

## Ping (Yanli Shikai)

Player: Sharon Tripp

Metatype: Human; Female; Ethnicity: Chinese; Age: 25; Height: 1.75m; Weight: 78kg; Hair: black; Eyes: brown  
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: -2;  
Public Awareness: 0



### Attributes

<b>Body</b> ..... 2 <input type="checkbox"/>	<b>Edge</b> .....2 <input type="checkbox"/>
<b>Agility</b> .....5/7 <input type="checkbox"/>	<b>Essence</b> .....3.5 <input type="checkbox"/>
<b>Reaction</b> ..... 5/6 <input type="checkbox"/>	<b>Initiative</b> ..... 10/11 <input type="checkbox"/>
<b>Strength</b> ..... 2/4 <input type="checkbox"/>	<b>Initiative Passes</b> 1/2 <input type="checkbox"/>
<b>Charisma</b> ..... 2 <input type="checkbox"/>	
<b>Intuition</b> ..... 5 <input type="checkbox"/>	
<b>Logic</b> .....4/6 <input type="checkbox"/>	
<b>Willpower</b> ..... 3 <input type="checkbox"/>	

### Active Skills

8👤 **Blades 1** (Agi)  
(Forearm Snap Blades +2)

6👤 **Climbing 1** (Str)

9👤 **Computer\*** (Log)

5👤 **Con 1** (Cha)  
(Impersonation +2)

10👤 **Cybercombat\*** (Log)

9👤 **Data Search\*** (Log)

7👤 **Demolitions 1** (Log)

8👤 **Disguise\*** (Int)

8👤 **Dodge 2** (Rea)

10👤 **Electronic Warfare\*** (Log)

5👤 **Etiquette 1** (Cha)  
(Corporate +2)

8👤 **Forgery 1** (Agi)  
(False ID +2)

9👤 **Gymnastics 1** (Agi)

10👤 **Hacking\*** (Log)

9👤 **Hardware\*** (Log)

11👤 **Infiltration\*** (Agi)

11👤 **Palming\*** (Agi)

6👤 **Perception 1** (Int)  
(Visual +2)

7👤 **Pilot Ground Craft 1** (Rea)  
(Bike +2)

8👤 **Pistols 1** (Agi)  
(Semi-Automatics +2)

8👤 **Shadowing\*** (Int)

9👤 **Software\*** (Log)

### Active Skills

8👤 **Unarmed Combat 1** (Agi)  
(Shock Gloves +2)

\* **Cracking Group 4**

\* **Electronics Group 3**

\* **Stealth Group 3**

### Knowledge Skills

8👤 **Border Crossings and Smuggling 3** (Int)

8👤 **Corporate Record-Keeping 2** (Log)

7👤 **Fences 2** (Int)

7👤 **Firearms knowledge 1** (Log)

7👤 **Forensics 1** (Log)

9👤 **IC Identification 3** (Log)

9👤 **Matrix Area Knowledge 3** (Log)

7👤 **Neo-Classical Music 2** (Int)

10👤 **Security Procedures 4** (Log)

### Language Skills

**N** Chinese

11👤 English 6

### Physical Damage

		-1
		-2
		-3

### Stun Damage

		-1
		-2
		-3

### Defenses

**Ranged:** 6👤, Full Defense (Complex Action): 8👤

**Melee Dodge:** 8👤, Full Dodge (Complex Action): 10👤

**Forearm Snap-Blades Parry:** 7👤, Full Parry (Complex Action): 8👤

**Shock Glove Parry:** 7👤, Full Parry (Complex Action): 8👤

**Unarmed Strike Parry:** 7👤, Full Parry (Complex Action): 8👤

### Damage Resistances

2👤 **Ballistic Armor 0**      2👤 **Impact Armor 0**

2👤 **Acid Protection 0**      2👤 **Fire Protection 0**

2👤 **Cold Protection 0**      2👤 **Gauss Round Armor 0**

2👤 **Electricity Protection 0**      2👤 **Laser Protection 0**

2👤 **Falling Protection 0**

### Edge Pool

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### Attribute-Only Tests

7👤 **Composure**

9👤 **Judge Intentions**

6👤 **Lifting & Carrying**

9👤 **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

### Blandness

This character blends into any crowd. He is average in height, weight, and appearance, and has a distinct lack of distinguishing physical characteristics or mannerisms. Anyone attempting to describe the character cannot come up with anything more precise than "he was kinda average." Individuals attempting to shadow or physically locate the character through social means or in even slightly crowded settings receive a -2 dice pool modifier on all tests made during such attempts. The modifier does not apply to magical or Matrix searches.

### 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.

## Negative Qualities

### In Debt (Borrowed 20000¥, Owes 30000¥) (4)

The character is indebted to a third party, usually an underworld syndicate, large gang or corporation, chosen by the player with gamemaster approval. For every 5 BP taken, the character receives an extra 5,000 at character creation; this money can be above and beyond the normal 50 BP cap for gear. The character then owes her creditor that much plus another 50 percent. The amount owed increases 10 percent every month, as compound interest. If the character is unable to pay at least the interest amount each month, the creditor may send someone looking for her.

**Note:** On the In-Play tab, you can set how much your debt has increased or decreased. For example, for a 5BP debt, set it to 750 to add the first interest charge of 10%, or set it to -7500 to mark the debt as paid off.

