

# Slide (aka Carl Beck aka Eugene Pavel)

Player: Scott David Gray

Metatype: Human; Male; Ethnicity: Czech; Age: 32; Height: 1.75m; Weight: 78kg; Hair: Blond; Eyes: Blue-Green; Skin: Light/pink  
 Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 2; Public Awareness: 0



## Attributes

Body..... 2	<input type="checkbox"/>	Edge..... 3	<input type="checkbox"/>
Agility..... 3	<input type="checkbox"/>	Essence..... 2.2	<input type="checkbox"/>
Reaction..... 5/7	<input type="checkbox"/>	Initiative..... 7/9	<input type="checkbox"/>
Strength..... 2	<input type="checkbox"/>	Initiative Passes .1/3	<input type="checkbox"/>
Charisma..... 3	<input type="checkbox"/>		
Intuition..... 2	<input type="checkbox"/>		
Logic..... 3	<input type="checkbox"/>		
Willpower..... 2	<input type="checkbox"/>		

## Active Skills

- 4 🎯 Aeronautics Mechanic\* (Log)
- 8 🎯 Automotive Mechanic 5\* (Log) (Wheeled +2)
- 3 🎯 Climbing\* (Str)
- 4 🎯 Computer\* (Log)
- 4 🎯 Con\* (Cha)
- 4 🎯 Cybercombat\* (Log)
- 4 🎯 Data Search\* (Log)
- 4 🎯 Electronic Warfare\* (Log)
- 4 🎯 Etiquette\* (Cha)
- 3 🎯 Flight\* (Str)
- 8 🎯 Gunnery 5 (Agi) (Ballistic +2)
- 4 🎯 Gymnastics\* (Agi)
- 6 🎯 Hacking 3\* (Log) (Exploit +2)
- 4 🎯 Hardware\* (Log)
- 4 🎯 Industrial Mechanic\* (Log)
- 4 🎯 Leadership\* (Cha)
- 4 🎯 Nautical Mechanic\* (Log)
- 4 🎯 Negotiation 1\* (Cha) (Bargaining +2)
- 4 🎯 Perception 2 (Int) (Visual +2)
- 8 🎯 Pilot Aerospace 1 (Rea)
- 9 🎯 Pilot Aircraft 2 (Rea) (Remote Operation +2)
- 8 🎯 Pilot Anthroform 1 (Rea)

## Active Skills

- 12 🎯 Pilot Ground Craft 5 (Rea) (Bike +2)
- 8 🎯 Pilot Watercraft 1 (Rea)
- 5 🎯 Pistols 2 (Agi)
- 3 🎯 Running\* (Str)
- 4 🎯 Software\* (Log)
- 3 🎯 Swimming\* (Str)
- \* Athletics Group 1
- \* Cracking Group 1
- \* Electronics Group 1
- \* Influence Group 1
- \* Mechanic Group 1

## Knowledge Skills

- 6 🎯 Auto and Bike Maintenance 3 (Log)
- 5 🎯 Bike Racing 2 (Log)
- 4 🎯 Chop shops 2 (Int)
- 3 🎯 Professional Boxing (spectator) 1 (Int)
- 3 🎯 Racing groups and clubs 1 (Int)
- 4 🎯 Rave culture 2 (Int)

## Language Skills

- N Czech
- 5 🎯 English 3
- 3 🎯 German 1

## Physical Damage

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

## Stun Damage

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

## Defenses

Ranged: 7 🎯, Full Defense (Complex Action): 8 🎯  
 Melee Dodge: 7 🎯

## Damage Resistances

- 5 🎯 Ballistic Armor 3
- 6 🎯 Impact Armor 4
- 4 🎯 Acid Protection 2
- 4 🎯 Fire Protection 2
- 4 🎯 Cold Protection 2
- 3 🎯 Gauss Round Armor 1
- 4 🎯 Electricity Protection 2
- 4 🎯 Laser Protection 2
- 4 🎯 Falling Protection 2

## Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Attribute-Only Tests

- 5 🎯 Composure
- 5 🎯 Judge Intentions
- 4 🎯 Lifting & Carrying
- 5 🎯 Memory

Validation Report (0 issues): Nothing identified

## Toxin Resistances

	Toxin	Disease
Contact	2☹	2☹
Ingestion	2☹	2☹
Inhalation	2☹	2☹
Injection	2☹	2☹
Radiation		2☹

## Positive Qualities

### Born Rich

A character with this quality comes from an affluent background (i.e. high-level corporate scion, old money family, successful entrepreneur) and, as a result, has more ready resources than a typical character. This quality extends the 50 BP maximum spent on gear at character generation to 60 BP. This quality does not imply the character is rich at the start of play.

### Gearhead: Ford-Canada Buffalo

The Gearhead character is a natural born driver or pilot. From the first time the Gearhead sat behind the wheel/stick/controls of a certain vehicle, it was like putting on a comfortable old suit. She discovered an intuitive understanding of its limitations and its capabilities, and she quickly learned to coax exceptional performances out of the vehicle. During a single scene (duration at the gamemaster's discretion), a Gearhead can increase the Acceleration of her chosen vehicle by 20 percent, or increase the Handling modifier by +1. She also gets a distinct +2 dice pool modifier when attempting difficult maneuvers or stunts in the vehicle. This quality only benefits manual or VR control of the vehicle.

For 5 BP, the Gearhead is gifted at piloting a specific vehicle (i.e. a Suzuki Mirage racing bike or a MiG-67 panzer).

For 15 BP, the Gearhead is gifted at piloting any vehicle of a given type (i.e. bikes, cars, trucks, rotorcraft).

**Note:** To apply the effects of this quality, you can add "Gearhead" adjustments on the Adjust tab of your vehicle, so that you can choose whether you are currently adding the acceleration bonus or the handling bonus.

