

SHANE KIMBER

NAME:	Shane Kimber as "Shane Kimber"		
PLAYER:	Joan		
METATYPE:	Human (None)	AGE:	35
GENDER:	Male	HEIGHT:	6'2"
HAIR:	Brown	EYES:	Blue
STREET CRED:	50	NOTORIETY:	0
COMPOSURE:	13	JUDGE INTENTIONS:	9
LIFT/CARRY:	12	LIFT/CARRY WEIGHT:	90 kg / 60 kg
MOVEMENT:	16/32; 2m / hit	SWIM:	7; 1m / hit
NUYEN:	39,318¥	KARMA:	1
		CAREER KARMA:	508

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 6	CHARISMA: 4	EDGE: 8	INITIATIVE: 12 +4D6
AGILITY: 6 (8)	INTUITION: 5	CURRENT EDGE POINTS: 8	
REACTION: 4 (7)	LOGIC: 4	ESSENCE: 1.16	RIGGER INITIATIVE: 12 +4D6
STRENGTH: 4 (6)	WILLPOWER: 5 (9)		MATRIX AR: 12 +4D6 MATRIX COLD: 7 +3D6 MATRIX HOT: 7 +4D6

PHYSICAL LIMIT: 9	MENTAL LIMIT: 8	SOCIAL LIMIT: 7	ASTRAL LIMIT: 8
Hydraulic Jacks [+6] (Only for Gymnastics (Jumping) and Running (Sprinting)) Hydraulic Jacks [+6] (Only for Gymnastics (Jumping) and Running (Sprinting)) Thermal Damping [+2] (Only for Sneaking against Thermographic Vision or thermal sensors.) Thermal Damping [+3] (Only for Sneaking against Thermographic Vision or thermal sensors.) Thermal Damping [+6] (Only for Sneaking against Thermographic Vision or thermal sensors.) Thermal Damping [+6] (Only for Sneaking against Thermographic Vision or thermal sensors.)	Medkit [+6] (Only for First Aid and Medicine)	Ballistic Mask [+1] (Only for Intimidation, Must be visible.) Body Armor Bag [-1] (Must be visible) Mortimer of London: Argentum Coat [+1] (Must be visible) Mortimer of London: Berwick Suit [+1] (Must be visible)	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Animal Handling <small>CHA</small>	0	3	Heavy Weapons <small>AGI</small>	3	11	English <small>INT</small>		Native
Archery <small>AGI</small>	0	7	Impersonation <small>CHA</small>	0	3	Japanese <small>INT</small>	4	9
Armorer <small>LOG</small>	2	6	Instruction <small>CHA</small>	0	3	Portuguese <small>INT</small>	3	8
Automatics <small>AGI</small>	6	14	Intimidation <small>CHA</small>	1	5	Russian <small>INT</small>	4	9
Biotechnology <small>LOG</small>	2	6	Leadership <small>CHA</small>	0	3	Spanish <small>INT</small>	3	8
Blades <small>AGI</small>	1	9	Locksmith <small>AGI</small>	1	9	Administration <small>LOG</small>	1	5
Chemistry <small>LOG</small>	2	6	Longarms <small>AGI</small>	6	14	Combat Tactics <small>LOG</small>	2	6
Clubs <small>AGI</small>	0	7	Medicine <small>LOG</small>	2	6	Firearms <small>LOG</small>	1	5
Computer <small>LOG</small>	1	5	Navigation <small>INT</small>	0	4	Government Procedures <small>LOG</small>	2	6
Con <small>CHA</small>	1	5	Negotiation <small>CHA</small>	0	3	Law Enforcement Procedures (Professional) <small>LOG</small>	2	6
Cybercombat <small>LOG</small>	0	3	Palming <small>AGI</small>	2	10	Smuggler Routes <small>INT</small>	1	6
Cybertechnology <small>LOG</small>	2	6	Perception <small>INT</small> (Visual +2)	6	11	Smuggler Safe Houses <small>INT</small>	1	6
Demolitions <small>LOG</small>	2	6	Performance <small>CHA</small>	0	3			
Disguise <small>INT</small>	1	6	Pilot Ground Craft <small>REA</small>	1	8			
Diving <small>BOD</small>	0	5	Pilot Watercraft <small>REA</small>	0	6			
Escape Artist <small>AGI</small>	0	7	Pistols <small>AGI</small> (Revolvers +2)	6	14			
Etiquette <small>CHA</small>	1	5	Running* <small>STR</small>	3	9			
First Aid <small>LOG</small>	3	7	Sneaking <small>AGI</small>	3	11			
Forgery <small>LOG</small>	0	3	Survival <small>WIL</small>	1	10			
Free-Fall <small>BOD</small>	0	5	Swimming* <small>STR</small>	3	9			
Gunnery <small>AGI</small>	0	7	Throwing Weapons <small>AGI</small>	1	9			
Gymnastics* <small>AGI</small>	3	11	Tracking <small>INT</small>	0	4			
Hacking <small>LOG</small>	0	3	Unarmed Combat <small>AGI</small>	4	12			
Hardware <small>LOG</small>	1	5						
			* Athletics	3				

QUALITY	
Addiction (Moderate): Alcohol	SR5 78
Ambidextrous	SR5 71
Biocompatibility (Cyberware)	CF 54
College Education	RF 145
Cyber-Singularity Seeker	CF 54
Day Job (10 hrs): Gun Running with Enrique	RF 154
Lucky	SR5 76
No Man Left Behind	SL 181
Poor Self Control (Thrill Seeker)	RF 158
Redliner	CF 55
Revels in Murder	CF 56
Shoot First, Don't Ask	BTB 161

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		Down			-3
OVR	OVR	OVR			-4
OVR	OVR	OVR	Down		
Dead					
Natural Recovery Pool (1 day): 12			Natural Recovery Pool (1 hour): 15		

RESISTANCE		POOL	
Radiation		15	
Judge Intentions		13	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL	
Damage	33	33	
Fire	38	38	
Cold	33	33	
Electricity	33	33	
Acid	33	33	
Falling	33	33	
Fatigue	15		
Sonic	9		

RESISTANCE - TOXINS AND CONTACT INGESTION INHALATION INJECTION PATHOGENS				
Toxin	21	15	Immune	15
Pathogen	21	15	Immune	15

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED	
Physiological	15	15	
Psychological	13	13	

RESISTANCE - SPELLS		POOL
Direct, Mana		9
Combat Spells	Direct, Physical	6
	Indirect, Defense	12
Detection Spells		13
	Decrease Attribute - Body	15
	Decrease Attribute - Agility	17
	Decrease Attribute - Reaction	16
	Decrease Attribute - Strength	15
Health Spells	Decrease Attribute - Charisma	13
	Decrease Attribute - Intuition	14
	Decrease Attribute - Logic	13
	Decrease Attribute - Willpower	18
Illusion Spells	Mana	13
	Physical	9
Manipulation	Mental	13
Spells	Physical	12

IMPLANT	ESSENCE	GRADE	
Obvious Full Arm (AGI 8, STR 6) (Left) Armor 3, Customized Agility 6, Customized Strength 4, Cyberarm Slide, Cyberfinger (Fingerlight), Cyberfinger (Lockpick), Large Smuggling Compartment;	0.70	Alphaware	SR5 456
Obvious Full Arm (AGI 8, STR 6) (Right) Armor 3, Customized Agility 6, Customized Strength 4, Cyberarm Slide, Cyberfinger (Glass Cutter), Large Smuggling Compartment;	0.70	Alphaware	SR5 456
Obvious Full Leg (AGI 8, STR 6) (Left) Armor 3, Built-in Medkit, Customized Agility 6, Customized Strength 4, Hydraulic Jacks 6;	0.70	Alphaware	SR5 456
Obvious Full Leg (AGI 8, STR 6) (Right) Armor 3, Built-in Medkit, Customized Agility 6, Customized Strength 4, Hydraulic Jacks 6;	0.70	Alphaware	SR5 456
Skilljack 6	0.04	Deltaware	SR5 452
Wired Reflexes 3	2.00	Deltaware	SR5 455

ARMOR	VALUE	
Equipped		
Ballistic Mask Flare Compensation; Gas Mask; Image Link; Low Light; Micro-Transceiver; Smartlink; Thermographic Vision;	+2	RG 74
Body Armor Bag Concealability; Restrictive; Ruthenium Polymer Coating 4;	8	RG 70
Cheap Watch	0	RF 253
Good Gloves	0	RF 253
Hat	0	RF 253
Mortimer of London: Argentum Coat Chemical Protection 6; Concealability; Custom Fit (Stack); Fire Resistance 6; Thermal Damping 2;	12/+4	RG 58
Mortimer of London: Berwick Suit Concealability; Custom Fit;	9	RG 58
Vashon Island: Sleeping Tiger Chemical Protection 3; Custom Fit; Faraday Pocket; Fire Resistance 3; Newest Model; Ruthenium Polymer Coating 3; Thermal Damping 3; Holster	13	RG 61
Total of equipped single highest armor and accessories	27	
Other Armor		
Armor Vest	9	SR5 437

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]																
Ares Alpha	15	5 (7)	11P	-2	SA/BF/FA	9 (10)	42(c)	SR5 428															
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Assault Rifles	0-25	26-150	151-350	351-550																			
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Flashlight, Low Light; Foregrip; Gas-Vent 3 System; Shock Pad; Smartgun System, Internal; Under: Ares Alpha Grenade Launcher	12	6 (8)	Grenade	Grenade	SS	3	6(c)	SR5 428															
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Cavalier Arms Crockett EBR	15	6 (9)	12P	-3	SA/BF	4 (5)	20(c)	SR5 428															
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Sniper Rifles	0-50	51-350	351-800	801-1500																			
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Foregrip; Imaging Scope; Personalized Grip; Shock Pad; Silencer/Suppressor; Sling; Smartgun System, Internal;																							
Colt New Model Revolver	16	6	5P	-	SA	3	5(cy)	GH3 4															
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Grenade: Smoke	9	9	(10m Radius)	-		3	Qty: 5	SR5 435															
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Standard Grenade	0-12	13-24	25-36	37-60																			
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Ingram Smartgun X	15	4 (6)	8P	-	BF/FA	6 (7)	32(c)	SR5 427															
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Submachine Guns	0-10	11-40	41-80	81-150																			
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Flashlight, Low Light; Folding Stock; Foregrip; Gas-Vent 2 System; Holographic Sight; Smartgun System, Internal; Sound Suppressor;																							
Krime Confederate	12	5 (7)	17P	-6	SS	3	2(b)	KK 16															
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Assault Cannons	0-50	51-300	301-750	751-1500																			
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Metahuman Adaptation; Sling; Smartgun System, Internal;																							
M79B1 LAW Rocket	11	4	Missile	Missile	SS	3	1(ml)	SL 42															
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Onotari Arms Vagabond	17	5 (8)	8P	-2	SA	7	6(cy)	SL 33															
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RANGE	S	M	L	E																			
Heavy Pistols	0-5	6-20	21-40	41-60																			
Heavy Pistols	0-5	6-20	21-40	41-60																			
Concealed Quick-Draw Holster; Gas-Vent 3 System; Personalized Grip; Smartgun System, Internal;																							

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Knife (Survival Kit)	9	5	7P	-1	0	SR5 422
Unarmed Attack	12	9	6S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY
Ammo: Assault Cannon (Assault Cannons)	-	20	Everyday Carry			Shadowrun Bag		
Glue Solvent	-	1	Speed Loader (Onotari Arms Vagabond)	-	5	Grenade: Smoke	-	5
Glue Sprayer	-	1	Subvocal Mic	-	1	Kamikaze	-	3
Ink Pen (Good)	-	1	Subvocal Mic	-	1	Medkit	6	1
Linguasoft (Japanese)	4	1				Microwire (100m)	-	5
Magecuff	-	2	ID and Credsticks			Miniwelder	-	1
Magemask	-	1	Certified Credstick, Gold	-	1	Miniwelder Fuel Canister	-	2
Pocket Notebook	-	1	Certified Credstick, Standard	-	2	Narcojet	-	20
Restraint, Containment Manacles	-	1	Fake SIN (Robert Parker)	4	1	Plastic Explosive	6	3
Restraint, Plasteel	-	5	Fake License rating 4 (Driver's License) , Fake License rating 4 (Firearms License) , Fake License rating 4 (Concealed Carry Permit) , Fake License rating 4 (Bodyguard License) , Fake License rating 4 (Restricted Cyberware License) ;			Rappelling Gloves	-	5
Tool Kit (Cybertechnology)	-	1	Fake SIN (Throwaway)	2	1	Shofar	12	1
Everyday Carry			Fake SIN (Throwaway 2)	2	1	Slap Patch, Antidote Patch	6	5
Ammo: Regular Ammo (Heavy Pistols)	-	36	Fake License rating 2 (Driver's License) ;			Slap Patch, Stim Patch	3	3
Backpack (Good)	-	1	Shadowrun Bag			Slap Patch, Trauma Patch	-	1
Datachip	-	10	Ammo: APDS (Heavy Pistols)	-	60	Spare Clip (Ares Alpha)	-	5
Fairlight Caliban	-	1	Ammo: APDS (Assault Rifles)	-	160	Spare Clip (Ingram Smartgun X)	-	6
Glasses	4	1	Ammo: APDS (Submachine Guns)	-	224	Spare Clip (Cavalier Arms Crockett EBR)	-	5
Image Link, Low Light, Smartlink, Vision Magnification;			Ammo: APDS (Sniper Rifles)	-	120	Speed Loader (Onotari Arms Vagabond)	-	5
Ink Pen (Good)	-	1	Ammo: Capsule Rounds (Holdouts)	-	100	Speed Loader (Colt New Model Revolver)	-	2
Lighter (Good)	-	1	Bug Scanner	6	1	Stealth Tags	-	10
Linguasoft (Russian)	4	1	Crowbar	-	1	Survival Kit	-	1
Pack of Cigarettes	-	4	Detonator, Radio	1	3	Compass, Lighter, Lightweight Thermal Blanket, Matches, Several Days' Worth of Ration Bars, Water Purification Unit;		
Pocket Notebook	-	1	Detonator, Timer	1	3	Tag Eraser	-	1
Sony Emperor	-	1	DMSO	-	20	Tool Kit (Armorer)	-	1
			Duffel Bag (Good)	-	1			
			Duffel Bag (Nice)	-	1			
			Flashlight	-	1			
			Gas Mask	-	1			

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
Sony Emperor	Commlinks	2	0	0	2	2	SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;							
Fairlight Caliban	Commlinks	7	0	0	7	7	SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Datasoft (Corporate security procedures) , Datasoft (Corporate Politics) , Mapsoft (seattle area) ;							
PROGRAMS							
Datasoft (Corporate security procedures); Datasoft (Corporate Politics); Linguasoft 4 (Russian); Linguasoft 4 (Japanese); Mapsoft (seattle area);							

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
GMC Phoenix	5/3	4	6	2	10	9	3	17	4	2 R5 51
Acceleration Enhancement Rating 1; Armor (Concealed) Rating 3; Handling Enhancement Rating 1; Manual Control Override; Morphing License Plate; Smuggling Compartment (Dwarf, Human, Elf, or Ork); Smuggling Compartment Shielding; Spoof Chips; Sensor Array Rating 3										

LIFESTYLE	LEVEL	COST	DURATION	
Everett Apartment (Darlington, Everett, Seattle)	Medium	5,000¥	30 Months	SR5 369

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Enrique "Quique" Ramirez		Gun Runner	3	4
	Metatype: Human			
	Gender: Male			
	Age: Middle-Aged			
	Preferred Payment Method: Service (Shadowrunner Job)			
	Hobbies/Vice: Gambling (Cards)			
	Personal Life: Single			
	Type: Shadow Services			