/+1)

The critter has an extremely tough hide that offers some protection from attacks. A critter with this power has a natural Armor rating that is cumulative with any external armor worn. Critter armor is divided into Ballistic and Impact components, the same as character armor.

Enhanced Senses: Thermographic 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.

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"/>	-4
<input type="checkbox"/>		

Stun Damage

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

Defenses

Ranged: 7👁
Melee Dodge: 7👁
Mace Parry: 11👁, Full Parry (Complex Action): 15👁
Sap Parry: 11👁, Full Parry (Complex Action): 15👁
Unarmed Strike Parry: 12👁, Full Parry (Complex Action): 17👁

Damage Resistances

17👁 Ballistic Armor 7 15👁 Impact Armor 5
12👁 Acid Protection 2 12👁 Fire Protection 2
12👁 Cold Protection 2 13👁 Gauss Round Armor 3
12👁 Electricity Protection 2 12👁 Laser Protection 2
12👁 Falling Protection 2

Edge Pool

Positive Qualities

Ambidexterous

The character can use and handle objects equally well with both hands. The character does not suffer any modifiers for using an offhand weapon (see p. 150). When using two weapons at once, however, the character must still split his dice pool.

Toughness

Characters with the Toughness quality shrug off damage more easily than others. Such characters gain a +1 dice pool modifier to their Body when making Damage Resistance Tests.

Validation Report (0 issues): Nothing identified

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Negative Qualities

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.

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Contacts

Delores Smythe (Urban Anthropologist)

Connection Rating: 2

Loyalty Rating: 2

Uses: Additional contacts, local history

Places to Meet: Café, museum, activist rally

Similar Contacts: Sociologist, graffiti artist

The urban anthropologist is a student of local modern culture, something rarely taught at university, but passed down from person to person. They have studied the politics of the city for years, and understand the impact of magic, metahumanity, and the Matrix on the population. They can tell you all about the Ork Underground in Seattle, and for a modest price, they may even take you down for a quick peek. If you want to be hooked up with criminals, the urban anthropologist is not the connection you need - but they can introduce you to dozens of urban explorers, political activists, photographers, and just about anyone who has an appreciation and concern for their urban life.

Contacts

Ms. Chu (Fixer)

Connection Rating: 2

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?

Bioware

Trauma Damper

A trauma damper is a clump of specialized receptors, implanted at the base of the thalamus, near the midbrain. Upon receiving sensory information indicating fatigue, pain, or physical trauma, the damper triggers the release of concentrated endorphins and enkephalins - naturally produced opiates and painkillers. These substances do not aid in repairing the trauma, but they may keep the user alive and conscious long enough for him to receive medical help.

Whenever Physical or Stun damage is inflicted upon a character with a trauma damper, the damper helps reduce the damage. If the damage is Physical, shift 1 box from Physical to Stun; if the trauma stems from Stun damage, subtract 1 box. For example, a character who suffers a Physical wound with a DV 6 marks off 5 boxes of Physical Damage Track and 1 box on Stun Damage Track; if it had been Stun damage with DV 6, the character would only mark off 5 boxes on his Stun Damage Track.

A trauma damper negates any dice pool modifiers an intimidator may gain from inflicting pain on the subject. Given the feedback-driven nature of the trauma damper, it cannot function properly when used in conjunction with an activated pain editor. In characters implanted with damage compensators, the trauma damper will only operate properly after the compensators' ability to handle Physical and/or Stun damage has been exceeded. When combined with a platelet factory, the trauma damper is applied first, then the platelet factory effect is applied (i.e., the platelet factory is only beneficial if 3 or more boxes of damage are suffered).