### Guts

A character with Guts is not easily frightened. He receives a +2 dice pool modifier on tests made to resist fear and intimidation, including magically induced fear from spells or critter powers.

### Trust Fund (Medium lifestyle, 500 nuyen allowance)

A character with this quality possesses a lifelong trust fund or inheritance that is managed by another party (a trustee), but that pays enough to cover her lifestyle expenses with a little left over.

For 10 BP, the Trust Fund income covers a perpetual Medium lifestyle with 500 nuyen left over each month. For 20 BP, the Trust Fund income provides for a High lifestyle with 1,000 nuyen of monthly spending money. Neither lifestyle can be converted to money; payment is made directly by the trustee.

To benefit from this quality, the character must also be a SINner and have the place of residence to which her Trust Fund lifestyle applies in the public record. Additionally, should the character be caught breaking the law, the Trustee may suspend the Trust Fund payments (at the gamemaster's discretion).

## Negative Qualities

### Combat Paralysis

A character with Combat Paralysis freezes in combat situations.

On the character's first Initiative Test in combat, the character only rolls half his Initiative attribute. On the second and subsequent Initiative Tests, however, the character rolls his normal Initiative. The character also receives a -3 dice pool modifier on Surprise Tests.

Finally, the gamemaster should apply a +1 threshold modifier to any composure tests (see *Composure*, p. 138) the character must make in combat situations.

### Incompetent: Instruction

A character who is Incompetent possesses a total lack of knowledge or ability with a certain Active skill. If this quality is taken, the player must specify an Active skill in which the character is Incompetent. Incompetent may not be applied to Language or Knowledge skills.

The character is treated as having a skill level of "unaware" for that particular skill (see the *Skill Ratings Table*, beginning on p. 119 for more information). In some cases, a Success Test may be required to perform certain tasks that most people take for granted. Characters may not possess that skill, nor may they default on it. Gamemasters are free to reject any choices that would prove irrelevant or exploitative in actual play (ie. such as Incompetent: Pilot Aerospace in a campaign where characters are street-level gangers).

Incompetent may be purchased more than once, choosing a separate skill each time.

### Poor Self Control - Thrill Seeker

This quality groups several different personality traits, all of which reflect poor self-restraint and different antisocial behavior. Each is presented as a quality with a BP cost. Poor Self-Control can be taken multiple times, but only once for each option. All these options are incompatible with the Common Sense quality and use the Composure Test (p. 130, SR4).

**Thrill Seeker (5 BP):** This quality means the character tends to jump into risky situations without considering possible consequences and dangers. When confronted with an obviously risky proposition or dangerous situation, the character must make a successful Composure (2) Test to avoid blindly jumping into the thick of things.

### SINner

The character was born with or somehow acquired a legal System Identification Number, or SIN (see *Identification, Please*, p. 266). This means the character's real identity, personal history, biometric data, credit records, medical history, travel history, etc. are stored and accessible in numerous databanks. This does not mean the character is required to use that SIN, merely that a legal record of him does exist (and may serve as a detriment some day).

At 5 BP, the character has a standard SIN and is a bona fide citizen of the nation or extraterritorial megacorp of his choice. At 10 BP, the character has a criminal SIN, meaning that the character also has a verifiable criminal record on file, and likely served prison time in the past. As many law enforcement agencies share their data, this means that character is more likely to be identified if linked to a crime.

## Identities

### Carl Beck

**Lifestyles:** (1 month) Squatter Lifestyle

**Licenses & SINS :** License: Driving / Piloting, License: Firearms ID, License: Mechanic

### Eugene Pavel

**Real SIN**

**Lifestyles:** (1 month) Trust Fund: Middle Lifestyle

**Licenses & SINS :** License: Driving / Piloting, License: Firearms ID, License: Mechanic

## Armor

Clothing	0 / 0
Clothing	0 / 0
Clothing	0 / 0
Helmet	+1 / +2
Leather Jacket	2 / 2

## Firearms & Heavy Weapons

**Ares Predator IV** 5P v B-1 5 5/20/40/60  
Ammo Usage : 15 (c):            
Semi-Automatic : 5P v B-1, 5 /4   
Modifications: Smartgun System, Internal

## Melee & Other Weapons

Attack of Will (vs. Spirits)	3P v I	2	Reach: -
Unarmed Strike	1S v I	2	Reach: -

## Commlinks

### Novatech Airwave Commlink

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	Firewall: 3, Response: 3, Signal: 3, System: 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	Matrix Initiative : 5 Matrix Defense : 6  (Full Defense: 9 ) Matrix DR : 3  (2  vs. Black IC)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -3	OS: Iris Orb Operating System
<input type="checkbox"/>			

## Cyberware (Essence: 3.8)

Control Rig	Essence: 0.5
Cybereyes (1)	Essence: 0.2
Modifications: Eye Recording Unit, Image Link, Low-Light Vision, Vision Enhancement (2)	
Datajack	Essence: 0.1
Wired Reflexes (2)	Essence: 3

## Gear (Cash: 1495¥)

Dropped to Ground  
(15x) Gel Rounds (Heavy Pistol)  
Medkit (4)  
Nanotattoos (3)  
Novatech Airwave Commlink  
OS: Iris Orb Operating System  
(15x) Regular Ammo (Heavy Pistol)  
(15x) Regular Ammo (Heavy Pistol)  
(2x) Spare Clips

## Vehicles

**Alpha (Micro-Tapper Bug)** (Micro-Tapper Bug)  
Body 0, Sensor 1, Handling +1, Firewall 3, Pilot 3, Response 3,  
Signal 3, Initiative 6, Initiative Passes 3  
Physical Condition Monitor: 0  
Armor (Vehicle): 0  
Gear:  
Optical Tap  
Rigger Adaptation  
Ammunition & Resources:  
- Independent - - 0/0  
Dropped to Ground - 0/0  
Mundane - 0/0  
Optical Tap - 0/0  
Rigger Adaptation - 0/0

## Vehicles

**Boomer (MCT-Nissan Roto-drone)** (MCT-Nissan Roto-drone)  
Body 3, Sensor 3, Handling +0, Firewall 3, Pilot 3, Response 3,  
Signal 3, Initiative 6, Initiative Passes 3  
Physical Condition Monitor: 10  
Armor (Vehicle): 5 [2]  
Skills: Pistols 3  
Gear:  
Firewall (3)  
Improved Takeoff and Landing, Level 2  
Rigger Adaptation  
Targeting: Pistols (3)  
Weapon Mount (Fixed, External, Manual) with Ammo Bins  
Weapons:  
Ares Crusader [Machine Pistols, DV 4P vs. B, SA/BF, RC 5,  
290 (c)] with Gas-Vent 2 System, Regular Ammo x290  
Ammunition & Resources:  
Ares Crusader - Regular Ammo x290  
- Independent - - 0/0  
Dropped to Ground - 0/0  
Improved Takeoff and Landing, Level 2 - 0/0  
Mundane - 0/0  
Rigger Adaptation - 0/0  
Weapon Mount (Fixed, External, Manual) - 0/0

**Buzz (MCT Fly-Spy)** (MCT Fly-Spy)  
Body 1, Sensor 2, Handling +1, Firewall 3, Pilot 3, Response 3,  
Signal 3, Initiative 6, Initiative Passes 3  
Physical Condition Monitor: 9  
Armor (Vehicle): 1  
Skills: Maneuver: Aircraft 2  
Gear:  
Improved Takeoff and Landing, Level 2  
Maneuver: Aircraft  
Rigger Adaptation  
Ammunition & Resources:  
- Independent - - 0/0  
Dropped to Ground - 0/0  
Improved Takeoff and Landing, Level 2 - 0/0  
Mundane - 0/0  
Rigger Adaptation - 0/0

**Centi (Shiawase Kanmushi)** (Shiawase Kanmushi)  
Body 0, Sensor 1, Handling +1, Firewall 3, Pilot 3, Response 3,  
Signal 3, Initiative 6, Initiative Passes 3  
Physical Condition Monitor: 0  
Armor (Vehicle): 0  
Gear:  
Gecko Tips  
Rigger Adaptation  
Ammunition & Resources:  
- Independent - - 0/0  
Dropped to Ground - 0/0  
Gecko Tips - 0/0  
Mundane - 0/0  
Rigger Adaptation - 0/0

## Vehicles

**Chopper (MCT-Nissan Roto-drone)** (MCT-Nissan Roto-drone)  
Body **3**, Sensor **3**, Handling **+0**, Firewall **3**, Pilot **3**, Response **3**,  
Signal **3**, Initiative **6**, Initiative Passes **3**

**Physical Condition Monitor:** 10

**Armor (Vehicle):** 5 [2]

**Skills:** Pistols 3

**Gear:**

**Firewall (3)**

**Improved Takeoff and Landing, Level 2**

**Rigger Adaptation**

**Targeting: Pistols (3)**

**Weapon Mount (Fixed, External, Manual)** with Ammo Bins

**Weapons:**

**Ares Crusader** [Machine Pistols, DV 4P vs. B, SA/BF, RC 5,  
290 (c)] with Gas-Vent 2 System, Regular Ammo x290

**Ammunition & Resources:**

Ares Crusader - Regular Ammo x290

- Independent - - 0/0

Dropped to Ground - 0/0

Improved Takeoff and Landing, Level 2 - 0/0

Mundane - 0/0

Rigger Adaptation - 0/0

Weapon Mount (Fixed, External, Manual) - 0/0

**Echo (Micro-Tapper Bug)** (Micro-Tapper Bug)

Body **0**, Sensor **1**, Handling **+1**, Firewall **3**, Pilot **3**, Response **3**,  
Signal **3**, Initiative **6**, Initiative Passes **3**

**Physical Condition Monitor:** 0

**Armor (Vehicle):** 0

**Gear:**

**Optical Tap**

**Rigger Adaptation**

**Ammunition & Resources:**

- Independent - - 0/0

Dropped to Ground - 0/0

Mundane - 0/0

Optical Tap - 0/0

Rigger Adaptation - 0/0

**Lucille (General Products COP)** (General Products COP)

Body **12**, Sensor **3**, Handling **+1**, Firewall **4**, Pilot **1**, Response **4**,  
Signal **4**, Initiative **5**, Initiative Passes **3**

**Physical Condition Monitor:** 14

**Armor (Vehicle):** 27 [15]

**Gear:**

**Armor (15)**

**Firewall (1)**

**Gun Port**

**Gun Port**

**Off-Road Suspension**

**Run Flat Tires**

**Ammunition & Resources:**

- Independent - - 0/0

Armor (15) - 0/0

Dropped to Ground - 0/0

Gun Port - 0/0

Gun Port - 0/0

Mundane - 0/0

Off-Road Suspension - 0/0

Run Flat Tires - 0/0

**Pede (Shiawase Kanmushi)** (Shiawase Kanmushi)

Body **0**, Sensor **1**, Handling **+1**, Firewall **3**, Pilot **3**, Response **3**,  
Signal **3**, Initiative **6**, Initiative Passes **3**

**Physical Condition Monitor:** 0

**Armor (Vehicle):** 0

**Gear:**

**Gecko Tips**

**Rigger Adaptation**

**Ammunition & Resources:**

- Independent - - 0/0

Dropped to Ground - 0/0

Gecko Tips - 0/0

Mundane - 0/0

Rigger Adaptation - 0/0

## Vehicles

**Silver (Harley-Davidson Scorpion)** (Harley-Davidson Scorpion)

Body **8**, Sensor **1**, Handling **+2**, Firewall **3**, Pilot **2**, Response **3**,  
Signal **3**, Initiative **5**, Initiative Passes **3**

**Physical Condition Monitor:** 12

**Armor (Vehicle):** 12 [4]

**Ammunition & Resources:**

- Independent - - 0/0

Dropped to Ground - 0/0

Mundane - 0/0

**Yellow Superbus (Ford-Canada Buffalo)** (Ford-Canada Buffalo)

Body **16**, Sensor **2**, Handling **-2**, Firewall **4**, Pilot **2**, Response **3**,  
Signal **3**, Initiative **5**, Initiative Passes **3**

**Physical Condition Monitor:** 16

**Armor (Vehicle):** 22 [6]

**Skills:** Maneuver: Ground 2

**Gear:**

**Amenities, Middle**

**Armor, Concealed (6)**

**Firewall (2)**

**Maneuver: Ground (2)**

**Off-Road Suspension**

**Oil Slick Sprayer**

**Run Flat Tires**

**Weapon Mount (Flexible, Internal, Remote)** with Flexible

Weapon Mount, Internal Visibility, Remote Control

**Workshop: Automotive Mechanic**

**Weapons:**

**Ingram Smartgun X** [Submachine Guns, DV 5P vs. B, BF/BF-  
L/FA, RC 19, 50 (d)] with Folding Stock, Gas-Vent 2 System,  
Laser Sight, Regular Ammo x50, Safe Target System, Smartgun  
System, Internal, Sound Suppressor

**Ammunition & Resources:**

Ingram Smartgun X - Regular Ammo x50

- Independent - - 0/0

Amenities, Middle - 0/0

Armor, Concealed (6) - 0/0

Dropped to Ground - 0/0

Mundane - 0/0

Off-Road Suspension - 0/0

Oil Slick Sprayer - 0/0

Run Flat Tires - 0/0

Weapon Mount (Flexible, Internal, Remote) - 0/0

Workshop: Automotive Mechanic - 0/0

**Zorro (Suzuki Mirage)** (Suzuki Mirage)

Body **6**, Sensor **1**, Handling **+1**, Firewall **3**, Pilot **1**, Response **3**,  
Signal **3**, Initiative **4**, Initiative Passes **3**

**Physical Condition Monitor:** 11

**Armor (Vehicle):** 10 [4]

**Ammunition & Resources:**

- Independent - - 0/0

Dropped to Ground - 0/0

Mundane - 0/0

## Programs

**Analyze (2)**

**Attack (2)**

**Browse (2)**

**Command (2)**

**Decrypt (2)**

**Disarm (2)**

**Edit (2)**

**Exploit (2)**

**Nuke (2)**

## Contacts

**Frank Morgan (Taxi Driver)**

Connection: 3 Loyalty: 6

**Mr. Jolson (Mr. Johnson)**

Connection: 4 Loyalty: 4

## Contacts

### **Ms. Chu (Fixer)**

Connection: 2 Loyalty: 5

### **Spu (Go-ganger)**

Connection: 2 Loyalty: 5

## Background & Personal Details

Rating 3 Nanotattoo on left forearm, usually displaying a live video stream from WBN (Worldwide Boxing Network) or ASC (Auto Sport Channel).

Permanent squatter lifestyle (in RV) also covers up to 10 guests.

Slide was born Eugene Pavel, to parents Franz and Ružena Pavel, in Prague. As they became tops of thier field in Aeronautical engineering, when Pavel was 11 years old Franz and Ružena left for the more business-hospitable environment of Seattle.

Both parents are still well, living in the outskirts of the sprawl. Getting sick of thier only son asking for hand-outs with great frequency, they set up a trust fund, to keep him in a middle lifestyle, and swore "not one nuyen more!" (Though mom still wires Eugene a few-hundred Nuyen every Christmas, and on his birthday, asking Eugene not to tell dad).

Eugene is a pretty good mechanic himself, but attracted to daring fields. He opened up a mechanic shop in his early twenties, that helped pay the bills. By age twenty-seven, probably recognizing that he was such a thrill-seeker he would "live fast and die young," Slide made some big changes. He bought a great big RV, packed it full of shop equipment, and started travelling around under the name "Carl Beck," or his nickname "Slide."

Slide likes people, and he feels a low level of guilt about his trust fund. So he always finds a way to make space in the RV for one more.

He continues to do business as a mechanic, and has a few loyal customers who have cars that they won't let anyone else work on. His four best customers are Frank Morgan (a taxi driver who often needs work done on the cab), Spu (a Gog-ganger), and two separate business people that are responsible for most of Slide's illicit work -- A mister Johnson named Mr. Jolson, and a fixer named Ms. Chu.

## Positive Qualities

### Born Rich

A character with this quality comes from an affluent background (i.e. high-level corporate scion, old money family, successful entrepreneur) and, as a result, has more ready resources than a typical character. This quality extends the 50 BP maximum spent on gear at character generation to 60 BP. This quality does not imply the character is rich at the start of play.

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A character with Guts is not easily frightened. He receives a +2 dice pool modifier on tests made to resist fear and intimidation, including magically induced fear from spells or critter powers.

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Finally, the gamemaster should apply a +1 threshold modifier to any composure tests (see *Composure*, p. 138) the character must make in combat situations.

## Contacts

### Frank Morgan (Taxi Driver)

**Connection Rating:** 3

**Loyalty Rating:** 6

**Uses:** Directions, local information

**Places to Meet:** Taxi stand, the street

**Similar Contacts:** Chauffer, public transit staff

Many taxi companies have replaced their taxi drivers with automated taxi-cabs, capable of shuffling you from Point A to Point B via virtually flawless navigational software. These automated cabs don't take lunch breaks, don't listen to loud music, and (theoretically) don't take the longest route possible to jack up the fare. They also don't have a bunch of crazy stories, restaurant recommendations, the rancid smell of imported cigarettes, or any of the staples a real taxi driver brings to the cab.

Most sprawls do have a few traditional taxi services, for those who prefer conversation and a pair of hands on the wheel. Passengers are isolated from the driver by a thick layer of bulletproof glass, but can communicate with them via a microspeaker system. Aside from giving out local gossip, a cabbie may be open to doing small pickup/delivery tasks, as long as he's assured the contents are safe and he's paid for all of his time. Also, it may not be the safest or most reliable way to flee a scene, but in a pinch, if you have a loyal cabbie in your back pocket, they may just happen to be at the right place at the right time.

### Mr. Jolson (Mr. Johnson)

**Connection Rating:** 4

**Loyalty Rating:** 4

**Uses:** Shadowruns, job-related information, additional contacts

**Places to Meet:** Just about anywhere the Johnson wants; typical spots include secluded tables or private rooms in restaurants or clubs, or places with a crowd to blend into (parks, zoos, museums, and so on)

**Similar Contacts:** Company man, fixer, government agent, or any other potential employer of shadowrunners

Mr. Johnson is the grease that keeps the shadowrunning machine running. As the intermediary between the corp executives, government agencies, and such and the shadowy world of the streets, he's the one who starts the ball in motion. Without Mr. Johnson, there can be no shadowruns, because the corps and other employers won't get their hands dirty directly - that's why they call shadowrunners "deniable assets," after all.

Mr. Johnson runs the meet, does the hiring, and pays the cred for the job. He's your first source of information about what needs to be done - the layout of the place you're breaking into, the habits of the person you're supposed to extract, how often you'll be hassled by security patrols - and he's a good person to talk to when you need specialized gear, passcodes, or identification to complete your job.

He's been around a long time, and he knows the score in the shadows. His connections, while perhaps not as wide as the Fixer's, run deep in the corporate world, and he has a long memory. Play straight with him and chances are he'll play straight with you (sure, you can't *bank* on that, but if you can't take a little uncertainty in your life, what are you doing running the shadows?). Doublecross him or screw him over, and you can count on his retribution - maybe not right away, but Mr. Johnson can't afford to let the word get out that he can't control his assets. Smart runners learn fast to stay on his good side.

## Contacts

### Ms. Chu (Fixer)

**Connection Rating:** 2

**Loyalty Rating:** 5

**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?

### Spu (Go-ganger)

**Connection Rating:** 2

**Loyalty Rating:** 5

**Uses:** Stolen goods, street rumors, rides

**Places to Meet:** Empty lots, gang hangouts, on the road

**Similar Contacts:** Ganger, petty thug, smuggler

The go-ganger is part thrill-seeker, part bike snob, and part violent thug. Unlike other gangers, who tend to get involved with street gangs out of a necessity for self-defense, to be part of a group, or because there was no other choice for survival, the go-ganger joined up because he wanted to race and wanted to look badass while doing it. Drag racing, joyriding, gambling, and round-the-clock partying were just the gateway to a pack-mentality life of crime. Now that's he neck-deep in hijackings, smuggling, and petty dealing, the go-ganger has to be on the alert for rival gangs and cops, but when his pack is on the road at night, the streets are theirs for the taking.

The best way to get a go-ganger's favor is to know what you're talking about when it comes to racing bikes or souped-up hotrods. If you're good at fixin' 'em, even better. The go-ganger can help you find black market parts or vehicles for your own, as well as the latest smuggled contraband. Don't count on him for lifts or back-up, though, as his loyalty is always to his gang first, and there are some turf lines he can't cross without running into trouble.

## Equipment

### Nanotattoos (3)

Once injected, nanotattoo hard machines imbed themselves as a lattice of liquid crystal microdisplays under the subject's skin. A single nanotattoo covers one limb, the torso, or the face. PAN commands program the nanotattoo to display any image the user wishes, including preprogrammed animation.

Nanotattoos can provide effective camouflage, provided the user wears minimal clothing (and a full body treatment) or a camouflage outfit (and a treatment for the face and exposed extremities). When used on its own, this provides the same -2 Perception Test modifier as camouflage (pp. 315-316, *SR4*).

When used with camouflage clothing, it provides an additional -1 Perception Test modifier. A Rating 1 nanotattoo is enough for decorative purposes, but higher ratings provide greater color and variety. Nanotattoos can change as fast as the user can find a new design and transmit it through their PAN.



## Alpha (Micro-Tapper Bug)

Player: Scott David Gray

Micro-Tapper Bug



### Attributes

Body..... 0  Initiative ..... 6   
Sensor ..... 1  Initiative Passes ... 3   
Handling ..... +1   
Firewall ..... 3   
Pilot ..... 3   
Response ..... 3   
Signal ..... 3

### Physical Damage

Killed by any hit

### Defenses

Ranged: 3

Melee Dodge :

### Damage Resistances

0 Armor 0

0 Acid Protection 0

0 Fire Protection 0

0 Cold Protection 0

0 Gauss Round Armor 0

0 Electricity Protection 0

0 Laser Protection 0

### Toxin Resistances

	Toxin	Disease
Contact	0	0
Ingestion	0	0
Inhalation	0	0
Injection	0	0
Radiation		0

### Armor

Vehicle Armor [ +0 / +0 ]

### Gear (Cash: 1495¥)

Dropped to Ground  
Optical Tap  
Rigger Adaptation

Validation Report (0 issues): Nothing identified

## Boomer (MCT-Nissan Roto-drone)

Player: Scott David Gray

MCT-Nissan Roto-drone



### Attributes

Body..... 3  Initiative ..... 6   
Sensor..... 3  Initiative Passes ... 3   
Handling ..... +0   
Firewall ..... 3   
Pilot ..... 3   
Response ..... 3   
Signal ..... 3

### Active Skills

6 Pistols 3 (Agi)

### 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"/>		

### Defenses

Ranged: 3

Melee Dodge :

### Damage Resistances

5 [2] Armor 2

4 Acid Protection 1

4 Fire Protection 1

4 Cold Protection 1

4 Gauss Round Armor 1

4 Electricity Protection 1

4 Laser Protection 1

### Toxin Resistances

	Toxin	Disease
Contact	3	3
Ingestion	3	3
Inhalation	3	3
Injection	3	3
Radiation		3

### Armor

Vehicle Armor

[+2 / +2]

### Firearms & Heavy Weapons

Ares Crusader 4P v B - 5/15/30/50

Ammo Usage : 290 (c):

scale 5 output

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

Burst Fire: 6P or -2 Def, - / -

Modifications: Gas-Vent 2 System

Regular Ammo: - v B, \_\_\_\_/290

### Gear (Cash: 1495¥)

Dropped to Ground

Improved Takeoff and Landing, Level 2

Rigger Adaptation

Weapon Mount (Fixed, External, Manual)

Modifications: Ammo Bins

Validation Report (0 issues): Nothing identified

## Programs

**Firewall (3)**

**Targeting: Pistols (3)**

## Equipment

### Improved Takeoff and Landing, Level 2

This modification comes in two levels. Level 1 merely shortens the takeoff and landing distance of an aircraft (see Takeoff and Landing, p. 103). With Level 2, the vehicle has gained true vertical takeoff and landing (VTOL) capacity. Unless specified in their description, all helicopters and rotordrones automatically possess the equivalent of Level 2 Improved Takeoff and Landing.

## Buzz (MCT Fly-Spy)

Player: Scott David Gray



MCT Fly-Spy

### Attributes

**Body**..... 1  **Initiative** ..... 6   
**Sensor**..... 2  **Initiative Passes** ... 3   
**Handling** .....+1   
**Firewall** ..... 3   
**Pilot** ..... 3   
**Response** .....3   
**Signal** ..... 3

### Active Skills

5 **Maneuver: Aircraft** 2 (Rea)

### Physical Damage

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

### Defenses

Ranged: 3

Melee Dodge:

### Damage Resistances

1 **Armor** 0  
1 **Acid Protection** 0    1 **Fire Protection** 0  
1 **Cold Protection** 0    1 **Gauss Round Armor** 0  
1 **Electricity Protection** 0    1 **Laser Protection** 0

### Toxin Resistances

	Toxin	Disease
Contact	1	1
Ingestion	1	1
Inhalation	1	1
Injection	1	1
Radiation		1

### Armor

**Vehicle Armor** [ +0 / +0 ]

### Gear (Cash: 1495¥)

Dropped to Ground  
Improved Takeoff and Landing, Level 2  
Rigger Adaptation

### Programs

**Maneuver: Aircraft**

**Validation Report (0 issues): Nothing identified**

## Equipment

### Improved Takeoff and Landing, Level 2

This modification comes in two levels. Level 1 merely shortens the takeoff and landing distance of an aircraft (see Takeoff and Landing, p. 103). With Level 2, the vehicle has gained true vertical takeoff and landing (VTOL) capacity. Unless specified in their description, all helicopters and rotordrones automatically possess the equivalent of Level 2 Improved Takeoff and Landing.

## Centi (Shiawase Kanmushi)

Player: Scott David Gray

Shiawase Kanmushi



### Attributes

Body..... 0  Initiative ..... 6   
Sensor..... 1  Initiative Passes ... 3   
Handling ..... +1   
Firewall ..... 3   
Pilot ..... 3   
Response ..... 3   
Signal ..... 3

### Physical Damage

Killed by any hit

### Defenses

Ranged: 3

Melee Dodge :

### Damage Resistances

0 Armor 0

0 Acid Protection 0

0 Fire Protection 0

0 Cold Protection 0

0 Gauss Round Armor 0

0 Electricity Protection 0

0 Laser Protection 0

### Toxin Resistances

	Toxin	Disease
Contact	0	0
Ingestion	0	0
Inhalation	0	0
Injection	0	0
Radiation		0

### Armor

Vehicle Armor [+0 / +0]

### Gear (Cash: 1495¥)

Dropped to Ground  
Gecko Tips  
Rigger Adaptation

Validation Report (0 issues): Nothing identified

## Equipment

### Gecko Tips

Gecko tips use the weak attractive forces that are found in nature, as geckos do, to adhere to any surface, allowing drones to literally climb up walls. Drones that have any form of ground propulsion can benefit from gecko tips, with gecko pads being attached to the wheels or tracks of ground-based drones, but walkers get the most use from the modification. As long as the material is strong enough to take the weight of the drone, the drone will be able to climb it. Water does not affect gecko tips' ability to stick to objects, though oil or grease does. In cases where gecko tips may be useful in Strength Tests, the gecko tips provide a +2 dice pool modifier. Drones without a Strength rating given in their description should use a Strength rating of  $\text{Body} \div 2$ .

At the gamemaster's discretion, large drones and vehicle may be equipped with gecko tips, but it is rare for them to find surfaces/materials that can hold their weight without ripping away chunks of it.



### Chopper (MCT-Nissan Roto-drone)

Player: Scott David Gray

MCT-Nissan Roto-drone



#### Attributes

- Body..... 3  Initiative ..... 6
- Sensor..... 3  Initiative Passes ... 3
- Handling ..... +0
- Firewall ..... 3
- Pilot ..... 3
- Response ..... 3
- Signal ..... 3

#### Active Skills

6 Pistols 3 (Agi)

#### Physical Damage

		-1
		-2
		-3

#### Defenses

Ranged: 3

Melee Dodge :

#### Damage Resistances

5 [2] Armor 2

4 Acid Protection 1

4 Fire Protection 1

4 Cold Protection 1

4 Gauss Round Armor 1

4 Electricity Protection 1

4 Laser Protection 1

#### Toxin Resistances

Toxin	Disease
Contact 3	3
Ingestion 3	3
Inhalation 3	3
Injection 3	3
Radiation 3	3

#### Armor

Vehicle Armor

[+2 / +2]

#### Firearms & Heavy Weapons

Ares Crusader 4P v B - 5/15/30/50

Ammo Usage : 290 (c):

#### Gear (Cash: 1495¥)

Dropped to Ground

Improved Takeoff and Landing, Level 2

Rigger Adaptation

Weapon Mount (Fixed, External, Manual)

Modifications: Ammo Bins

Validation Report (0 issues): Nothing identified

## Programs

**Firewall (3)**

**Targeting: Pistols (3)**

## Equipment

### Improved Takeoff and Landing, Level 2

This modification comes in two levels. Level 1 merely shortens the takeoff and landing distance of an aircraft (see Takeoff and Landing, p. 103). With Level 2, the vehicle has gained true vertical takeoff and landing (VTOL) capacity. Unless specified in their description, all helicopters and rotordrones automatically possess the equivalent of Level 2 Improved Takeoff and Landing.

## Echo (Micro-Tapper Bug)

Player: Scott David Gray

Micro-Tapper Bug



### Attributes

Body..... 0  Initiative ..... 6   
Sensor..... 1  Initiative Passes ... 3   
Handling ..... +1   
Firewall ..... 3   
Pilot ..... 3   
Response ..... 3   
Signal ..... 3

### Physical Damage

Killed by any hit

### Defenses

Ranged: 3

Melee Dodge :

### Damage Resistances

0 Armor 0

0 Acid Protection 0

0 Fire Protection 0

0 Cold Protection 0

0 Gauss Round Armor 0

0 Electricity Protection 0

0 Laser Protection 0

### Toxin Resistances

	Toxin	Disease
Contact	0	0
Ingestion	0	0
Inhalation	0	0
Injection	0	0
Radiation		0

### Armor

Vehicle Armor [+0 / +0]

### Gear (Cash: 1495¥)

Dropped to Ground  
Optical Tap  
Rigger Adaptation

Validation Report (0 issues): Nothing identified

## Lucille (General Products COP)

Player: Scott David Gray

General Products COP



### Attributes

Body.....12  Initiative ..... 5   
Sensor..... 3  Initiative Passes ... 3   
Handling .....+1   
Firewall ..... 4   
Pilot ..... 1   
Response .....4   
Signal ..... 4

### 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"/>	<input type="checkbox"/>	

### Defenses

Ranged: 1

Melee Dodge:

### Damage Resistances

27 [15] Armor 15

19 Acid Protection 7    19 Fire Protection 7  
19 Cold Protection 7    19 Gauss Round Armor 7  
19 Electricity Protection 7    19 Laser Protection 7

### Toxin Resistances

	Toxin	Disease
Contact	12	12
Ingestion	12	12
Inhalation	12	12
Injection	12	12
Radiation		12

### Armor

Vehicle Armor [+15 / +15]

### Gear (Cash: 1495¥)

Armor (15)  
Dropped to Ground  
Gun Port  
Gun Port  
Off-Road Suspension  
Run Flat Tires

### Programs

Firewall (1)

Validation Report (0 issues): Nothing identified

## Equipment

### Gun Port

Sometimes you want to be able to shoot out of a vehicle in order to help keep up the volume of fire. A gun port provides a stable firing position with a cone-shaped vertical and horizontal firing arc of 90 degrees for a hand-held weapon fired by a passenger while he is still fully protected by the vehicle's armor. It provides 4 points of recoil compensation. This modification can be taken more than once, each time for another passenger's seat. The resulting firing arc depends on the seat's position within the vehicle.

### Gun Port

Sometimes you want to be able to shoot out of a vehicle in order to help keep up the volume of fire. A gun port provides a stable firing position with a cone-shaped vertical and horizontal firing arc of 90 degrees for a hand-held weapon fired by a passenger while he is still fully protected by the vehicle's armor. It provides 4 points of recoil compensation. This modification can be taken more than once, each time for another passenger's seat. The resulting firing arc depends on the seat's position within the vehicle.

### Off-Road Suspension

Off-road suspension provides a set of specialized absorbers that have exactly the opposite effect on a vehicle's maneuverability as the improved suspension upgrade-in this case, it gets better in off-road surroundings while its on-road abilities are reduced. The on-road Handling suffers a reduction of -1, while the off-road Handling gets a bonus of +1. This mod is usually combined with off-road tires (p. 106).

### Run Flat Tires

The most common upgrade for shadowrunners, these are designed to continue operating even when their air pressure is released due to damage.

## Pede (Shiawase Kanmushi)

Player: Scott David Gray

Shiawase Kanmushi



### Attributes

Body..... 0  Initiative ..... 6   
Sensor..... 1  Initiative Passes ... 3   
Handling ..... +1   
Firewall ..... 3   
Pilot ..... 3   
Response ..... 3   
Signal ..... 3

### Physical Damage

Killed by any hit

### Defenses

Ranged: 3

Melee Dodge :

### Damage Resistances

0 Armor 0

0 Acid Protection 0

0 Fire Protection 0

0 Cold Protection 0

0 Gauss Round Armor 0

0 Electricity Protection 0

0 Laser Protection 0

### Toxin Resistances

	Toxin	Disease
Contact	0	0
Ingestion	0	0
Inhalation	0	0
Injection	0	0
Radiation		0

### Armor

Vehicle Armor

[+0 / +0]

### Gear (Cash: 1495¥)

Dropped to Ground

Gecko Tips

Rigger Adaptation

Validation Report (0 issues): Nothing identified

## Equipment

### Gecko Tips

Gecko tips use the weak attractive forces that are found in nature, as geckos do, to adhere to any surface, allowing drones to literally climb up walls. Drones that have any form of ground propulsion can benefit from gecko tips, with gecko pads being attached to the wheels or tracks of ground-based drones, but walkers get the most use from the modification. As long as the material is strong enough to take the weight of the drone, the drone will be able to climb it. Water does not affect gecko tips' ability to stick to objects, though oil or grease does. In cases where gecko tips may be useful in Strength Tests, the gecko tips provide a +2 dice pool modifier. Drones without a Strength rating given in their description should use a Strength rating of  $\text{Body} \div 2$ .

At the gamemaster's discretion, large drones and vehicle may be equipped with gecko tips, but it is rare for them to find surfaces/materials that can hold their weight without ripping away chunks of it.



## Silver (Harley-Davidson Scorpion)

Player: Scott David Gray

Harley-Davidson Scorpion



### Attributes

Body.....	8	<input type="checkbox"/>	Initiative .....	5	<input type="checkbox"/>
Sensor.....	1	<input type="checkbox"/>	Initiative Passes ...	3	<input type="checkbox"/>
Handling .....	+2	<input type="checkbox"/>			
Firewall .....	3	<input type="checkbox"/>			
Pilot .....	2	<input type="checkbox"/>			
Response .....	3	<input type="checkbox"/>			
Signal .....	3	<input type="checkbox"/>			

### 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

### Defenses

Ranged: 2

Melee Dodge:

### Damage Resistances

12 [4] Armor 4

10 Acid Protection 2    10 Fire Protection 2

10 Cold Protection 2    10 Gauss Round Armor 2

10 Electricity Protection 2    10 Laser Protection 2

### Toxin Resistances

	Toxin	Disease
Contact	8	8
Ingestion	8	8
Inhalation	8	8
Injection	8	8
Radiation		8

### Armor

Vehicle Armor [ +4 / +4 ]

### Gear (Cash: 1495¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified



## **Gear (Cash: 1495¥)**

**Oil Slick Sprayer**

**Run Flat Tires**

**Weapon Mount (Flexible, Internal, Remote)**

**Modifications:** Flexible Weapon Mount, Internal Visibility, Remote Control

**Workshop: Automotive Mechanic**

## **Programs**

**Firewall (2)**

**Maneuver: Ground (2)**

## Equipment

### Off-Road Suspension

Off-road suspension provides a set of specialized absorbers that have exactly the opposite effect on a vehicle's maneuverability as the improved suspension upgrade-in this case, it gets better in off-road surroundings while its on-road abilities are reduced. The on-road Handling suffers a reduction of -1, while the off-road Handling gets a bonus of +1. This mod is usually combined with off-road tires (p. 106).

### Oil Slick Sprayer

Some things never go out of date, and the good old oil-slick still does the trick if you want to shake off pursuers. This device consists of an electric hydraulic cylinder, an oil reservoir, and a multinozzle sprayer. Once activated with a Free Action, it sprays a sheet of teflon-powdered oil onto the street, turning the ground right behind the vehicle into hazardous terrain for most types of groundcraft except hovercraft (even vehicles with caterpillar tracks may be in trouble, if their tracks are equipped with cushions to prevent them from destroying pavement), raising the threshold on all vehicle tests by +2 (see *Vehicle Combat*, pp. 158-162, SR4). The oil-slick sprayer has 6 charges, and a complete refill costs 50¥.

Instead of oil, the sprayer can be filled with another liquid chemical - see *Chemtech*, p. 80, for other options. If the sprayer is filled with other chemicals, watercraft and aircraft may also receive this modification (a crop duster being a good example), but this requires gamemaster approval.

**Note:** The refills can be purchased on the Cargo table. You should add a free set of refills when you purchase this item to represent the ones it came with.

### Run Flat Tires

The most common upgrade for shadowrunners, these are designed to continue operating even when their air pressure is released due to damage.

### Workshop: Automotive Mechanic

A vehicle workshop is a mobile version of a shop (see *Tools*, p. 323, SR4). Workshops are generally not meant to be used while the vehicle is in motion, though the gamemaster may permit some limited amount of work (perhaps treating the tools as a kit rather than a shop, and adding further limitations if the project being worked on is too large to fit within the vehicle). For one additional slot, you can even fit in a workshop desktop forge (see *Desktop Manufacturing*, p. 130), which allows the workshop to do the work of a facility, albeit with the limitations inherent to a desktop forge.

## Zorro (Suzuki Mirage)

Player: Scott David Gray



Suzuki Mirage

### Attributes

Body.....	6	<input type="checkbox"/>	Initiative .....	4	<input type="checkbox"/>
Sensor.....	1	<input type="checkbox"/>	Initiative Passes ...	3	<input type="checkbox"/>
Handling .....	+1	<input type="checkbox"/>			
Firewall .....	3	<input type="checkbox"/>			
Pilot .....	1	<input type="checkbox"/>			
Response .....	3	<input type="checkbox"/>			
Signal .....	3	<input type="checkbox"/>			

### 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:

### 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: 1495¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified