

SWITCH

NAME: Jacob Taylor as "Switch"					
PLAYER:					
METATYPE:	Human	HEIGHT:	5' 8"	AGE:	16
SEX:	Male	EYES:	Green	WEIGHT:	140lbs
HAIR:	Black	NOTORIETY:	0	SKIN:	White
STREET CRED:	0	JUDGE INTENTIONS:	8	PUBLIC AWARENESS:	0
COMPOSURE:	7	LIFT/CARRY WEIGHT:	45 kg / 30 kg	MEMORY:	13
LIFT/CARRY:	5	SWIM:	2 (1m/hit)	PRIMARY ARM:	Right
MOVEMENT:	4/8 (2m/hit)	KARMA:	2	CAREER KARMA:	0
NUYEN:	1,593¥				

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 2	CHARISMA: 2	EDGE: 3	INITIATIVE: 12 +1D6
AGILITY: 2 (4)	INTUITION: 5 (6)	CURRENT EDGE POINTS:	
REACTION: 4 (6)	LOGIC: 6 (8)	ESSENCE: 1.70	RIGGER INITIATIVE: 12 +1D6
STRENGTH: 2 (3)	WILLPOWER: 5		MATRIX AR: 12 +1D6 MATRIX COLD: 11 +4D6 MATRIX HOT: 11 +5D6

PHYSICAL LIMIT: 5	MENTAL LIMIT: 9	SOCIAL LIMIT: 4	ASTRAL LIMIT: 9
	Audio Enhancement: +1, Only for Perception (Hearing) Medkit: +6, Only for First Aid and Medicine Vision Enhancement: +3, Only for Perception (Visual)	Custom Ballistic Mask: +2, Only for Intimidation, Must be visible	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Animal Handling <small>CHA</small>	0	1	Heavy Weapons <small>AGI</small>	0	3	English <small>INT</small>		Native
Archery <small>AGI</small>	0	3	Impersonation <small>CHA</small>	0	1	Japanese <small>INT</small>	3	9
Armorer <small>LOG</small>	0	7	Instruction <small>CHA</small>	0	1	Data Havens <small>INT</small>	6	12
Automatics <small>AGI</small> (Assault Rifles +2)	6	10	Intimidation <small>CHA</small>	0	1	Matrix Threats <small>LOG</small>	6	14
Blades <small>AGI</small>	0	3	Leadership <small>CHA</small>	0	1	Shadow Community <small>INT</small>	3	9
Clubs <small>AGI</small>	0	3	Longarms <small>AGI</small>	0	3	Sprawl Life <small>INT</small>	4	10
Computer* <small>LOG</small>	5	13	Navigation <small>INT</small>	0	5			
Con <small>CHA</small>	0	1	Negotiation <small>CHA</small>	0	1			
Cybercombat <small>LOG</small>	6	14	Perception <small>INT</small> (Visual +2)	4	10			
Demolitions <small>LOG</small>	0	7	Performance <small>CHA</small>	0	1			
Disguise <small>INT</small>	0	5	Pilot Ground Craft <small>REA</small> (Bike +2)	1	7			
Diving <small>BOD</small>	0	1	Pilot Watercraft <small>REA</small>	0	5			
Electronic Warfare <small>LOG</small>	6	14	Pistols <small>AGI</small>	0	3			
Escape Artist <small>AGI</small>	0	3	Running <small>STR</small>	0	2			
Etiquette <small>CHA</small>	0	1	Sneaking <small>AGI</small>	0	3			
First Aid <small>LOG</small> (Gunshot Wounds +2)	2	10	Software* <small>LOG</small>	5	13			
Forgery <small>LOG</small>	0	7	Survival <small>WIL</small>	0	4			
Free-Fall <small>BOD</small>	0	1	Swimming <small>STR</small>	0	2			
Gunnery <small>AGI</small>	0	3	Throwing Weapons <small>AGI</small>	0	3			
Gymnastics <small>AGI</small>	0	3	Tracking <small>INT</small>	0	5			
Hacking <small>LOG</small> (Devices +2)	6	14	Unarmed Combat <small>AGI</small>	0	3			
Hardware* <small>LOG</small>	5	13						
			* Electronics		5			

QUALITY	
Codeslinger: Hack on the Fly	SR5 72
Lightweight	CF 58
Overclocker	RF 148
Perfect Time	RF 148
Phobia (Uncommon, Moderate): Ghouls	RF 157
Vendetta: Old Teammate	RF 159

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK																											
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Natural Recovery Pool (1 day): 4	Natural Recovery Pool (1 hour): 7																											

RESISTANCE		POOL		
Radiation		7		
Judge Intentions		7		

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL		
Damage	22	22		
Fire	22	22		
Cold	22	22		
Electricity	22	22		
Acid	22	22		
Falling	22	22		
Fatigue	7			
Sonic	5			

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	7	7	Immune	7
Pathogen	7	7	Immune	7

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	7	7
Psychological	13	13

RESISTANCE - SPELLS		POOL
Direct, Mana		5
Combat Spells Direct, Physical		2
Indirect, Defense		12
Detection Spells		13
Decrease Attribute - Body		7
Decrease Attribute - Agility		9
Decrease Attribute - Reaction		11
Health Spells Decrease Attribute - Strength		8
Decrease Attribute - Charisma		7
Decrease Attribute - Intuition		11
Decrease Attribute - Logic		13
Decrease Attribute - Willpower		10
Illusion Spells Mana		13
Physical		14
Mental		13
Manipulation Spells Physical		5

IMPLANT	ESSENCE	GRADE	
Auto Injector	0.05	Standard	CF 82
Auto Injector Expansion	0.05	Standard	CF 82
Cerebellum Booster 1	0.20	Standard	CF 118
Cerebral Booster 2	0.40	Standard	SR5 460
Datajack	0.10	Standard	SR5 452
Obvious Full Arm (AGI 6, STR 3, Physical 5) (Left) Customized Agility 6; Armor 3; Built-in Toolkit;	1.25	Used	SR5 456
Obvious Full Arm (AGI 6, STR 3, Physical 5) (Right) Customized Agility 6; Armor 3;	1.25	Used	SR5 456
Reaction Enhancers 2	0.75	Used	SR5 455
Smartlink	0.25	Used	SR5 453

ARMOR	VALUE	EQUIPPED	
Armor Jacket	12	**	SR5 437
Custom Ballistic Mask Electrochromic Clothing Flare Compensation; Gas Mask; Image Link; Vision Magnification;	+2/0	**	RG 74
Other Modifiers	NaN		
Total	20		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]											
Ares Alpha	10 (12)	7	11P	-2	SA/BF/FA	8 (9)	63(c)		SR5 428										
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Assault Rifles	0-25	26-150	151-350	351-550															
Easy Breakdown (Powered); Extended Clip; Foregrip; Gas-Vent 3 System; Shock Pad; Smartgun System, Internal; Spare Clip; Spare Clip; Spare Clip; Under: Ares Alpha Grenade Launcher	3	6	Grenade	-	SS	2	6(c)		SR5 428										
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Ares Crusader II	10	7	7P	-	SA/BF	4	40(c)		SR5 427										
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Gas-Vent 2 System; Smartgun System, Internal; Sound Suppressor; Spare Clip; Spare Clip;																			

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Knife (Survival Kit)	3	5	4P	-1	0	SR5 422
Unarmed Attack	3	5	3S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY			
Ammo: APDS (Assault Rifles)	-	100	SR5 434	Cram	-	15	SR5 411	Jazz	-	2	SR5 411
Ammo: Explosive Rounds (Assault Rifles)	-	100	SR5 434	Data Tap	-	1	SR5 440	Medkit	6	1	SR5 450
Ammo: Gel Rounds (Assault Rifles)	-	200	SR5 434	Duffel Bag (Cheap)	-	3	RF 254	Savior Medkit	-	1	CF 152
Ammo: Regular Ammo (Assault Rifles)	-	300	SR5 434	Earbuds	2	1	SR5 445	Savior Medkit Supplies	-	3	CF 152
Ammo: Regular Ammo (Machine Pistols)	-	250	SR5 434	Audio Enhancement rating 1, Select Sound Filter rating 1;			Survival Kit	-	1	SR5 449	Compass, Lighter, Lightweight Thermal Blanket, Matches, Several Days' Worth of Ration Bars, Water Purification Unit;
Backpack (Good)	-	1	RF 254	Fake SIN (Lucas White)	4	1	SR5 442	Tag Eraser	-	1	SR5 441
Certified Credstick, Silver	-	1	SR5 442	Fake License rating 4 (Cyberdeck License) , Fake License rating 4 (Firearms License) ;			Tool Kit (Hardware)	-	1	SR5 443	
Certified Credstick, Standard	-	1	SR5 442	Fake SIN (Johnny Spinrad)	1	1	SR5 442				
				Goggles	6	1	SR5 443				
				Image Link, Thermographic Vision, Vision Enhancement rating 3;							
				Jammer, Directional	6	1	SR5 441				

DEVICE	CATEGORY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Renraku Tsurugi	Cyberdecks	3	7	2	5	6	SR5 439
Add Module, Baby Monitor, Biofeedback, Biofeedback Filter, Blackout, Browse, Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds, GPS Guidance System, Micro Trid-Projector, Music Player, Persona Firmware, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Configurator, Edit, Encryption, Evaluate, Exploit, Fly on a Wall, Fork, Hammer, Hardening, Increase Firewall Modification, Lockdown, Modify Matrix Attribute (Increase 1st, Decrease 4th), Multidimensional Coprocessor, Nuke-from-Orbit, Shell, Shredder, Signal Scrub, Sim Module, Hot, Smoke and Mirrors, Stealth, Toolbox, Universal Connector Cord (Meter), Virtual Machine, Wrapper;							
Meta Link	Commlinks	1	0	0	1	1	SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds, GPS Guidance System, Micro Trid-Projector, Music Player, Persona Firmware, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;							
Datachip	RFID Tags	1	0	0	0	0	SR5 440
Security Tags	RFID Tags	3	0	0	0	0	SR5 440
Standard Tags	RFID Tags	1	0	0	0	0	SR5 440
Stealth Tags	RFID Tags	3	0	0	0	0	SR5 440

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Horizon-Doble Revolution	5/3	3	4	2	6	6	2	15	1	2	R5 42
GridLink Override; Gyro-Stabilization; Morphing License Plate; Smart Tire; Spoof Chips; Sensor Array Rating 2											

LIFESTYLE	LEVEL	COST	MONTHS	
Coffin Motel	Low	2,025¥	1	SR5 369
Global Grid Subscription; Cramped; ;				

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Dr. F		Street Doc	3	2
Metatype: Ork Sex: Male Age: Middle-Aged Preferred Payment Method: Cash (Credstick) Hobbies/Vice: Social Habit (Cigarettes) Personal Life: Unknown Type: Shadow Services				
Ichabod		Fixer	4	3
Metatype: Dwarf Sex: Male Age: Young Preferred Payment Method: Cash (Credstick) Hobbies/Vice: Bad Habit (Novacoke) Personal Life: None of Your Damn Business Type: Shadow Services				
Nina		Tech Dealer	3	4
Metatype: Elf Sex: Female Age: Young Hobbies/Vice: Entertainment (RPGs, ARLARP, Graphic Novels) Personal Life: Single Type: Swag				

Concept

Decker turned sammy who's still new to shadowrunning.

Description

Scrawny nerd of a decker with a slightly oversized pair of cyberarms. Somewhat unsure of himself, doesn't talk much.

Background

Born into the barrens as Jacob Tailor. Switch was a kid who grew up fast. Orphaned at a young age he was raised by his half-brother Vincent who himself was little more than a teenager. As SINless the brothers didn't have much opportunities but Vincent managed to get by doing odd jobs while Jacob would learn the finer points of begging in the streets. Jacob was a curious child and a natural tinkerer, always taking things apart to see how they worked and did his best to put them back together. Despite the hardships Vincent saw that Jacob had something of a gift and would sometimes "find" old commlinks and other tech for Jacob when he could. Life was hard, but the brothers managed to get by.

But when Vincent turned 17 things changed. Odd jobs were drying up and Jacob was getting too old for begging to pull in the nuyen it once did. Vincent began disappearing, sometimes for days at a time refusing to say where he was going, and when he came back he came back with money. A lot of money. It wasn't hard for Jacob to figure out he had turned to the shadows. Jacob didn't protest at first. He trusted Vincent, and the money was a welcome change of pace, one time he even brought Jacob a cyberdeck, a nice one too, Jacob almost fainted when he saw it. But the shadows left their mark on his brother. After every few runs Vincent would have some new piece of chrome, some new gear, or some new wound. And it wasn't only his appearance that changed, Vincent seemed miserable, he laughed less, scowled more, was quicker to anger. Eventually Jacob was begging Vincent to retire, to give up running. Vincent would always go on about his big break, the run that would set them up for life.

The night Jacob answered the door to see not Vincent, but a thin wiry girl covered in talismens he immediately knew what it was about. Vincents team had been hired to escort an van through the barrens. But when Bolts, their rigger found out what was inside, he jacked into the van and hi-tailed it out of there after trying to murder the rest of the team. Vincent acted as a meat shield, taking a full auto burst from a heavy machine gun mounted drone to the chest, buying the rest of the team the time to escape.

Jacob was angry with grief. Angry at Vincent, at his murderer. But mostly angry at himself for not putting his foot down and forcing Vincent to give up running. After deliberating for a while Jacob did something that surprised even himself. He used the money Vincent had left to salvage what cyberware could be pulled from Vincents body and implant it into himself. Jacob entered the shadows as Switch, vowing to kill Bolts and avenge his brother.