### Sensitive System

A character with the Sensitive System quality has immuno-suppressive problems with implants. Double all Essence losses caused by cyberware implants. This quality does not affect Essence losses for bioware.

## Identities

Identity: Specify Name

Lifestyles: (1 month) Street Lifestyle

## Armor

**Actioneer Business Clothes** 5 / 3

**Chameleon Suit** 6 / 4

**Modifications:** Thermal Dampening (1)

**Lined Coat** 6 / 4

## Firearms & Heavy Weapons

**Ares Viper Slivergun** 8P(f) v I+5 10 5/20/40/60

**Ammo Usage:** 30 (c): □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

**Semi-Automatic:** 8P(f) v I+5, 10/9

**Burst Fire:** 10P(f) or -2 Def, 8/5

**Modifications:** Sound Suppressor

**Hammerli 620S** 4P v B 10 5/20/40/60

**Ammo Usage:** 6 (c): □□□□ □

**Semi-Automatic:** 4P v B, 10/10

**Modifications:** Gas-Vent 1 System, Smartgun System, Internal

**Accessories:** Silencer

## Melee & Other Weapons

**Attack of Will (vs. Spirits)** 2P v I 3 Reach: -

## Melee & Other Weapons

**Forearm Snap-Blades** 4P v I 8 Reach: -

**Shock Glove** 5S(e) v 1/2l 8 Reach: -

**Unarmed Strike** 2S v I 8 Reach: -

## Grenades

**Flash-Pak Grenade** Flash 6 8/16/24/40  
□

**Thermal Smoke Grenade** Th. Smoke, 10m R 6 8/16/24/40  
□

## Commlinks

Fairlight Caliban Commlink

□ □ □ -1

□ □ □ -2

□ □ □ -3

□

**Firewall:** 4, **Response:** 4, **Signal:** 5, **System:** 4

**Matrix Initiative:** 9

**Matrix Defense:** 8 (Full Defense: 12)

**Matrix DR:** 4 (3 vs. Black IC)

**OS:** Novatech Navi Operating System

**Programs:** Analyze (4) 7, Armor (3) 7, Attack (3) 7, Biofeedback Filter (3) 6, Black Hammer (3) 7, Blackout (3) 7, Browse (4) 7, Command (4) 7, Data Bomb (3), Decrypt (3) 7, Defuse (3) 7, ECCM (3), Edit (4) 7, Encrypt (4) 8, Exploit (3) 7, Firewall (4), Medic (3) 6, Purge (4) 7, Reality Filter (4) 8, Scan (4) 8, Sniffer (3) 7, Spoof (3) 7, Stealth (3) 7, Track (3) 6

## Cyberware (Essence: 0.2, x1/2 = 0.1)

**Datajack** Essence: 0.2

## Bioware (Essence: 2.4)

**Cerebral Booster (2)** Essence: 0.4

**Enhanced Articulation** Essence: 0.3

**Muscle Augmentation (2)** Essence: 0.4

**Muscle Toner (2)** Essence: 0.4

**Synaptic Booster (1)** Essence: 0.5

**Tailored Pheromones (2)** Essence: 0.4

## Gear (Cash: 1000¥)

**Autopicker (1)**

**Programs:** Custom Data

**Certified Credstick**

**Dropped to Ground**

**Fairlight Caliban Commlink**

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**(30x) Flechette Rounds (Heavy Pistol)**

**Gecko Tape Gloves**

**Goggles (1)**

**Modifications:** Thermographic Vision

**Nanopaste Container, Face & Hands**

**(120x) Regular Ammo (Light Pistol)**

**(7x) Spare Clips**

**Subvocal Microphone**

## Vehicles

### Suzuki Mirage

(Racing Bike), **Handling:** +1, **Accel:** 20/50, **Speed:** 200, **Pilot:** 1,  
**Body:** 6, **Armor:** 4, **Sensor:** 1

## Contacts

### Mafia Consiglieri

Connection: 1 Loyalty: 1

### Ms. Chu (Fixer)

Connection: 1 Loyalty: 1

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## Contacts

### Mafia Consiglieri

**Connection Rating:** 1

**Loyalty Rating:** 1

**Uses:** Information, additional contacts

**Places to Meet:** Restaurants, casinos, bars

**Similar Contacts:** Yakuza *wakagashira*, Triad Incense Master

If your business takes you to a place where you need the ear of a Mafia don, a good person to start with is his *consiglieri*, or counselor. Often "the power behind the throne" in a family, he occupies a unique position - not technically a member, but privy to many of the organization's inner secrets by virtue of being the trusted advisor to its most senior people. The consiglieri often has access to information and insights into the family's business, plans, and even its psychology.

As you might guess, though, the consiglieri will not give up these confidences lightly - his life could very well be forfeit if the don or his lieutenants got wind that he was sharing secrets outside the family. You'll need to offer him something valuable, such as help with a problem the family might be better off avoiding directly, information about the activities of family enemies, or something similar. Of course, if the consiglieri has grown disillusioned with his don and his role in the family, he might just slip you some good intel in exchange for more time-honored incentives (like nuyen).

Consiglieris usually hold a traditional job outside the family - many are lawyers, psychologists, or even magicians.

## Contacts

### Ms. Chu (Fixer)

**Connection Rating:** 1

**Loyalty Rating:** 1

**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?

## Suzuki Mirage

Player: Sharon Tripp

Suzuki Mirage



### 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: 1000¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified