


NAME/ALIAS: Snake Eyes (Snake Eyes)		PLAYER: Samu		MOVEMENT: 12/24	
METATYPE: Human		AGE: 31	SEX: Male	NUYEN: 140000	
HEIGHT: 181 cm	WEIGHT: 87 kg	HAIR: Black	EYES: Grey	SKIN: Black	
KARMA: 0	TOTAL KARMA: 0	STREET CRED: 0	NOTORIETY: 3	PUBLIC AWARE: 1	
COMPOSURE: 4	JUDGE INTENTIONS: 7	LIFT/CARRY: 11	LIFT/CARRY WEIGHT: 90 kg/60 kg	MEMORY: 4	

PERSONAL DATA

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 2	EDGE: 5	INITIATIVE: 10 + 1d6
AGILITY: 6 (7)	INTUITION: 5	CURRENT EDGE POINTS:	
REACTION: 5	LOGIC: 2	ESSENCE: 1,50	RIGGER INIT: 10 + 1d6
STRENGTH: 5 (6)	WILLPOWER: 2		MATRIX AR: 10 + 1d6 MATRIX COLD: 5 +DP + 3d6 MATRIX HOT: 5 +DP + 4d6

ATTRIBUTES

ACTIVE SKILLS					ACTIVE SKILLS					KNOWLEDGE SKILLS							
SKILL NAME	POOL	RTG	ATT	MOD	SKILL NAME	POOL	RTG	ATT	MOD	SKILL NAME	POOL	RTG	ATT	MOD			
Combat Active Skills					Social Active Skills					Language: English N N N N							
Archery (Bow)	8	(10)	1	7 (AGI)	0	Etiquette	3	1	2 (CHA)	0	Language: German	6	1	5 (INT)	0		
Automatics (Assault Rifles)	13	(15)	6	7 (AGI)	0	Impersonation	1	0	2 (CHA)	0	Language:	6	1	5 (INT)	0		
Blades	6		0	7 (AGI)	0	Instruction	1	0	2 (CHA)	0	Japanese						
Clubs	6		0	7 (AGI)	0	Intimidation	1	0	2 (CHA)	0	Area Knowledge: Seattle	6	1	5 (INT)	0		
Heavy Weapons (Machine Guns)	8	(10)	1	7 (AGI)	0	Leadership	3	1	2 (CHA)	0	Bars and Clubs (Biker)	6	(8)	1	5 (INT)	0	
Longarms	8		1	7 (AGI)	0	Leadership, Command	3	1	2 (LOG)	0	Combat Tactics (Ambush)	3	(5)	1	2 (LOG)	0	
Pistols (Semi-Automatics)	8	(10)	1	7 (AGI)	0	Leadership, Direct	6	1	5 (INT)	0	Firearms (Modification)	4	(6)	2	2 (LOG)	0	
Throwing Weapons	8		1	7 (AGI)	0	Fire					Gangs	6		1	5 (INT)	0	
Unarmed Combat (Cyber Implants)	13	(15)	6	7 (AGI)	0	Negotiation	3	1	2 (CHA)	0	Security Tactics (Rapid Response)	3	(5)	1	2 (LOG)	0	
Physical Active Skills					Technical Active Skills					Underworld 6 1 5 (INT) 0							
Animal Handling	1		0	2 (CHA)	0	Armorer (Firearms)	5	(7)	3	2 (LOG)	0						
Disguise	6		1	5 (INT)	0	Computer	1		0	2 (LOG)	0						
Diving	6		1	5 (BOD)	0	Cybercombat	1		0	2 (LOG)	0						
Escape Artist	8		1	7 (AGI)	0	Cybertechnology	3		1	2 (LOG)	0						
Free-Fall	6		1	5 (BOD)	0	Demolitions (Commercial Explosives)	3	(5)	1	2 (LOG)	0						
Gymnastics	8		1	7 (AGI)	0	First Aid	3		1	2 (LOG)	0						
Palming	8		1	7 (AGI)	0	Forgery	8		1	7 (AGI)	0						
Perception (Visual)	6	(8)	1	5 (INT)	0	Hacking	1		0	2 (LOG)	0						
Running	7		1	6 (STR)	0	Locksmith	8		1	7 (AGI)	0						
Sneaking	8		1	7 (AGI)	0	Medicine	3		1	2 (LOG)	0						
Survival	3		1	2 (WIL)	0	Navigation	6		1	5 (INT)	0						
Swimming	7		1	6 (STR)	0	Vehicle Active Skills											
Tracking	6		1	5 (INT)	0	Gunnery	8		1	7 (AGI)	0						
Social Active Skills					Pilot Ground Craft 6 1 5 (REA) 0												
Con (Fast Talk)	3	(5)	1	2 (CHA)	0	Pilot Watercraft	4		0	5 (REA)	0						

SKILLS

PHYSICAL LIMIT: 8	MENTAL LIMIT: 4	SOCIAL LIMIT: 3
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LIMITS

CONTACT NAME	TYPE	CONNECTION	LOYALTY/INCIDENCE
Bouncer	Enemy	2	1
Ex-Cop (Lone Star)	Contact	3	2
Fixer	Contact	4	2
Gang Boss	Contact	4	5
Gang Member (Ancients)	Enemy	3	1
Mr Johnson	Contact	4	2
Street Doc	Contact	4	3
Triad Member	Enemy	2	3

CONTACTS & ENEMIES

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		-3			Down
	Down	OVR			
OVR	OVR	OVR			
OVR	OVR	DEAD			

CONDITION MONITOR

QUALITY NAME	SR
Addiction (Severe) (Adrenalin)	SR5 78
Ambidextrous	SR5 71
Quick Healer	SR5 77
Toughness	SR5 77
Will to Live (Rating 1)	SR5 77

QUALITIES

ARMOR	VALUE	SR
TOTAL	21	
Armor Jacket	12	SR5 437
Clothing	0	SR5 437
Diving Armor	7	RG 80
Chemical Protection 4		
Helmet	2	SR5 438
Lined Coat	9	SR5 437

ARMOR

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	SR
Ares Alpha	13 (15)	7	11P	-2	SA/BF/FA	10	42(c)	SR5 428
Bipod; Flashlight, Standard; Gas-Vent 3 System; Laser Sight; Shock Pad; Silencer; Smartgun System, Internal								
	S: 0-25	M: 26-150	L: 151-350	E: 351-550				
Und. Ares Alpha Grenade Launcher	8	6	Grenade	-	SS	2	6(c)	SR5 428
Ares Predator V	8 (10)	7	8P	-1	SA	2	15(c)	SR5 426
Concealed Quick-Draw Holster; Flashlight, Standard; Laser Sight; Silencer; Smartgun System, External								
	S: 0-5	M: 6-20	L: 21-40	E: 41-60				
Bow (Rating 6)	8 (10)	6	8P	-1	SS	2	1	SR5 423
	S: 0-6	M: 7-60	L: 61-180	E: 181-360				
Enfield AS-7	8	6	13P	-1	SA/BF	3	10(c) or 24(d)	SR5 429
Laser Sight; Shock Pad; Smartgun System, External; Sound Suppressor								
	S: 0-15	M: 16-30	L: 31-45	E: 46-60				
Grenade: Flash-Bang	8	8	10S (10m Radius)	-4		2	0	SR5 435
	S: 0-12	M: 13-24	L: 25-36	E: 37-60				
Grenade: Fragmentation	8	8	18P(f) (-1/m)	+5		2	0	SR5 435
	S: 0-12	M: 13-24	L: 25-36	E: 37-60				
Grenade: High Explosive (Aerodynamic)	8	8	16P (-2/m)	-2		2	0	SR5 435
Grenade: Thermal Smoke	8	8	(10m Radius)	-		2	0	SR5 435
	S: 0-12	M: 13-24	L: 25-36	E: 37-60				
Marlin X71	8	7	12P	-4	SS	4	5(m)	GH3 30
Bipod; Extreme Environment Modification, Level 1; Imaging Scope; Smartgun System, External								
	S: 0-50	M: 51-250	L: 251-500	E: 501-750				

RANGED WEAPONS

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	SR
Spurs	13 (15)	8	9P	-2	0	SR5 458
Unarmed Attack	13	8	8P	-	0	SR5 132

MELEE WEAPONS

IMPLANT	ESSENCE	GRADE	SR
Bone Lacing (Aluminum)	1	Standard	SR5 454
Cybereyes Basic System Rating 2	0,3	Standard	SR5 453
Image Link; Thermographic Vision; Smartlink; Low-Light Vision; Flare Compensation			
Datajack	0,1	Standard	SR5 452
Dermal Plating Rating 2	0,8	Alphaware	SR5 454
Internal Air Tank Rating 1	0,25	Standard	SR5 455
Muscle Replacement Rating 1	1	Standard	SR5 455
Orthoskin Rating 3	0,75	Standard	SR5 459
Spurs	0,3	Standard	SR5 458

CYBERWARE/BIOWARE

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Suzuki Mirage (Racing Bike)	5/3	3	6	1	5	6	2 (0)	11	1	3 SR5 462
Weapon Mount										
Sensor Array Rating 2										
WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO			
AK-97	13 (15)	7	10P	-2	SA/BF/FA	3	38(c)	SR5 428		
Laser Sight; Shock Pad; Smartgun System, External; Sound Suppressor										
S: 0-25 M: 26-150 L: 151-350 E: 351-550										
RANGED WEAPONS										
VEHICLE/DRONE										
COMMLINK	DEVICE RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL					
Renraku Sensei	3	0	0	3	3	SR5 438				
ACCESSORIES										
COMMLINK/PROGRAMS										
LIFESTYLE	MONTHS									
My Life (TM)	1 SR5 373									
Lifestyle: High										
Qualities: Extra Secure [+20%]; Special Work Area [1000]										
Valepersoona #1	1 SR5 373									
Lifestyle: Street										
Qualities: Cramped [-10%]; Dangerous Area [-20%]										
LIFESTYLE										
NAME	RTG.	QTY.	NAME	RTG.	QTY.	NAME	RTG.	QTY.		
Ammo: APDS (Assault Rifles)	-	100	Datasoft (Firearms)	-	1	Light Stick	-	4	SR5	449
Ammo: APDS (Sporting Rifles)	-	20	Detonating Cord, High Yield (meter)	6	1	Magnesium Torch	-	5	SR5	449
Ammo: APDS (Heavy Pistols)	-	50	Detonator, Radio	3	2	Mapsoft (The Big S)	-	1	SR5	441
Ammo: Explosive Rounds (Assault Rifles)	-	100	Detonator, Timer	1	1	Medkit	3	1	SR5	450
Ammo: Explosive Rounds (Sporting Rifles)	-	10	DocWagon Contract, Basic	-	1	Micro Flares	-	2	SR5	449
Ammo: Explosive Rounds (Heavy Pistols)	-	25	Electronic Paper	-	1	Rapelling Gloves	-	1	SR5	449
Ammo: Gel Rounds (Assault Rifles)	-	250	Fake License (Firearms License)	3	1	Restraint, Metal	-	1	SR5	447
Ammo: Gel Rounds (Heavy Pistols)	-	25	Fake License (Driver's License)	2	1	Restraint, Plastic	-	10	SR5	447
Ammo: Regular Ammo (Assault Rifles)	-	1000	Fake License (Restricted Cyberware License)	4	1	Safety Fuse (meter)	-	1	RG	197
Ammo: Regular Ammo (Shotguns)	-	100	Fake License (Restricted Bioware License)	4	1	Sensor Tags	-	10	SR5	440
AR Gloves	-	1	Fake SIN (Valepersoona #1 Matt Petersen)	1	1	Shopsoft (Guns)	-	1	SR5	441
Arrow: Explosive Head	1	5	Flashlight	-	1	Slap Patch, Antidote Patch	4	1	SR5	451
Arrow: Screamer Head	1	2	Gecko Tape Gloves	-	1	Slap Patch, Stim Patch	6	2	SR5	451
Arrow: Standard	2	50	Grenade: Flash-Bang	-	4	Slap Patch, Tranq Patch	6	2	SR5	451
Autopicker	4	1	Grenade: Fragmentation	-	2	Slap Patch, Trauma Patch	-	1	SR5	451
Biomonitor	-	1	Grenade: High Explosive (Aerodynamic)	-	4	Standard Tags	-	10	SR5	440
Certified Credstick, Silver	4	1	Grenade: Thermal Smoke	-	6	Stealth Tags	-	10	SR5	440
Certified Credstick, Standard	-	1	Holster	-	1	Survival Kit	-	1	SR5	449
Datachip	-	10	Jammer, Area	4	1	Tool Kit (Firearms B/R/M)	-	1	SR5	443
GEAR										

Kova mies kevlarilla vuoratun poplarin sisällä omaa heikkoja kohtia, mutta niistä eivät muut tiedä.

DESCRIPTION

Mukana jengissä. Oma jonkin verran vihollisia. Ja sitä rataa...

BACKGROUND

Street Samurai

CONCEPT

Muistiinpanot tähän.

NOTES