PACKS

PRE-GENERATED AUXILLARY CHARACTER AND KIT SYSTEM (PACKS)

The Pre-generated Auxiliary Character and Kit System (PACKS) is a player and gamemaster aid to quickly assemble player and non-player characters using plug-and-play character **profiles** and equipment **kits**.

Each package and kit has a pre-calculated cost—a player simply spends that number of BPs or nuyen and adds the skills, gear, and resources in that profile or kit to their character sheet, saving them the time and effort of tedious calculation and poring through sourcebooks for specific items of gear.

Both packages and kits use only a fraction of the BPs available to a player in normal character generation.

PROFILES

Profiles are themed collections of skills and resources. Profiles contain a number of categories, and in each category are a number of entries. Each entry has a cost in BP [X], and sometimes Essence [0.X Ess] or nuyen [X¥]. The sum of the cost of the individual categories is given in parentheses next to the category and represents the cost for the entire category. The sum of the cost of the categories is the cost of the profile, which is noted in parentheses next to the profile name.

SAMPLE PROFILE

EVERYMAN (250 BP)
Requirements: Minimum attributes (Logic + Intuition) = 9.
Active Skills (200): Athletics Group 2 [20], Biotech Group 2 [20], Close Combat Group 2 [20], Cracking Group 2 [20], Electronics Group 2 [20], Firearms Group 2 [20], Influence Group 2 [20], Mechanic Group 2 [20], Outdoors Group 2 [20], Stealth Group 2 [20]
Knowledge Skills (50): Engineering Background 4 [8], English 3 [6], Japanese 2 [4], Magic Background 4 [8], Matrix Lore 4 [8], Sixth World History 4 [8], Trivia 4 [8]

The Everyman profile costs 250 Build Points. There are two categories in the profile: Active Skills and Knowledge Skills. In each category are a number of entries. Athletics 2 is an entry in the Active Skills category, and costs 20 BP.

REQUIREMENTS

Any requirements for the profile, such as required Qualities, minimum or suggested Attributes for the character taking the profile are included in this section. This is to ensure that player characters have the necessary Intuition and Logic attributes for the Knowledge Skills in the profile, that they do not take Magic or Resonance skills and resources without the appropriate Qualities to use them. Recommendations are made so that the character can use the listed equipment effectively.

REFERENCES

PACKS takes advantage of the many new character options provided in the core sourcebooks that expand on the material presented in the Shadowrun, Fourth Edition 20th Anniversary rulebook (SR4A), but just because you don't have all the sourcebooks doesn't mean you can't use PACKS. If you don't recognize something in the profile, swap it out for something else with an equivalent cost. There is a master list of tables in the back of the SR4A rulebook, and the compiled tables in the back of several core products are a good place to look if you don't recognize a piece of gear. Street Magic lists most spells and magical gear (the rest are in Digital Grimoire); Augmentation lists all bioware, cyberware, geneware, and nanocybernetics; and Arsenal has compiled tables for nearly every other piece of gear, including all weapons and vehicles.

In each entry, the following superscripts are used to denote gear, spells, adept powers, programs/complex forms, augmentations and (rarely) skills or specializations from a core sourcebook besides SR4A:

1 Street Magic
2 Arsenal
3 Augmentation
4 Unwired
5 Runner's Companion
6 Digital Grimoire

ACTIVE SKILLS

This section contains the profile's Active Skills, including Skill Groups. Active skills are covered in the *Shadowrun, Fourth Edition 20th Anniversary* rulebook. If you don't have a copy of *SR4A,* the Arcana and Enchanting skills are covered on p.24 of *Street Magic* and the Chemistry skill is covered on p.78 of *Arsenal*.

Remember that a character can only start the game with one Active Skill at 6 [7 with the Aptitude Quality] and all others at 4 or less *or* two Active Skills at 5 and all others at 4

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or less; also a character can only start with Skill Groups at a maximum of 4.

While each profile is balanced not to exceed these limits, players should keep these limitations in mind when building their characters—or when combining two or more profiles. If for whatever reason the character has too many high skills, lower them and spend the BPs somewhere else. Some Active skills come with specializations already included. Players should feel free to change these specializations to fit their character.

COMBINING PROFILES

Players can choose to purchase more than one profile, but they should be careful when doing so. Many times, different profiles will contain duplicate or conflicting entries, such as one profile having a single Active Skill while another profile has the entire Skill Group, or one profile that includes cybereyes and a second profile that includes cybereyes with a different set of options. In such cases, the character must decide which of the entries they want for their character; the other entry is cashed in and the BP or nuyen spent on something else.

KNOWLEDGE AND LANGUAGE SKILLS

Language and Knowledge Skills are as presented in *SR4A* and are grouped together here because of their identical costs. Remember that a character can only start the game with one Knowledge Skill at 6 (7 with the Aptitude Quality) and all others at 4 or less *or* two Knowledge Skills at 5 and all others at 4 or less. Also remember that characters start with a native Language Skill for free, denoted with an N on the character sheet.

Characters receive (Logic + Intuition) x 3 Knowledge and Language Skill points for free, and may purchase an equal number of points using BP—all Knowledge and Language skills in these profiles are assumed to be purchased using BP, not free Knowledge skill points. If you wish to use your free skill points with a profile, reduce the profile's cost accordingly.

Some Knowledge/Language skills come with specializations already included. Players should feel free to change these specializations to fit their character.

RESOURCES

During character creation, a player can convert 1 BP to 5,000¥ to purchase equipment, lifestyles, programs, and augmentations. In PACKS, these resources are spread out into a number of different categories.

Gear covers all weapons, drones, vehicles, foci, miscellaneous equipment, and lifestyles. Most of this equipment is presented in *SR4* and *Arsenal*, but some specific items are listed in other sourcebooks. *Street Magic* and *Digital Grimoire* include all enchanting gear, reagents, and some foci; *Augmentation* includes some biotech gear and nanotech items; and *Unwired* lists many commlink upgrades and add-ons. Following a gear entry will be the bracketed cost of that entry in nuyen. Players are normally limited to no more than 250,000¥ (50 BP) worth of gear during character creation, unless the player takes the Born Rich Quality (p. 96, *Runner's Companion*) which extends this limit to 300,000¥ (60 BP); so it is important to keep track

of how much you spend on each gear category so as not to exceed the limit. Each profile and kit is calculated not to exceed the limit, but in case you do end up spending too much, just take off enough items so that you're back under the 250,000¥ limit and convert the extra nuyen back to BP and spend the BP on something else.

All magical *foci* include a Bonding Cost, given in BPs, in the bracket right before the nuyen cost of the item. Both costs are worked into the total cost of the category. Spell and spirit foci are limited to a single category of spells or type of spirit, respectively; the player is free to change the stated category or spirit type to suit their character.

Lifestyles are generally presented as they are in *SR4A*, but some use the Advance Lifestyle Rules from *Runner's Companion*.

Programs include all types of software and are afforded their own category for ease of keeping track of them. Most programs are listed in *SR4* with some additional programs and advanced program options given in *Unwired*.

AUGMENTATIONS

Each sort of augmentation—**Cyberware, Bioware, Geneware,** and **Nanocybernetics**—has its own category, with the nuyen and Essence costs of each implant or procedure tracked separately. The total Essence cost from implants for each profile has been calculated and is listed with the BP cost for the entire profile—if you don't take any additional augmentations, then this is the amount you subtract from your starting Essence when finishing your character. If you take any additional implants, you will have to calculate your starting Essence separately by adding the cost of the implants to the appropriate category (see *Cyberware and Bioware*, p.86, *SR4A*).

Not all augmentations are compatible. All augmentations in a given profile are guaranteed to be compatible, but if you buy additional augmentations or combine two profiles, check to make sure that all your augmentations are allowed to be taken together.

- **Cyberware** is covered in *SR4A* (p.338) and *Augmentation* (p.32).
- **Bioware** is covered in *SR4A* (p.345) and *Augmentation* (p.61).
- **Nanocybernetics** is covered in *Augmentation* (p.111); any Essence loss from these implants adds to the **Cyberware** category when determining starting Essence.
- **Geneware** is covered in *Augmentation* (p.87); any Essence loss from these implants adds to the **Bioware** category when determining starting Essence.

COMPLEX FORMS

A beginning character cannot have more complex forms than 2 x their Logic attribute. Profiles with this category have a minimum Logic requirement; if the character does not meet this minimum, the character will have to get rid of some complex forms and spend the BP on something else. Conversely, if the character starts out with a higher Logic than necessary, the player can choose to buy more complex forms.

Some of the Complex Forms in the profiles are based on programs introduced in *Unwired* and *Arsenal*.

SPELLS

A beginning character cannot have more spells than 2 x their Spellcasting or Ritual Spellcasting skill, whichever is higher. Each profile with this category has the correct number of spells for the character's Spellcasting or Ritual Spellcasting skill rating, but if one of these skills is lowered, the character will have to get rid of some spells and spend the BP on something else. Conversely, if the character starts out with a higher skill than necessary, the player can choose to buy more spells.

Some spells may be designated as limited (*Limited Spells*, p.172, *SR4*) with an * and a note at the bottom of the profile. Players that do not wish for their characters to use fetish-dependent spells may ignore this notation, but in this case they do not benefit from the fetishes in the profile either.

Spells used in profiles may be taken from *SR4A, Street Magic* or *Digital Grimoire*.

SPIRITS

The Force of any bound spirit purchased during character generation is equal to the character's Magic attribute; the maximum number of services it can owe is equal to the character's Summoning skill. Profiles with spirits have the correct number of services calculated and paid for; if the character's Summoning skill is lowered, cash in the extra services and spend the BP on something else. Likewise, if the character's Summoning skill is raised, the player may buy more services.

New spirit types are introduced in *Street Magic*.

SPRITES

The Rating of any registered sprite purchased during character generation is equal to the character's Resonance attribute; the maximum number of tasks it can owe is equal to the character's Compiling skill. Profiles with sprites have the correct number of tasks calculated and paid for; if the character's Compiling skill is lowered, cash in the extra tasks and spend the BP on something else. Likewise, if the character's Compiling skill is raised, the player may buy more tasks.

New sprite types are introduced in *Unwired*

SAMPLE KIT

ALTERNATE IDENTITY (25,000¥:5 BP)
Lifestyle (2,000¥): Low lifestyle (1 month) [2,000¥]
Commlink (9,500¥): Hermes Ikon (running Iris Orb, Response upgraded to 5, w/biometric readers (cellular, face recognition, fingerprint, retina, voice recognition), optimization (Edit)⁴) [9,500¥]
Programs (500¥): Edit 5 [500¥], Scan 1 [0¥]
Clothing and Armor (500¥): Quick-change outfits [500¥]
Misc. Gear (12,500¥): 50 scent-masking cigarettes[2] [500¥], area jammer (2) [1,000¥], disguise kit[2] [500¥], fake SIN (3) [3,000¥], nanopaste disguise (small, 14 uses) [7,000¥], voice mask [500¥]

The Alternate Identity kit costs 25,000¥. There are five categories in the kit: Lifestyle, Commlink, Programs, Clothing and Armor, and Misc. In each category are a number of entries, each of which has a listed cost. Edit 5 is an entry in the Programs category and costs 500¥.

CONTACTS

Most of the contacts listed use the standard contact rules given in *SR4A*; some group and virtual contacts use the advanced contact rules given in *Runner's Companion*.

NOTES

Any additional notes on the profile or kit entries will be given here.

MULTIPLE KITS

Players can choose to purchase more than one kit for their character—or even the same kit more than once, if they have enough nuyen. In some cases, kits will contain duplicate entries—if they player doesn't wish to buy the same item twice, she can remove the extra entry and modify the cost of the kit accordingly. This also applies if the character would receive duplicate or redundant gear from taking a kit and a profile.

KITS

Kits cover specific collections of weapons, armor, vehicles, lifestyles, programs, and other gear, and like Character Profiles are divided into categories with individual entries. Kit costs are denoted in nuyen and the equivalent in BP [X ¥:X BP]. This double listing is for the player's convenience; the nuyen cost makes it easier for players to purchase kits when buying equipment using starting cash, and the BP cost makes it easier to budget your BPs for the kit you want to buy later. Players do not pay the nuyen *and* BP cost, only one or the other. Remember you cannot spend more than 250,000¥ (50 BP) during character generation, unless you take the Born Rich Quality.

LIFESTYLE

This is a character's lifestyle or lifestyles, if they maintain more than one, and how many months they have pre-paid for it. A character's highest lifestyle determines how much Starting Nuyen they begin the game with (*Starting Nuyen*, p.86, *SR4*).

COMMLINK

A character's commlink (or commlinks) is their connection to the global Matrix, which most people in the Sixth World interact with daily and automatically. Commlinks may come equipped with various accessories, upgrades, and modifications.

PROGRAMS

These are the programs you have installed onto your commlink(s). All commlinks come with Scan 1 by default; this program is listed for completeness only. Programs may include skillsofts, Matrix games, unrated programs, and other software. Any Program Options (p.114, *Unwired*) will be clearly marked.

CLOTHING AND ARMOR

This section describes your character's protective gear and outfits, from regular clothing to military-grade armor. Any armor upgrades or add-ons will be included, and a final armor Rating is listed. Related items like shields and helmets are included here as well. Some items will include armor modifications

(p.327, *SR4A*).

WEAPONS

All weapons that are not implanted into the character's body or installed in a drone or vehicle are listed here, including all melee weapons, firearms, and various ranged weapons. Any ammunition, modifications (p.148, *Arsenal*) or accessories for the weapon will also be listed.

VEHICLES AND DRONES

This section lists all vehicles and drones the character has, plus whatever modifications, upgrades, or autosofts they might have.

MISC. GEAR

Anything not covered by the above categories is lumped in here.

Players may purchase a PACKS character profile or equipment package at any point during character generation by paying the cost for the profile or package; the player marks off the BPs, Essence, and/or nuyen and records the contents of the package or profile on their character sheet.

PACKS AND KARMAGEN

Karma-based character generation (Karmagen) is an optional character generation system presented in *Runner's Companion* that allows players to create their characters out of a pool of Karma rather than Build Points. Players may use PACKS kits without change—a nuyen is a nuyen in either system! Using PACKS profiles is a little trickier, because the cost to advance skills and the cost of spells and the like is different in each character generation system.

At their option, players can also use PACKS with Karmagen. The Karma cost of a PACKS profile is equal to 1.8 x BP cost (round up in case of fractions) of the profile (or a category or entry in the profile). This is rough conversion—a player who takes the time to independently build the equivalent of a PACKS profile using Karmagen will notice that the "actual" cost of all categories and entries is different—but in this case you're trading those extra points for the ability to speed up the character generation process considerably.

GENERATING A CHARACTER

Igor is sitting in on a game at a friend's house and needs to build a character quickly. As this is a normal Shadowrun game, Igor will be making a 400 BP character.

STEP 1. CHOOSE METATYPE

Igor knows that he wants to play a dwarf, so he spends 25 BP, bringing his remaining total down to 375 BP. As a dwarf, his starting attributes are:

Attribute	Value
Body	2
Agility	1
Reaction	1
Strength	3
Charisma	1
Intuition	1
Logic	1
Willpower	2
Initiative	2
Essence	6
Edge	1

STEP 2. PICK QUALITIES

Igor decides to add the Martial Arts (Krav Maga) Positive Quality (5 BP) and two Maneuvers (4 BP): Disorient and Set-Up, bringing him down to 366 BP.

STEP 3. PURCHASE ATTRIBUTES

Igor decides he needs to buff up a little, so he spends 170 BP raising his attributes, bring his total down to 196 BP.

Attribute	Value	Cost
Body	4	20 BP
Agility	3	20 BP
Reaction	2	10 BP
Strength	4	10 BP
Charisma	1	0 BP
Intuition	5	40 BP
Logic	5	40 BP
Willpower	5	30 BP
Initiative	7	
Essence	6	
Edge	1	

STEP 4. PICK PACKS PROFILE

Glancing through the PACKS profiles, Igor decides he likes the Brawler and Cybertactician profiles, and will take both. Igor notes that both profiles have the Perception Active Skill—the Brawler at 3 [12], the Cybertactician at 2 [8]. Igor decides to keep Perception 3, and converts the other entry back into BP, bringing the total cost of both profiles to 100 BP (Brawler) + 100 BP (Cybertactician) – 8 (Cybertactician's Perception skill) = 192 BP.

Marking off 192 BP, leaving him with 4 BP, Igor copies both entries onto his character sheet.

Attribute	Value
Body	4
Agility	3
Reaction	2
Strength	4
Charisma	1
Intuition	5
Logic	5
Willpower	5
Initiative	7
Essence	4.4
Edge	1

Active Skills

Dodge	4 (Melee Combat +2)
Leadership	4 (Tactics +2)
Perception	3
Unarmed Combat	6 (Martial Arts +2)

Knowledge Skills

Gambling	3
Go	4
Martial Arts	5
Military Tactics	3
Pit Fighting Arenas	4
Police Tactics	3
Tactical Theory	4
Wargaming	2 (Grognards +2)

Cyberware

Attention Coprocessor (3, alphaware)
Encephalon (2, alphaware)
Internal Commlink (alphaware, customized Hermes Ikon running Iris Orb, Signal upgraded to 4, optimization (Tacsoft))

Programs

Browse	1
Decrypt	5
ECCM	4
Edit	3
Encrypt	5
Tacsoft	2
Tutorsoft (Leadership)	5
Tutorsoft (Perception)	5
Eurowar 2032	-
Virtual Person	- (2, Robert E. Lee, Sun Tzu)

Contacts

Bookie (Connection 1, Loyalty 1)
Fight Promoter (Connection 3, Loyalty 2)
Loyal Fangirl (Connection 1, Loyalty 5)
Underground Fighting Circuit (Group contact: Connection 2, Loyalty 1, sprawl-wide area of influence, 20-99 members)

STEP 5. ACQUIRE SKILLS

Igor gets (Logic + Intuition) x 3 = 30 free Knowledge and Language Skill points—he decides to spend these on Desert Wars 3, Famous Generals 4, Famous Martial Artists 4, German

4, Guns 3, Military History 4, Spanish 4, SWAT Tactics 4. For his native language, he picks English.

Attribute	Value
Body	4
Agility	3
Reaction	2
Strength	4
Charisma	1
Intuition	5
Logic	5
Willpower	5
Initiative	7
Essence	4.4
Edge	1

Active Skills

Dodge	4 (Melee Combat +2)
Leadership	4 (Tactics +2)
Perception	3
Unarmed Combat	6 (Martial Arts +2)

Knowledge Skills

Desert Wars	3
English	N
Famous Generals	4
Famous Martial Artists	4
Gambling	3
German	4
Guns	3
Go	4
Martial Arts	5
Military History	4
Military Tactics	3
Pit Fighting Arenas	4
Police Tactics	3
Spanish	4
SWAT Tactics	4
Tactical Theory	4
Wargaming	2 (Grognards +2)

Cyberware

Attention Coprocessor (3, alphaware)
Encephalon (2, alphaware)
Internal Commlink (customized Hermes Ikon running Iris Orb, Signal upgraded to 4, optimization (Tacsoft), alphaware)

Programs

Browse	1
Decrypt	5
ECCM	4
Edit	3
Encrypt	5
Tacsoft	2
Tutorsoft (Leadership)	5
Tutorsoft (Perception)	5
Eurowar 2032	-
Virtual Person	- (2, Robert E. Lee, Sun Tzu)

Contacts
Bookie (Connection 1, Loyalty 1)
Fight Promoter (Connection 3, Loyalty 2)
Loyal Fangirl (Connection 1, Loyalty 5)
Underground Fighting Circuit (Group contact: Connection 2, Loyalty 1, sprawl-wide area of influence, 20-99 members)

STEP 6. ASSIGN RESOURCES

With 4 BP left—and 40 BP already spent on equipment via his Cybertactician profile—Igor decides convert his 4 BP to nuyen to purchase equipment; at 5,000¥ per BP that gives him 20,000¥. Browsing through PACKS again, Igor buys the Basic Runner I kit and adds it to his character sheet.

As Igor is copying, he notices that he already has the Browse program from the Cybertactician profile at 1, and the Basic Runner I kit has it at 2. The Cybertactician profile gives him Edit 3 while the Basic Runner kit gives him Edit 2. Igor decides to keep Browse 2 and Edit 3 and converts Browse 1 and Edit 2 into 150¥. Igor spends 50¥ to buy some spare clips and ammo for his Colt L36. After that, he has 100¥ left, which will give him a +1 modifier when he rolls on the Starting Money Table.

Attribute	Value
Body	4
Agility	3
Reaction	2
Strength	4
Charisma	1
Intuition	5
Logic	5
Willpower	5
Initiative	7
Essence	4.4
Edge	1

Active Skills
Dodge	4 (Melee Combat +2)
Leadership	4 (Tactics +2)
Perception	3
Unarmed Combat	6 (Martial Arts +2)

Knowledge Skills
Desert Wars	3
English	N
Famous Generals	4
Famous Martial Artists	4
Gambling	3
German	4
Go	4
Guns	3
Martial Arts	5
Military History	4
Military Tactics	3
Pit Fighting Arenas	4
Police Tactics	3
Spanish	4
SWAT Tactics	4
Tactical Theory	4
Wargaming	2 (Grognards +2)

Cyberware
Attention Coprocessor (3, alphaware)
Encephalon (2, alphaware)
Internal Commlink (customized Hermes Ikon running Iris Orb, Signal upgraded to 4, optimization (Tacsoft), alphaware)

Gear
Low lifestyle (5 months)
Basic DocWagon contract (1 year)
CMT Clip (running Renraku Ichi w/AR gloves)
Colt America L36
Glasses (1, w/image link)
Fake SIN (3)
Lined coat (6/4)
Survival knife

Programs
Browse	2
Decrypt	5
ECCM	4
Edit	3
Encrypt	5
Scan	1
Tacsoft	2
Tutorsoft (Leadership)	5
Tutorsoft (Perception)	5
Eurowar 2032	-
Virtual Person	- (2, Robert E. Lee, Sun Tzu)

Contacts
Bookie (Connection 1, Loyalty 1)
Fight Promoter (Connection 3, Loyalty 2)
Loyal Fangirl (Connection 1, Loyalty 5)
Underground Fighting Circuit (Group contact: Connection 2, Loyalty 1, sprawl-wide area of influence, 20-99 members)

STEP 7. FINISHING TOUCHES

All done spending his BP, Igor finalizes his character by calculating his condition monitor and starting nuyen.

Attribute	Value
Body	4
Agility	3
Reaction	2
Strength	4
Charisma	1
Intuition	5
Logic	5
Willpower	5
Initiative	7
Essence	4.4
Edge	1

Condition Monitor: 10 Boxes

Positive Qualities
Martial Arts (Krav Maga, 1)

Martial Arts
+1 on Called Shots to disarm

Maneuvers
Disarm
Set-Up

Active Skills

Dodge	4 (Melee Combat +2)
Leadership	4 (Tactics +2)
Perception	3
Unarmed Combat	6 (Martial Arts +2)

Knowledge Skills

Desert Wars	3
English	N
Famous Generals	4
Famous Martial Artists	4
Gambling	3
German	4
Go	4
Guns	3
Martial Arts	5
Military History	4
Military Tactics	3
Pit Fighting Arenas	4
Police Tactics	3
Spanish	4
SWAT Tactics	4
Tactical Theory	4
Wargaming	2 (Grognards +2)

Cyberware
Attention Coprocessor (3, alphaware)
Encephalon (2, alphaware)
Internal Commlink (customized Hermes Ikon running Iris Orb, Signal upgraded to 4, optimization (Tacsoft), alphaware)

Gear
Starting nuyen: 650¥
Low lifestyle (5 months)
Basic DocWagon contract (1 year)
CMT Clip (running Renraku Ichi w/AR gloves)
Colt America L36 (w/2 extra clips of regular ammo)
Glasses (1, w/image link)
Fake SIN (3)
Lined coat (6/4)
Survival knife

Programs

Browse	2
Decrypt	5
ECCM	4
Edit	3
Encrypt	5
Scan	1
Tacsoft	2
Tutorsoft (Leadership)	5
Tutorsoft (Perception)	5
Eurowar 2032	-
Virtual Person	- (2, Robert E. Lee, Sun Tzu)

Contacts
Bookie (Connection 1, Loyalty 1)
Fight Promoter (Connection 3, Loyalty 2)
Loyal Fangirl (Connection 1, Loyalty 5)
Underground Fighting Circuit (Group contact: Connection 2, Loyalty 1, sprawl-wide area of influence, 20-99 members)

PICK-AND-KEEP

Players can quickly discard (or swap out) entries or categories of a profile that don't fit with the character they want to build, or that they're willing to get rid of in order to spend BPs on something they do want.

CUSTOMIZING KITS

Matteo decides to build a character based on the Dowser profile, but he wants his character to follow the Psionic tradition (p.4, *Digital Grimoire*). To start off with, he wants his character to focus on spells with the Psychic descriptor, so he swaps out the three entries in the Spells category for Mind Link, Thought Recognition, and Translate—and then decides to buy three more, since the profile only has three spells and with his Spellcasting skill Matteo's character can start with up to six.

The gear entries are mostly okay, but for flavor's sake Matteo changes the grimoire to a parapsychology textbook and changes the spells in it to better reflect his character's interests; he also changes the detection fetishes (or, as his character calls them, "psychic crystals") to apply to his area/extended spells. Finally, Matteo doesn't care for the Knowledge Skills category at all—he decides to just take it out and replace it with Parapsychology 6. The modified profile looks like this:

PSYCHIC (102 BP)
Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power.
Active Skills (70): Assensing 5 [20], Perception 5 [20], Sorcery Group 3 [30]
Knowledge Skills (12): Parapsychology 6 [12]
Spells (18): Area Thought Recognition* [3], Mind Link [3], Mind Net [3], Mind Net (Extended)* [3], Thought Recognition [3], Translate [3]
Gear (2): 2 "psychic crystals" (detection fetishes) [100¥], 3 doses of Sage[1] [3,900¥], Quicksilver Mana Sensitive Film Camera[2] w/20 plates [3,000¥], parapsychology textbook (spell formulae for the Borrow Sense[1], Clairaudience, Clairvoyance, Combat Sense, Mind Probe, and Translate[1] spells) [3,000¥]
Notes: Spells marked with an * are fetish-dependent.

MAGIC CHARACTER PROFILES

The following character profiles are intended for Awakened characters, featuring magical skills and resources unavailable to mundanes, and for non-Awakened characters conversant in the theory and technology of magic. Players can freely raid these profiles for Knowledge skillsets, contacts, and equipment that meet their needs and strike their fancy.

ASTRAL MARTIAL ARTIST (100 BP)

Requirements: Magician (15 BP) Quality, Astral Sight (5 BP) Quality, or the Adept (5 BP) or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attributes (Logic + Intuition) = 6.
Active Skills (68): Assensing 4 [16], Astral Combat (Spirits +2) 6 [26], Close Combat Group 1 [10], Dodge 4 [16]
Knowledge Skills (30): Astral Entities 4 [8], Famous Martial Artists 2 [4], Magic Background 6 [12], Martial Arts 3 [6]
Gear (2): 5 doses of Shade[2] [5,000¥], 5 Esprit "Petite Brume" grenades[2] [5,000¥]

COMBAT SORCERER (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) quality. Minimum Body 3 to wear armor without penalty.
Active Skills (64): Close Combat Group 2 [20], Counterspelling 5 (Combat Spells+2) [22], Spellcasting 5 (Combat Spells +2) [22]
Spells (30): Death Touch* [3], Detect Enemies (Extended) [3], Knockout* [3], Manaball* [3], Manabolt* [3], Powerball* [3], Powerbolt* [3], Shattershield[1]* [3], Stunball* [3], Stunbolt* [3]
Gear (5): 9 fetishes (Combat) [1,800¥], 4 doses of kamikaze [400¥], 1 dose of Deepweed [400¥], hardliner glove[2] weapon focus (Force 2) [2/20,100¥], Actioneer business clothes (Fire Resistant 2, Nonconductivity 3) (5/3) [2,300¥], Basic DocWagon contract (1 year) [5,000¥]
Notes: Spells marked with an * are fetish-dependent.

DOWSER (100 BP)

Requirements: Magician (15 BP) Quality, or the Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attributes (Logic + Intuition) = 4.
Active Skills (70): Assensing 5 [20], Perception 5 [20], Sorcery Group 3 [30]
Knowledge Skills (18): Divination Methods 3 (Tarot Reading +2) [8], Magic Background 5 [10]
Spells (9): Analyze Magic[1] [3], Astral Clairvoyance[1]* [3], Detect Magic (Extended)* [3]
Gear (3): Two fetishes (Detection) [100¥], 3 doses of Sage[1] [3,900¥], Quicksilver Mana Sensitive Film Camera[2] w/20 plates [3,000¥], scroll of spells (spell formulae for the Analyze Truth, Borrow Sense[1], Mana Window[1], Mindlink, Thought Recognition[1], and Translate spells[1]) [3,000¥], magical lodge materials (5) [2,500¥], scroll with divining focus[6] formula (Force 1) [2,500¥]
Notes: Spells marked with an * are fetish-dependent.

ELEMENTALIST (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attribute Charisma 2.
Active Skills (54): Conjuring Group 3 [30], Spellcasting 6 [24]
Knowledge Skills (4): Hermetic Theory 1 [2], Wu Jen Philosophy 1 [2]
Spells (36): Fire Aura[1] [3], Fireball [3], Fire Wall[1] [3], Firewater[1] [3], Firewater Aura[6] [3], Flamethrower [3], Hose[1] [3], Napalm[1] [3], Napalm Wall[6] [3], Tsunami[1] [3], Water Aura[1] [3], Water Wall[1] [3]
Spirits (6): Spirit of Fire (3 services) [3], Spirit of Water (3 services) [3]

EXORCIST (110 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.
Active Skills (86): Banishing 6 [24], Intimidation 4 [16], Negotiation 4 [16], Sorcery Group 3 [30]
Knowledge Skills (10): Demonology 1 (Exorcism +2) [4], Magic Background 3 [6]
Spells (6): Spirit Barrier[1]* [3], Spirit Zapper[1]* [3]
Gear (8): 2 fetishes (Manipulation) [600¥], 4 doses of deepweed [1,200¥], banishing focus (Force 3, shedim[1]) [3/15,000¥], magical lodge materials (5) [2,500¥], hollowed-out sacred text w/Walther PB-120[2] loaded with silver bullets[2] [700¥], Sylvestrine Breviary (spell formulae for Disrupt Summoning Focus[6], Spirit Barrier[1], and Spirit Zapper[1]) [5,000¥]
Notes: Spells marked with an * are fetish-dependent.

FOCUS ADDICT (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attribute Magic 4. Minimum Logic 4 to be able to have all foci active at once.
Active Skills (42): Blades 3 [12], Sorcery Group 3 [30]
Spells (18): Armor[1] [3], Bind[1] [3], Decrease Reflexes[1] [3], Enhance Aim[1] [3], Increase Reflexes [3], Resist Pain [3]
Gear (37): Power focus (Force 2) [2/50,000¥], 2 sustaining foci (each Force 3, one Health, one Manipulation) [6/60,000¥], nodachi[2] weapon focus (Force 2) [2/22,500¥], magical lodge materials (Force 5) [2,500¥]
Contacts (3): Talismonger (Connection 1, Loyalty 2) [3]

FORMER WAGE MAGE (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attributes (Logic + Intuition) = 3.
Active Skills (72): Blades 1 [4], Conjuring Group 3 [30], Etiquette 2 [8], Sorcery Group 3 [30]
Knowledge Skills (18): Corporate Background 3 [6], Magic Background 3 [6], Magical Security 3 [6]
Spells (9): Mana Barrier* [3], Powerbolt* [3], Stunbolt [3]
Gear (1): GloWand[2] [60¥], fetishes (one Combat, one Manipulation) [500¥], kris[2] [1,000¥], 2 fake licenses (4, glowand, kris) [800¥], magical lodge materials (Force 4) [2,000¥], manacase[2] [200¥], clothes (Hermetic robes) [440¥]
Notes: Spells marked with an * are fetish-dependent.

ILLUSIONIST (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.
Active Skills (54): Conjuring Group 3 [30], Spellcasting 6 [24]
Knowledge Skills (8): Legerdemain 2 [4], Psychology 2 [4]
Spells (36): Bugs[1] [3], Double Image[1] [3], Dream[1] [3], Foreboding[1] [3], Hot Potato[1] [3], Ignite [3], Mask [3], Mass Sight Removal[1] [3], Orgasm[1] [3], Sight Removal[1] [3], Stink[1] [3], Vehicle Mask[1] [3]
Spirits (2): Spirit of Man (2 services) [2]

MAGICAL HEALER (100 BP)

Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power.

Active Skills (72): Assensing 4 (Mystical Healing[3] +2) [18], Biotech Group 2 [20], Enchanting 4 (Mystical Healing[3] +2) [18], Spellcasting 4 [16]

Knowledge Skills (2): Massage 1 [2]

Spells (24): Antidote [3], Awaken[1] [3], Cure Disease [3], Diagnose[1] [3], Heal [3], Resist Pain [3], Stabilize [3], Stim[1] [3]

Gear (2): Assaying kit[1] [500¥], medkit (6, 8 refills of medkit supplies) [1,000¥], pouch of herbs (10 refined herbal reagents[1]) [1,000¥], bottle of dried frog pills (15 refined animal reagents[1]) [1,500¥], 2 trauma patches [500¥], *Magical First Aid Handbook* (spell formulae for Alleviate Allergy[1], Antidote, Awaken[1], Cure Disease, Diagnose[1], Heal, Nutrition[1], Resist Pain, Stabilize, Stim[1]) [5,000¥]

MANATECHNOLOGIST (0.2 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5.

Active Skills (30): Arcana 5 [20], Etiquette 2 (Magical +2) [10]

Knowledge Skills (28): Latin 4 [8], Magic Background 4 [8], Manatech 6 [12]

Bioware (0.2 Ess/8): Glow symbiont[3] [0.2 Ess/40,000¥]

Gear (3): Ambient magical potentiometer[2] [10,000¥], forensic thaumaturgy kit[2] [500¥], lucifer lamp[2] (w/9 half-hour bulbs) [500¥], PocketMage Library[2] (3) [1,800¥], Quicksilver camera[2] (w/8 manasensitive film plates) [2,700¥]

Contacts (31): MagickNet (Virtual contact; Connection 4, Loyalty 1; 100-1000 members, Global area of influence, most members have magical talents, pervasive Matrix integration) [23], Talismonger (Connection 4, Loyalty 4) [8]

RECON SHAMAN (100 BP)

Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attribute Charisma 2.

Active Skills (80): Assensing 5 [20], Conjuring Group 2 [20], Perception 5 [20] Sorcery Group 2 [20]

Spells (12): Astral Clairvoyance[1] [3], Clairaudience [3], Clairvoyance [3], Spatial Sense (Extended)[1] [3]

Spirits (4): Spirit of Air (2 services) [2], Spirit of Beasts (2 services) [2]

Gear (4): Summoning focus (Force 1, Watchers) [1/15,000¥]

RITUALIST (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.

Active Skills (42): Counterspelling 4 [16], Ritual Sorcery 6 (Geomancy[1] +2) [26]

Knowledge Skills (12): Geomancy 3 [6], Lip Reading 3 [6]

Spells (36): Astral Clairvoyance[1]* [3], Clairvoyance* [3], Cure Disease* [3], Dream[1]* [3], Foreboding[1]* [3], Heal* [3], Ignite* [3], Mindlink* [3], Offensive Mana Barrier[1]* [3], Pulse[1]* [3], Shattershield[1]* [3], Stunball* [3]

Gear (2): Fetishes (two Combat, three Detection, two Health, two Illusion, three Manipulation) [2,650¥], magical lodge materials (Force 6) [3,000¥], haunted apartment (7 LP advanced lifestyle[5]: Comforts 1, Entertainment 1, Necessities 2, Neighborhood 1, Security 1, Positive Quality: Aspected Domain, Negative Quality:

Haunted; 1,100¥/month, 3 months) [3,300¥], leechband[2] [450¥], wyrd mantis essence[2] [600¥]

Contacts (8): Mambo of Legba (Connection 2, Loyalty 2) [4], Wuxing Geomancer (Connection 2, Loyalty 2) [4]

Notes: Spells marked with an * are fetish-dependent.

STREET ALCHEMIST (100 BP)

Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attributes (Logic + Intuition) = 5.

Active Skills (66): Arcana 4 [16], Chemistry 1 (Awakened Drugs +2) [6], Enchanting 6 [24], Outdoors Group 2 [20]

Knowledge Skills (32): BADs 2 (Tempo +2) [6], Magic Background 5 [10], Magical Compounds 5 [10], Street Drugs 3 [6]

Gear (2): Assaying kit[1] [500¥], chemistry kit[2] [500¥], magical lodge materials (5) [2,500¥], 6 devil rat pelts (6 raw animal reagents[1]) [600¥], pouch of dried tobacco (5 refined plant reagents[1]) [500¥], joint (1 dose of Deepweed) [400¥],, *Altered Perceptions: A Grimoire* (spell formulae for Bugs[1], Crank[1], Enabler[1], Intoxication[1], Stim[1], Trid Entertainment, Trid Phantasm) [5,000¥]

STREET DRUID (75 BP)

Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power.

Active Skills (50): Arcana 1 [4], Assensing 1 [4], Astral Combat 1 [4], Blades 1 [4], Conjuring 2 Group [20], Enchanting 1 [4], Etiquette 1 (Street +2) [6], Survival 1 [4]

Knowledge Skills (10): Celtic Punk Bands 2 [4], Magic Background 2 (Druidism +2) [6]

Spirits (1): Spirit of Plants (1 service) [1]

Gear (7): Sickle weapon focus (Force 2, treat as tomahawk[2]) [2/20,150¥], lined coat [700¥], magical lodge materials (Force 2) [1,000¥], squatter lifestyle (6 months) [3,000¥], talislegging kit[1] [100¥], pouch of mistletoe (raw herbal reagent[1]) [50¥]

Contacts (7): Pagan Ganger (Connection 1, Loyalty 1) [2], Prostitute Interested In Druidism (Connection 2, Loyalty 3) [5]

STREET SHAMAN (120 BP)

Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attribute Charisma 2. Minimum attribute Body 3 to wear armor without penalty.

Active Skills (82): Assensing 2 [8], Conjuring Group 2 [20], Enchanting 1 (Refining +2) [6], Sorcery Group 3 [30], Survival 1 (Urban +2) [6], Exotic Melee Weapon (Whips) 3 [12]

Knowledge Skills (6): Magic Background 1 [2], Urban Legends 2 [4]

Spells (18): Heal [3], Levitate [3], Lightning Bolt [3], Physical Barrier [3], Shapechange [3], Stun Bolt [3]

Gear (7): Chain[2] weapon focus (Force 2) [2/20,100¥], lined coat (6/4) [700¥], magical lodge materials (Force 2) [1,000¥], squatter lifestyle (6 months) [3,000¥], talislegging kit [100¥], pouch of pigeon feathers (2 raw animal reagents[1]) [100¥]

Contacts (7): Homeless kid (Connection 1, Loyalty 1) [2], Urban Tribe Member (Connection 2, Loyalty 3) [5]

STREET WITCH (100 BP)

Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum Body 3 to wear armor without penalty.

Active Skills (56): Arcana 2 [8], Assensing 2 [8], Blades 1 [4], Enchanting 2 [8], Etiquette 1 (Street +2) [6], Spellcasting 4 [16], Survival 1 (Urban +2) [6]

Knowledge Skills (8): Fortune Telling 2 [4], Magic Background 1 [2], Wicca 1 [2]

Spells (15): Heal [3], Intoxication[1] [3], Influence [3], Turn to Goo [3], Trid Entertainment [3]

Gear (7): Athame (stacked[1] knife weapon focus (Force 1)/ sustaining focus (Force 1, Manipulation)) [2/20,020¥], lined coat (6/4) [700¥], magical lodge materials (Force 2) [1,000¥], squatter lifestyle (6 months) [3,000¥], talislegging kit[1] [100¥], pouch of cat bones (3 raw animal reagents[1]) [150¥], book of shadows closed with key lock (3) [30¥]

Contacts (14): Roma Grandmother (Connection 2, Loyalty 6) [8], Hedge Witch (Connection 2, Loyalty 4) [6]

TALISLEGGER (100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 8.

Active Skills (48): Close Combat Group 2 [20], Survival 5 [20], Throwing Weapons 2 [8]

Knowledge Skills (48): Botany 4 (Parabotany +2) [10], Geology 4 (Parageology +2) [10], Magic Background 2 [4], Metallurgy 4 (Orichalcum +2) [10], Talismongers 2 [4], Zoology 4 (Parazoology +2) [10]

Gear (2): Smart pack[2] [500¥], 2 ration pouches[2] (w/3-day supply of rations[2], each) [130¥], 2 smart canteens[2] [10¥],

ADEPT SETS

Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, minimum Magic attribute as noted.

PACKS does not include any profiles specifically for adept characters—this isn't to discourage the use of adept, but many adepts are essentially characters that use magic to exceed the limits of mundane ability, and adept abilities can be added to nearly many of the profiles given very easily. Instead of additional profiles, listed below are adept sets—a collection of adept powers for a given Magic rating.

Each set has a number of adept abilities, with the cost in power points listed afterwards [X.X], so that players can easily swap out powers to suit their character. In the case of mystic adepts, the character must have dedicated the requisite number of Magic points to somatic powers in order to take a set.

MAGIC 1

Fist of Thunder: Elemental Strike[1] (Electricity) [0.5], Killing Hands [0.5]

Sentinel: Enhanced Perception (1) [0.25], Improved Senses (Improved Smell, Improved Taste, Low Light Vision) [0.75]

The Voice: Commanding Voice[1] [0.25], Improved Senses (Sound Dampening) [0.25], Voice Control [0.5]

MAGIC 2

Arcane: Astral Perception [1.0], Cloak[1] (1) [0.25], Magic Sense[1] [0.5], Piercing Senses[1] (1) [0.25]

Healer: Empathic Healing[1] [0.5], Pain Relief[1] [1.0], Rapid Healing (2) [0.5]

Willworker: Heightened Concentration[6] [1.0], Indomitable Will[6] (2) [0.5], Iron Will[1] (2) [0.5]

MAGIC 3

Gunslinger Adept: Combat Sense (2) [1.0], Improved Ability (Pistols) (3) [1.5], Quick Draw[1] [0.5]

Rememberer: Analytics[1] (3) [0.75], Cool Resolve[1] (1) [0.25], Eidetic Sense Memory[1] [0.5], Linguistics[1] [0.25], Memory Displacement[6] [0.25], Multitasking[1] [0.5], Three-Dimensional Memory[1] [0.5]

Stabby Adept: Improved Ability (Blades 3) [1.5], Improved Reflexes (1) [1.5]

Striker: Counterstrike[1] (1) [0.5], Critical Strike (3) [0.75], Inertia Strike[1] [0.5], Killing Hands [0.5], Penetrating Strike[1] (3) [0.75]

MAGIC 4

Aura Auger: Astral Perception [1.0], Enhanced Perception (4) [1.0], Heightened Concentration[6] [1.0], Piercing Senses[1] (4) [1.0]

Bluffer: Cool Resolve[1] (4) [1.0], Improved Ability (Intimidation) (2) [0.5], Improved Ability (Negotiation) (4) [1.0], Kinesics (3) [1.5]

Negamage: Cloak[1] (4) [1.0], Iron Will[1] (2) [1.0], Spell Resistance (2) [2.0],

MAGIC 5

Free Runner: Freefall[1] (4) [1.0], Gliding[1] [1.0], Great Leap (4) [1.0], Traceless Walk[1] [1.0], Wall Running[1] [1.0]

Ki Master: Attribute Boost (Agility) (5) [1.25], Attribute Boost (Body) (5) [1.25], Attribute Boost (Reaction) (5) [1.25], Attribute Boost (Strength) (5) [1.25]

Tank: Elemental Resistance[6] (Acid, Cold, Electricity, Fire) [2.0], Mystic Armor (5) [2.5], Supernatural Toughness[6] (1, Physical) [0.5]

MAGIC 6

Einar: Berserk[1] [1.0], Combat Sense (3) [1.5], Heightened Concentration[6] [1.0], Living Focus[1] [1.0], Rooting[1] (6) [1.5]

Silent Way Adept: Cloak[1] (6) [1.5], Improved Ability (Disguise 3, Infiltration 3, Palming 3, Shadowing 3) [3.0], Improved Senses (Low-Light Vision) [0.25], Memory Displacement[6] [0.25], Traceless Walk[1] [1.0]

Twitch: Improved Reflexes (3) [4], Improved Ability (Dodge 3) [1.5], Quick Draw[1] [0.5]

Yogin: Facial Sculpt[1] (6) [1.5], Melanin Control[1] [0.5], Metabolic Control[1] [0.5], Nimble Fingers[1] [0.25], Pain Resistance (6) [3.0], Sustenance[1] [0.25]

Zen Disciple: Blind Fighting[1] [0.5], Improved Physical Attribute (Reaction) (2) [1.5], Improved Reflexes (3) [4.0]

talislegger kit[1] [100¥], 2 tomahawks[2] [300¥], machete (treat as large Cougar fineblade knife[2]) [900¥], sleeping bag[2] [75¥], tent[2] [75¥], ghillie suit[2] [500¥], camouflage suits[2] (arctic, desert, jungle, temperate forest, urban) [6,000¥], glowand[2] [60¥], leechband[2] [450¥], manacase[2] [200¥], wyrd mantis essence[2] [600¥], bag of black sand (2 raw iron reagents[1]) [100¥]
Contacts (2): Rogue Sasquatch (Connection 1, Loyalty 1) [2]

THEORETICAL THAUMATURGIST (50 BP)
Requirements: Minimum attributes (Logic + Intuition) = 4.
Active Skills (24): Arcana 6 [24]
Knowledge Skills (22): Magic Background 6 [12], Manatech 4 [FAB +2] [10]
Gear (1): Assaying kit[1] [500¥], forensic thaumaturgy kit[2] [500¥], magical lodge materials (6) [3,000¥], Ruger super warhawk (w/30 silver bullets[2]) [1,000¥]
Contacts (3): Loremonger (Connection 2, Loyalty 1) [3]

MATRIX CHARACTER PROFILES

The following character profiles are intended for Matrix-oriented characters, including hackers, riggers, and technomancers. Several of the profiles feature Resonance skills and technomancer-specific resources unavailable to regular hackers. The wireless Matrix is nearly omnipresent in the Sixth World, and the variety of roles Matrix characters can play is surprising.

'BOT HERDER (100 BP)
Requirements: Minimum attributes (Logic + Intuition) = 8.
Active Skills (20): Cracking Group 2 [20]
Knowledge Skills (46): Data Havens 4 [8], Famous Crackers 5 [10], German 3 [6], Japanese 1 [2], Matrix Law 1 [2], Matrix Theory 2 [4], Pirate Networks 5 [10], Valuable Warez 2 [4]
Gear (15): 50 datachips [50¥], 2 doses of Overdrive[2] [300¥], 'bots (50 unrestricted agents[4] with Pilot 1) [60,000¥], customized Transys Avalon [Response upgraded to 5, running Novatech Navi, customized interface[4], AR gloves, biometric reader, datalock module[4] (w/ Encrypt 5), sim module modified for BTL/hot-sim, skinlink, satellite link] [12,150¥], nanopaste trodes [100¥], fake license (commlink, 4) [400¥], fake SIN (2) [2,000¥]
Programs (4): Analyze 5 (Optimization[4] 2) [700¥], Browse 5 (Optimization[4] 2) [700¥], Edit 5 (Optimization[4] 2) [700¥], Encrypt 2 [100¥], Exploit 4 [4,000¥], Reality Filter 5 (Optimization[4] 2) [700¥], Scan 2 [100¥], Spoof 4 [4,000¥], Stealth 4 [4,000¥], Track 4 [4,000¥]
Contacts (15): Warezhouse 24 (Virtual group contact: Connection 3, Loyalty 1, Global area of influence, Active Matrix Presence, 100-1000 members) [15]

COMBAT RIGGER (0.5 ESS/100 BP)
Active Skills (80): Cracking Group 2 [20], Electronics Group 2 [20], Gunnery 5 [20], Mechanic Group 2 [20]
Cyberware (0.5 Ess/2): Control Rig [0.5 Ess/10,000¥]
Gear (18): Automotive mechanic kit [500¥], hardware kit [500¥], industrial mechanic kit [500¥], Hermes Ikon (running Iris Orb, w/customized interface[4], directional antenna[4] (6), trodes, skinlink, skinweb array[4], sim module modified for BTL/hot-sim [5,050¥], 25 mesh tags[4] [50¥], GMC Bulldog Step

Van (w/rigger adaptation, 2 large drone racks) [45,500¥], 2 Cyberspace Designs Dragonfly drones[2] [5,000¥], 2 Steel Lynx drones (armed with Ares MP-LMGs[2]) [13,000¥], Ares Auxila Mk3[2] drone (w/mechanical grapple arm) [9,000¥], 3 50-round belts of regular LMG ammo [300¥], 4 100-round belts of EX-explosive LMG ammo [4,000¥], Secure Garage (7 LP advanced lifestyle[5]: Comforts 0, Entertainment 0, Necessities 2, Neighborhood 2, Security 3; 1,100¥ a month, six months paid in advance) [6,600¥]

CRACKER (0.7 ESS/100 BP)
Requirements: Minimum attributes (Logic + Intuition) = 3.
Active Skills (66): Electronics Group 4 [40], Hacking 6 (Exploit +2) [26]
Knowledge Skills (18): Cracker Underground 4 [8], Data Pirates 4 [8], Matrix Law 1 [2]
Cyberware (0.25 Ess/1): Datajack [0.1 Ess/500¥], Math SPU[3] [0.15 Ess/4,500¥]
Geneware (0.3 Ess/8): Dynomitan[3] [0.2 Ess/25,000¥], PuSHeD[3] [0.1 Ess/15,000¥]
Nanocybernetics (0.3 Ess/1): Flashback System[3] [0.3 Ess/5,000¥]
Gear (3): Certified credstick [25¥], contact lenses (3, w/flare compensation, image link, low light) [325¥], customized Fairlight Caliban (Response upgraded to 5, running Novatech Navi, optimization[4] (Exploit), customized interface[4], sim module modified for BTL/hot-sim, nanopaste trodes, skinlink) [14,650¥]
Programs (3): Browse 5 [500¥], Edit 5 [500¥], Encrypt 5 [500¥], Exploit 5 [5,000¥], Iris Antivirus[4] [1,500¥], Reality Filter 5 [500¥], Scan 5 [500¥], Sniffer 2 [1,000¥], Stealth 5 [5,000¥]
Notes: Programs will only run at a maximum rating 4 on the given commlink.

DATA MINER (100 BP)
Notes: Technomancer (5 BP) Quality. Minimum attributes Resonance 4, Charisma 4, and (Logic + Intuition) = 4.
Active Skills (66): Computer 3 [12], Data Search 6 [24], Tasking Group 3 [30]
Knowledge Skills (20): Databases 4 [8], Data Havens 4 [8], Libraries 2 [4]
Complex Forms (4): Browse 4 [4]
Sprites (10): 2 Courier Sprites (2 tasks each) [4], 2 Data Sprites (3 tasks each) [6]

DATASMITH (100 BP)
Requirements: Minimum attributes (Logic + Intuition) = 4.
Active Skills (60): Computer 4 (Edit +2) [18] Forgery 6 [24], Hacking 4 (Edit +2) [18]
Knowledge Skills (18): Identification Documents 5 [10], Photography 4 [8]
Gear (5): 7 certified credsticks [175¥], 3 RFID cameras (1) [300¥], 5 RFID microphones (1) [250¥], 3 Fake SINs (3) [9,000¥], cellular glove molder (3) [600¥], pince-nez (4, w/vision magnification and vision enhancement (3)) [500¥], forgery kit[2] [500¥], keycard copier (6) [1,800¥], Novatech Airware (running Novatech Navi, optimization[4] (Edit), sim module modified for BTL/hot-sim, printer, simrig, trodes) [4,555¥], professional camera (w/macro lens and super-telephoto lens)[2] [7,300¥], 4 doses of

Pepper Punch [20¥]

Programs (2): Analyze 6 [600¥], Browse 6 [600¥], Corrupt[4] 6 [6,000¥], Edit 6 (Crashguard[4], Mute[4], Optimization[4] (6)) [1,800¥], Reality Filter 6 (Crashguard[4], Optimization[4] (1)) [1,000¥]

Contacts (15): Counterfeiter (Connection 1, Loyalty 1) [2], Illegal Aztlaner Immigrant (Connection 1, Loyalty 5) [6], Shadowy Government Agent (Connection 4, Loyalty 1) [5], Tabloid Reporter (Connection 1, Loyalty 1) [2]

Notes: Programs will only run at a maximum rating 4 on the given commlink.

DRONE WHISPERER [120 BP]

Requirements: Technomancer (5 BP) quality. Minimum attributes Resonance 3 and Logic 3.

Active Skills (82): Electronic Warfare 5 [20], Hardware 5 [20], Heavy Weapons 3 [12], Tasking Group 3 [30]

Knowledge Skills (8): Drones 2 [4], Resonance Lore 2 [4]

Complex Forms (18): Command 3 [3], Decrypt 3 [3], ECCM 3 [3], Encrypt 3 [3], Scan 3 [3], Sniffer 3 [3]

Gear (12): Hardware tools [500¥], GMC Bulldog Step-Van (w/ runflat tires[2], rigger adaptation, Electronic Warfare 3 autosoft, large drone rack and two mini drone racks[2]) [45,000¥], 2 Shiawase Kanmushi drones [2,000¥], 2 S-B Microskimmer drones [2,000¥], Steel Lynx drone (w/Electronic Warfare 1 autosoft, Ares MP-LMG[2], 2 100-round belts of LMG ammo) [9,000¥], Secure Garage (7 LP advanced lifestyle[5]: Comforts 0, Entertainment 0, Necessities 2, Neighborhood 2, Security 3; 1,100¥ a month, one month paid in advance) [1,100¥], fake license (4, driver's license) [400¥]

GUNSEL KARCIST [2.2 ESS/100 BP]

Requirements: Technomancer (5 BP) Quality. Minimum attribute Resonance 3.

Active Skills (60): Computer 2 (Smartlinks +2) [10], Firearms Group 4 [40], Tasking Group 1 [10]

Knowledge Skills (10): Gun Trivia 3 [6], Resonance Lore 1 (Sprites +2) [4]

Bioware (0.2 Ess/5): Reflex Recorder (Firearms) [0.2 Ess/25,000¥]

Cyberware (2.1 Ess/11): Cosmetic Modification (Metal circuit patterns inlaid on scalp, upper back, and shoulders)[3] [200¥], Protective Covers [100¥], Smartlink [0.1 Ess/1,000¥], 2 full Synthetic Customized Cyberarms (w/AGI 6, Cyberarm Holster, Cyber Safety[3]) [2.0 Ess/53,700¥]

Complex Forms (3): Command 3 [3]

Gear (9): 2 Savalette Guardians[2] (w/ammo skip system[2], electronic firing[2], firing selection change[2] (Full Auto mode added), high-velocity weapon[2], pilot upgrade[2] (4), rigger adaptation[2], weapon commlink[2] (disposable commlink[4])) [40,500¥], 15 clips of ammo (12 rounds/clip alternating: explosive rounds, flechette rounds, frangible rounds[2], hollow points[2], stick-n-shocks, and tracer[2] (security tag)) [1,440¥], combat load vest[2] (w/four smart pouches[2]) [400¥], earbuds (1, w/spatial recognizer) [110¥], 10 fingernail data storage[2] [2,000¥], 2 quick-draw holsters (hip) [200¥], 5 concealable holsters (2 small of back, 1 ankle holster, 2 underarm holsters) [225¥], mirrorshades (2, flare protection, image link) [125¥]

Sprites (2): 2 Machine sprites (Targeting (Pistols) Autosoft, 1 task each) [2]

HIDDEN TECHNOMANCER [120 BP]

Requirements: Technomancer (5 BP) Quality. Minimum attribute Resonance 3.

Active Skills (100): Cracking Group 1 [10], Cracking Group* 3 [30], Electronics Group 1 [10], Electronics Group* 1 [10], Tasking Group 4 [40]

Knowledge Skills (8): Computer Background 2 [4], Resonance Lore 2 [4]

Complex Forms (6): Attack 3 [3], Exploit 3 [3]

Sprites (4): Tutor sprite[4] (4 tasks) [4]

Gear (1): 5 nanomemory temporary tattoos[4] [1,000¥], Renraku Sensei (running Novatech Navi, w/trodes, AR gloves, biometric reader, simrig) [4,000¥]

Programs (1): Analyze 5 [500¥], Browse 5 [500¥], Command 5 [500¥], Edit 5 [500¥], Encrypt 5 [500¥], Exploit 2 [1,000¥], Purge[4] 5 [500¥], Reality Filter 5 [500¥], Scan 5 [500¥]

Notes: Technomancers have their own versions of the Cracking and Electronics skill groups, and must learn the "normal" versions separately. The skills marked with an * are the Technomancer version of these skills. Programs will only run at a maximum rating 4 on the given commlink.

MATRIX SCAVENGER [100 BP]

Active Skills (60): Computer 4 [16], Data Search 6 [24], Cracking Group 2 [20]

Knowledge Skills (10): Data Havens 3 [6], Matrix Rumors 2 [4]

Programs (1): Analyze 4 [400¥], Browse 6 [600¥], Exploit 4 [4,000¥]

Gear (4): 2 micro-tapper bugs[4] [2,000¥], optical tap[4] [100¥], disposable commlink[4] [300¥], Transys Avalon (running Iris Orb, Response upgraded to 5, w/customized interface[4], fetch module[4] (3), optimization[4] (Browse), satellite link, sim module modified for BTL/hot-sim) [17,600¥]

Contacts (25): The Denver Data Haven (Virtual contact; Connection 6, Loyalty 1; 1000+ members, Global area of influence, pervasive Matrix integration) [25]

Notes: Programs will only run at a maximum rating 3 on the given commlink.

OFF-THE-SHELF HACKER [100 BP]

Active Skills (70): Cracking Group 4 [40], Electronics Group 3 [30]

Knowledge Skills (6): Hacker Lore 3 [6]

Gear (4): Fairlight Caliban (running Novatech Navi, w/response enhancer[4] (3), satellite link) [16,000¥], hacker nanites[4] (4) [4,000¥]

Programs (14): Agent (Pilot 3) [3,000¥], Analyze 3 [300¥], Armor 4 [4,000¥], Attack 4 [4,000¥], Black Hammer 4 [4,000¥], Blackout 4 [4,000¥], Browse 4 [400¥], Command 4 [400¥], Corrupt[4] 4 [4,000¥], Data Bomb 4 [4,000¥], Decrypt 4 [4,000¥], Disarm 4 [4,000¥], ECCM 4 [4,000¥], Edit 4 [400¥], Encrypt 4 [400¥], Exploit 4 [4,000¥], Medic 4 [4,000¥], Nuke[4] 4 [4,000¥], Purg[4]e 4 [400¥], Reality Filter 4 [400¥], Scan 3 [300¥], Sniffer 4 [4,000¥], Spoof 4 [4,000¥], Stealth 4 [4,000¥], Track 4 [4,000¥]

Contacts (6): Computer Science Professor (Connection 3, Loyalty 3) [6]

Notes: Programs will only run at a maximum rating 4 on the given commlink.

PEOPLE WATCHER (50 BP)

Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 4.
Active Skills (10): Con 2 (Social Engineering +2) [10]
Knowledge Skills (16): People Watching 4 [8], Resonance Lore 4 [8]
Complex Forms (24): Empathy[2] 3 [3], Facial Recognition[2] 3 [3], Gait Analysis[2] 3 [3], Lie Detection[2] 3 [3], Noise Analysis[2] 3 [3], Visual Spotter[2] 3 [3], Voice Recognition[2] 3 [3], Weapon Watcher[2] 3 [3]

RESONANCE WARRIOR (100 BP)

Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 5.
Active Skills (40): Cybercombat 5 [20], Hacking 2 (Combat Programs +2) [10], Tasking Group 1 [10]
Knowledge Skills (4): Resonance Lore 2 [4]
Complex Forms (39): Armor 3 [3], Attack 3 (Armor Piercing[4] 3) [6], Attack 3 (Shredder[4]) [4], Attack 3 (Rust[4]) [4], Attack 3 (Area[4] 3) [6], Black Hammer 3 [3], Blackout 3 [3], Disarm[4] 3 [3], Nuke[4] 3 (Targeting[4]) [4], Shield[4] 3 [3], Track 3 [3]
Contacts (17): Technomancer tribe (Virtual contact; Connection 2, Loyalty 6; 2-19 members, National area of influence, pervasive Matrix integration) [17]

RIGGER MECHANIC (0.96 ESS/100 BP)

Active Skills (80): Electronics Group 2 [20], Cracking Group 2 [20], Mechanic Group 4 [40]
Knowledge Skills (8): Vehicle Mods 4 [8]
Cyberware (0.96 Ess/9): Control rig [0.5 Ess/10,000¥], Modular[3] synthetic lower cyberarm (alphaware, left) [0.36 Ess/26,400¥], 5 modular plug-ins[3] (built-in Aeronautics Mechanic utility kit, built-in Automotive Mechanic utility kit, built-in Hardware utility kit, built-in Industrial Mechanic utility kit, built-in Nautical Mechanic utility kit) [7,500¥], protective covers [100¥], smartlink [0.1 Ess/1,000¥]
Gear (1): Erika Elite (running Novatech Navi, w/holo projector, optimization[4] (Command), sim module modified for BTL/hot-sim, trodes) [5,000¥]
Programs (2): Analyze 4 [400¥], Browse 4 [400¥], Command 6 [600¥], ECCM 4 [4,000¥], Edit 5 [500¥], Encrypt 5 [500¥], Exploit 3 [1,500¥], Scan 6 [600¥], Spoof 3 [1,500¥]
Notes: Programs will only run at a maximum rating 4 on the given commlink.

THREADER (100 BP)

Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 3.
Active Skills (66): Software 6 (Threading +2) [26], Tasking Group 4 [40]
Knowledge Skills (12): Resonance Lore 6 [12]
Complex Forms (18): Attack 3 [3], Edit 3 [3], Exploit 3 [3], Sniffer 3 [3], Spoof 3 [3], Stealth 3 [3]
Gear (1): Disposable commlink[4] [300¥], optical tap[4] [100¥], trodes [50¥], 10 meters of fiberoptic cable[4] [50¥], 5 nanomemory temporary tattoos[4] [500¥], contacts (2, ultrasound) [1,100¥], hypersonic sound beam[2] [200¥], 10 expendable directional jammers[2] [2,000¥], 3 fingernail data storage units[2] [600¥], inline skates[2] [100¥]
Sprite (3): Tank sprite[4] (3 tasks) [3]

TRACER (100 BP)

Active Skills (70): Computer 2 [8], Data Search 6 [24], Cracking Group 3 [30], Perception 2 [8]
Programs (3): Analyze 3 [300¥], Browse 5 [500¥], Eurosoft Clavicula[4] [4,700¥], Exploit 4 [4,000¥], Scan 5 [500¥], Track 5 [5,000¥]
Gear (4): Hermes Ikon (running Iris Orb, Response upgraded to 5, optimization[4] (Track)) [8,500¥], Hermes Ikon (running Iris Orb, Response increased to 5, optimization[4] (Browse)) [8,500¥], Fake SIN (3) [3,000¥]
Contacts (23): Interpol Database (Virtual contact, Connection 6, Loyalty 1; 1,000+ members, Global area of influence, pervasive Matrix integration) [23]
Notes: Programs will only run at a maximum rating 4 on the given commlink.

WAREZ PIRATE (120 BP)

Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 5 and (Logic + Intuition) = 4.
Active Skills (70): Electronics Group 3 [30], Cracking Group 4 [40]
Knowledge Skills (24): Cracker Underground 4 [8], Data Pirates 4 [8], Matrix Law 1 [2], Resonance Lore 3 [6]
Complex Forms (10): Edit 5 [5], Exploit 5 [5]
Gear (1): 5 nanomemory temporary tattoos[4] [1,000¥], 20 fingernail data storage[2] [4,000¥]
Contacts (15): Warezhouse 24 (Virtual group contact: Connection 3, Loyalty 1, Global area of influence, Active Matrix Presence, 100-1000 members) [15]

SHADOW CHARACTER PROFILES

This section contains profiles for characters of the shadows, who take on a variety of roles. The Shadows are home to all manner of people, from the elite prime runners to the disabused wageslaves cast out from their megacorporations by the tide of commerce and intercorporate war, and the profiles players will find here are defined mainly by the specialized skills and equipment they use to get the job done.

BODYGUARD (2.68 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 5 to wear armor without penalty.
Active Skills (70): Close Combat Group 3 [30], Etiquette 2 [8], Exotic Melee Weapon (Sai) 3 [12], Exotic Ranged Weapon (Fichetti Pain Inducer) 3 [12], Perception 2 [8]
Knowledge Skills (20): Bodyguarding 5 [10], Martial Arts 2 [4], Security Procedures 3 [6]
Cyberware (2.68 Ess/8): Cyber safety[3] [350¥], Eyeband[3] (3) [0.5 Ess/1,250¥], internal commlink (Meta Link running Redcap Nix, subvocal microphone) [0.16 Ess/4,650¥], Lone Star SWAT cybersuite[3] (alphaware Watchman version) [2.02 Ess/33,750¥]
Gear (2): 20 security tags [100¥], 50 plastic restraints [5¥], Defiance Protector[2] (w/internal smartgun system, quick-draw holster and cyber safety) [900¥], Fichetti Pain Inducer (w/internal smartgun system, quick-draw holster and cyber safety) [4,300¥], Mortimer of London Ulysses Line armored clothing[2] (w/ form-fitting body armor full-body suit[2]) [12/6] [4,400¥], sai[2] [75¥], telescopic staff[2] [100¥], Miracle Shooter™ (7 month subscription) [120¥]

BOOSTED GANGER (5.2 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 4 to wear armor without penalty.

Active Skills (40): Close Combat Group 2 [20], Firearms Group 2 [20]

Knowledge Skills (30): BTLs 3 [6], Chop Shops 3 [6], Gang Signs 3 [6], Gang Turf 3 [6], Pimps 3 [6]

Cyberware (5.2 Ess/8): Dermal plating (2, second-hand[3]) [1.2 Ess/5,000¥], Kevlar bone lacing[3] [1.0 Ess/10,000¥], Muscle replacement (2, second-hand[3]) [2.4 Ess/5,000¥], Reaction enhancers (2) [0.6 Ess/20,000¥]

Gear (5): Low lifestyle (1 year) [24,000¥], knife [20¥], slingshot[2] [30¥], armor jacket (8/6) [900¥], clothing (gang colors) [50¥]

Contacts (17): Gang (Group contact; Connection 2, Loyalty 4; 20-99 members, District area of influence) [9], Second-Hand Cyberware Dealer (Connection 3, Loyalty 5) [8]

BRAWLER (100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4.

Active Skills (56): Dodge 4 (Melee Combat +2) [18], Perception 3 [12], Unarmed Combat 6 (Martial Arts[2] +2) [26]

Knowledge Skills (24): Gambling 3 [6], Martial Arts 5 [10], Pit Fighting Arenas 4 [8]

Contacts (20): Bookie (Connection 1, Loyalty 1) [2], Fight Promoter (Connection 3, Loyalty 2) [5], Loyal Fangirl (Connection 1, Loyalty 5) [6], Underground Fighting Circuit (Group contact: Connection 2, Loyalty 1, Sprawl-wide area of influence, 20-99 members) [7]

BROKER (100 BP)

Active Skills (80): Con 2 (Contracts +2) [10], Etiquette 4 [16], Intimidation 2 (Mental +2) [10], Leadership 4 (Persuasion +2) [18], Negotiation 6 (Bargaining +2) [26]

Knowledge Skills (12): Evaluate Goods 3 [6], Movers and Shakers 3 [6]

Contacts (8): Fixer (Connection 6, Loyalty 2) [8]

CONMAN (0.56 ESS/125 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4.

Active Skills (88): Con 6 [24], Etiquette 4 [16], Instruction 4 [16], Negotiation 4 [16], Perception 4 [16]

Knowledge Skills (20): Blackmail 4 [8], Confidence Tricks 6 [12]

Cyberware (0.56 Ess/3): Ear recording unit (alphaware) [0.08 Ess/1,000¥], eye recording unit (alphaware) [0.08 Ess/4,000¥], simrig (alphaware) [0.4 Ess/10,000¥]

Programs (1): Browse 2 [200¥], Command 3 [300¥], Edit 5 [500¥], Sniffer 4 [4,000¥]

Vehicles and Drones (13): 12 spyballs[2] [60,000¥], Hermes Ikon (running Novatech Navi, optimization[4] (Edit)) [5,000¥]

COURIER (0.48 ESS/50 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 3 to wear armor without penalty.

Active Skills (26): Running 6 (Urban +2) [26]

Knowledge Skills (20): Olympics 4 [8], Parkour 6 [12]

Cyberware (0.48 Ess/3): Datalock (alphaware, Encrypt 5) [0.08 Ess/12,000¥], 2 smuggling compartments [0.4 Ess/3,000¥]

Gear (1): Fake SIN (2) [2,000¥], oxygenated fluorocarbons[2] [2,000¥], mapsofts on optical chip (Berlin 5, Capetown 5, Caracas 5, Chicago 5, Dubai 5, Europort 5, Hamburg 5, Hong Kong 5, Istanbul 5, Lagos 5, London 5, Los Angeles 5, Metropole 5, Neo-Tokyo 5, New York 5, Paris 5, Portland 5, Seattle 5, Tenochititlan 5, Valdivostok 5) [500¥], urban explorer jumpsuit (6/6) [500¥]

Notes: Programs will only run at a maximum rating 4 on the given commlink.

CYBERTACTICIAN (1.6 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 6.

Active Skills (26): Leadership 4 (Tactics +2) [18], Perception 2 [8]

Knowledge Skills (34): Go 4 [8], Military Tactics 3 [6], Police Tactics 3 [6], Tactical Theory 4 [8], Wargaming 2 (Grognards +2) [6]

Cyberware (1.6 Ess/36): Attention Coprocessor[3] (3, alphaware) [0.24 Ess/18,000¥], Encephalon[3] (2, alphaware) [1.2 Ess/150,000¥], Internal Commlink (alphaware, customized Hermes Ikon running Iris Orb, Signal upgraded to 4, optimization[4] (Tacsoft) [0.16 Ess/12,000¥]

Programs (4): Browse 1 [50¥], ECCM 4 [4,000¥], Edit 3 [150¥], Eurosoft Clavicula[4] [4,700¥], Eurowar 2032 [50¥], Tacsoft[4] 2 [6,000¥], Tutorsofts (Leadership 5, Perception 5) [5,000¥], Virtual Person (2, Robert E. Lee, Sun Tzu) [100¥]

Notes: Programs will only run at a maximum rating 3 on the given commlink.

D-MAN (0.5 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3. Minimum Body 2 to wear armor without penalty.

Active Skills (56): Chemistry 5 [20], Demolitions 5 [20], Exotic Melee Weapon (Monofilament Chainsaw) 4 [16]

Knowledge Skills (16): Domestic Terrorism 2 (Bombers +2) [6], Explosives 5 [10]

Cyberware (0.5 Ess/1): Cyberears (1, damper) [0.2 Ess/1,250¥], Protective covers [100¥], single cybereye (3, tool laser[3]) [0.2 Ess/2,600¥], touch link [0.1 Ess/1,000¥]

Gear (7): 100 meters of detonating cord[2] [2,500¥], 50 1-kg sticks of dynamite[2] [4,000¥], 3 kilograms of foam explosive[2] (15) [4,500¥], 10 blasting caps[2] [100¥], 10 radio detonators[2] [400¥], 10 disposable commlinks[4] [3,000¥], 3 light sticks [15¥], 3 radiation film badges[2] [75¥], demolitions toolkit[2] [500¥], demolitions shop[2] [5,000¥], hazmat toolkit[2] [500¥], ear plugs (3, w/select sound filter(3)) [630¥], Evo HEL suit[2] (4/6) [3,000¥], 4 fake licenses (4, blasting caps, detonating cord, dynamite, radio detonators) [1,600¥], 2 false-bottomed attaché cases[2] [600¥], goggles (3, w/ flare compensation, image link, and vision magnification) [325¥], Lockheed Vulcan[2] (demolitions toolkit replaces aeronautic mechanics toolkit, Demolitions 3 autosoft) [6,600¥], miniwielder [250¥], monofilament chainsaw [300¥], wireclippers [25¥], 4 doses of CS/Tear gas [80¥]

Contacts (20): Ares Sales Rep (Connections 3, Loyalty 2) [5], Bomb Squad (Group contact, Connections 4, Loyalty 3, 2-19 members, Sprawl-wide area of influence) [10], Crooked Military Supply Sergeant (Connections 4, Loyalty 1) [5]

DRUGGIST (1.26 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 2 to wear armor without penalty.

Active Skills (54): Biotech Group 2 [20], Chemistry 4 [16], Etiquette 2 (Drug Users +2) [10], Exotic Melee Weapon (Syringe) 2 [8]

Knowledge Skills (22): Dealers 3 [6], Drug Culture 3 [6], Street Drugs 5 [10]

Cyberware (0.6 Ess/1): Biomonitor [0.3 Ess/1,000¥], Gastric Neurostimulator[3] [0.2 Ess/2,500¥], Reusable Auto-Injector[3] (extra dose capacity (5), filled with 5 doses of Zero[2]) [0.1 Ess/1,500¥]

Bioware (0.96 Ess/8): Toxin Extractor (second-hand[3], 4) [0.96 Ess/40,000¥]

Gear (9): 10 disposable syringes[2] of red mescaline[2] [600¥], plastic baggie with 10 doses of pixie dust[2] [400¥], 3 doses of betameth[2] derms [60¥], 2 doses of shade[2] [2,000¥], flashlight (no batteries, holds a plastic baggy w/11 doses of eX pills[2]) [135¥], chemistry kit[2] [500¥], chemistry shop[2] [5,000¥], half-suit form-fitting body armor[2] (auto-injector[2] loaded w/5 doses of kamikaze, auto-injector[2] loaded w/5 doses of ripper[2]) (4/1) [4,525¥], Savior medkit[3] [2,000¥], respirator (6, w/inhaler[2] and olfactory sensor (6)) [3,155¥], deodorant (disguised equipment[2], 100 doses of crimson orchid[2]) [4,000¥], lipstick (disguised equipment[2], 100 doses of betel[2]) [1,600¥], sunglasses (4, w/low light, smartlink, thermographic, vision magnification) [900¥], drug lab (middle lifestyle, 4 months) [20,000¥], 5 inhalers[2] (1 dose of betameth[2] each) [125¥]

Contacts (6): Drug Artist (Connection 1, Loyalty 1) [2], Narcotics Detective (Connection 2, Loyalty 2) [4]

ELF FOCUS (0.2 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 8. Minimum Strength of 5 to use bow, minimum Body 5 to wear armor without penalty.

Active Skills (36): Blades 2 (Rapiers +2) [10], Bows 2 [8], Etiquette 4 (Elven +2) [18]

Knowledge Skills (44): Carromeleg 2 [4], Elven Nations 4 [8], Immortal Elf Conspiracy Theories 3 [6], Laés-based Drugs 5 [10], Mythology 2 (Elves +2) [6], Sperethiel 4 (Australian dialect +2) [10]

Geneware (0.2 Ess/1): Clean Metabolism[3] [0.1 Ess/2,500¥], Dietware[3] [0.1 Ess/2,500¥]

Gear (1): 14 Laés cigarettes[2] [350¥], 50 arrows [250¥], 25 explosive headed-arrows[2] [250¥], bow (Str. Min 5) [500¥], chain shirt[2] (w/helmet) (3/9) [1,000¥], fake SIN (2, Tír citizenship) [2,000¥], rapier[2] (w/personalized grip[2]) [650¥]

Contacts (18): Elf Poseur (Connection 1, Loyalty 5) [6], Elven Prostitute (Connection 2, Loyalty 3) [5], Tír Ambassador (Connection 6, Loyalty 1) [7]

EX-COP (100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 3 to wear armor without penalty.

Active Skills (60): Close Combat Group 2 [20], Firearms Group 2 [20], Influence Group 2 [20]

Knowledge Skills (26): Crime Scene Analysis 3 [6], Forensics 2 [4] Law 3 [6], Police Procedures 5 [10]

Gear (1): 2 tonfas[2] [100¥], Colt Manhunter (w/extended clip[2], internal smartgun system, personalized grip[2], quick-draw holster, 5 extra clips of regular ammo) [1,400¥], Cavalier Deputy[2] (w/concealable holster, internal smartgun system, personalized grip[2], speed loader of EX-explosive ammo, 3 loose EX-explosive rounds) [800¥], armor vest (6/4) [600¥], contact lenses (2, w/smartlink) [600¥], earbud (1, w/Radio Signal Scanner (6)) [160¥], 2 doses of Jazz in an inhaler[2] [150¥], 2 sets of metal restraints [40¥], respirator (2) [400¥], clothing (police uniform) [200¥]

Contacts (13): Former Partner Still On the Force (Connection 3, Loyalty 6) [9], Former Snitch (Connection 2, Loyalty 2) [4]

FIRE SUPPORT (0.9 ESS/50 BP)

Requirements: Minimum Body 6 to wear armor without penalty.

Active Skills (40): Armorer 5 [20], Heavy Weapons 5 [20]

Cyberware (0.9 Ess/2): Cyberears (3, w/balance augmenter, damper, ear recording unit, sound link, spatial recognizer) [0.4 Ess/7,500¥], cybereyes (4, w/image link, smartlink) [0.5 Ess/2,500¥]

Gear (8): Ares Auxilia Mk3[2] [8,000¥], armor jacket (w/gel packs[2], helmet, SecureTech PPP vitals protector[2]) (11/10) [2,700¥], ArmTech MGL-12 (w/internal smartgun system, airburst link, 5 flash-bang minigrenades, 5 fragmentation minigrenades, 5 thermal smoke minigrenades) [5,000¥], gyro-stabilization harness [3,000¥], hip pad bracing system [200¥], Ingram White Knight (w/internal smartgun system, 2 100-round belts of tracer ammo) [5,500¥], Stoner-Ares M202 (w/internal smartgun system, 2 100-round belts of tracer ammo) [11,500¥], bipod [100¥]

FORMER CAREER MILITARY (0.1 ESS/100 BP)

Active Skills (70): Close Combat Group 3 [30], Firearms Group 3 [30], Influence Group 1 [10]

Knowledge Skills (10): Military Equipment 2 [4], Military Theory 3 [6]

Bioware (0.1 Ess/1): Bio-tattoo ("Dog tag" with blood type and SIN)[3] [1,500¥], Dietware[3] [0.1 Ess/2,500¥], Minor Biosculpting[3] (Cosmetic scars of unit insignia, former rank/rate devices, military decorations) [1,000¥]

Gear (2): Clothing (military uniforms, including dress uniforms) [5,200¥], disposable commlink[4] [300¥], fake SIN (3) [3,000¥], ballpoint pen microtransceiver[2] [1,000¥], operations cleanup kit[2] [500¥]

Contacts (17): Former Squadmate (Connection 1, Loyalty 6) [7], Military Intelligence Officer (Connection 5, Loyalty 5) [10]

FORMER CULTIST (75 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 2 to wear armor without penalty.

Active Skills (30): Influence Group 2 [20], Instruction 2 (Religion +2) [10]

Knowledge Skills (30): Insect Spirits 3 [6], Magic Background 3 [6], Religion 5 [10], Sixth World Cults 4 [8]

Gear (1): Clothing (t-shirts, robes, and other paraphernalia related to cult) [450¥], Colt Government 2066 (w/2 spare clips of capsule rounds[2] loaded with KE IV[2]) [970¥], knife [30¥], hollowed book[2] (cult scriptures; cavity holds wyrd mantis essence[2]) [650¥], armor clothing (w/radiation shielding[2] (5)) (4/0) [1,500¥], respirator (5) [500¥], snake-mesh socks[2] [50¥], thermal air bag[2] [400¥], aluminum foil hat [0¥]

Contacts (14): Deprogrammer (Connection 2, Loyalty 3) [5], Imprisoned Cultist (Connection 2, Loyalty 2) [4], Universal Brotherhood Scholar (Connection 4, Loyalty 1) [5]

FORMER EXECUTIVE (75 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4.
Active Skills (40): Influence Group 3 [30], Intimidation 2 (Mental +2) [10]

Knowledge Skills (20): Corporate Law 3 [6], Corporate Rumor Mill 2 [4], Corporate Security 2 [4], Megacorporations 3 [6]
Contacts (15): Corporate Mr. Johnson (Connection 4, Loyalty 1) [5], Corporate Recruiter (Connection 1, Loyalty 1) [2], Former Secretary (Connection 4, Loyalty 4) [8]

FORMER JOYGIRL/BOY (2.4 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5.
Active Skills (56): Con 5 (Seduction +2) [22], Exotic Ranged Weapon (spit) 3 [12], Negotiation 5 (Haggle +2) [22]
Knowledge Skills (26): Acting 3 [6], Prostitution 4 [8], STDs 6 [12]
Bioware (2.4 Ess/17): Biosculpting[3] [3,000¥], Chemical gland[3] (eX[2], spit release, second-hand[3]) [0.4 Ess/17,000¥], Clean metabolism[3] [0.1 Ess/2,500¥], dietware[3] [0.1 Ess/2,500¥], enhanced pheromone receptors[3] (3, second-hand[3]) [0.36 Ess/7,500¥], pathogenic defense (6, second-hand[3]) [0.72 Ess/30,000¥], tailored pheromones[3] (3, second-hand[3]) [0.72 Ess/22,500¥]
Gear (1): Fake licenses (4, health inspector, magical healer certification, massage therapist, nurse, sex worker) [2,000¥], fake SIN (3) [3,000¥]

FORMER SPECIAL FORCES (2.85 ESS/250 BP)

Active Skills (176): Close Combat Group 4 [40], Firearms Group 4 [40], Heavy Weapons 4 [16], Outdoors Group 4 [40], Stealth Group 4 [40]
Knowledge Skills (10): Military Equipment 2 [4], Military Theory 3 [6]
Bioware (2.85 Ess/42): Bio-tattoo ("Dog tag" with blood type and SIN)[3] [1,500¥], bone density augmentation (4) [1.2 Ess/80,000¥], minor biosculpting[3] (Cosmetic scars of unit insignia, former rank/rate devices, military decorations) [1,000¥], mnemonic enhancer (1) [0.1 Ess/7,500¥], muscle augmentation (2) [0.4 Ess/14,000¥], muscle toner (2) [0.4 Ess/16,000¥], orthoskin (3) [0.75 Ess/90,000¥]
Gear (2): Clothing (military uniforms, including dress uniforms) [5,200¥], disposable commlink[4] [300¥], fake SIN (3) [3,000¥], ballpoint pen microtransceiver[2] [1,000¥], operations cleanup kit[2] [500¥]
Contacts (20): Former Commander (Connection 4, Loyalty 6) [10], Military Intelligence Officer (Connection 5, Loyalty 5) [10]

GENEFREAK (1.3 ESS/75 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3.
Knowledge Skills (18): Genetics 4 [8], Transhumanism 5 [10]
Geneware (1.3 Ess/45): Genetic optimization[3] (Agility, Intuition, Logic, Strength) [0.8 Ess/180,000¥], reakt[3] [0.4 Ess/30,000¥], vegsin[3] [0.1 Ess/15,000¥]
Gear (2): Pet flightless dodo (genetic chimera[3]) [10,000¥]
Contacts (10): Geneticist (Connection 5, Loyalty 5) [10]

HEAVY WEAPONS EXPERT (75 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3.
Active Skills (56): Armorer 4 [16], Gunnery 5 [20], Heavy Weapons 5 [20]
Knowledge Skills (14): Big Guns 5 [10], Heavy Metal Music 2 [4]
Gear (5): 3 M79B1 LAW[2] [2,250¥], smart-firing platform (Pilot upgraded to 4, w/2 ammo bins[2], fuzzy logic[2], Heavy Weapons 3 autosoft) [14,900¥], Stoner-Ares M202 (w/gyro-stabilization, 150 rounds regular ammo) [7,500¥], helmet (0/2) [50¥]

MAFIA ASSOCIATE (100 BP)

Requirements: Minimum Body 3 to wear armor without penalty.
Active Skills (76): Close Combat Group 3 [30], Exotic Melee Weapon (garrote) 4 [16], Influence Group 3 [30]
Knowledge Skills (8): Mafia Culture 2 [4], Poker 2 [4]
Gear (1): 3 doses of betameth[2] derms [60¥], clothes (business suit) [2,000¥], garrote[2] [10¥], sap[2] [30¥], Mortimer of London Ulysses line suit[2] (6/4) [2,800¥]
Contacts (15): Old School Mafia family (Group contact; Connection 5, Loyalty 6; 20-99 members, Sprawl-wide area of influence) [15]

MERC OFFICER (120 BP)

Active Skills (88): Firearms Group 3 [30], Close Combat Group 3 [30], Outdoor Group 2 [20], Leadership 2 [8]
Knowledge Skills (10): Global Flashpoints 3 [6], Arms Suppliers 2 [4]
Contacts (22): The Outpost (Virtual contact; Connection 5, Loyalty 1; 1000+ members, Global area of influence, broad Matrix resources) [22]

OFF-THE-SHELF SAMURAI (4.8 ESS/100 BP)

Active Skills (60): Close Combat Group 2 [20], Exotic Melee Weapon (Elbow Cyber Spur) 5 [20], Exotic Ranged Weapon (Projectile Spur[3]) 5 [20]
Knowledge Skills (10): Samurai Films 5 [10]
Cyberware (4.8 Ess/25): Cybereyes (3, smartgun link, thermographic vision) [0.4 Ess/3,000¥], full synthetic customized cyberarm (alphaware, w/AGI 5, BOD 3, STR 5, Evo Kali optimization[3], projectile spur[3], retractable elbow cyber spur) [0.8/70,000¥], reaction enhancers (2) [0.6 Ess/20,000], wired reflexes (2) [3.0 Essence/32,000¥]
Contacts (5): Cyberware Sales Rep (Connection 3, Loyalty 2) [5]

ORK FOCUS (0.63 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 5.
Active Skills (36): Etiquette 4 (Ork +2) [18], Instruction 4 (Or'zet +2) [18]
Knowledge Skills (30): Goblin Rock 3 [6], Ork Culture 4 [8], Orxploitation 4 [8], Or'zet 4 [8]
Cyberware (0.26 Ess/2): Cosmetic surgery[3] (extremely handsome appearance—by ork standards) [3,000¥], fang implants (extendable)[3] [0.1 Ess/1,200¥], gastric neurostimulator[3] (alphaware) [0.16 Ess/5,000¥], 4 tooth compartments [800¥]
Bioware (0.5 Ess/4): Digestive expansion [0.5/20,000¥]
Contacts (28): Ork Ganger (Connection 2, Loyalty 6) [8], Ork Rights Committee (Connection 5, Loyalty 3, 1000+ members, National area of influence, minority of limited magical assets, active Matrix presence) [20]

PACKS

POSTHUMAN OPERATIVE (5.64 ESS/75 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3.
Knowledge Skills (18): The Bleeding Edge 2 [4], Cybertechnology 4 [8], Transhumanism 3 [6]
Cyberware (5.64 Ess/44): Cyberears (3, alphaware) [0.32 Ess/2,000¥], Cybereyes (3, alphaware) [0.32 Ess/2,000¥], 2 customized obvious full cyberarms (alphware, w/AGI 4, BOD 4, STR 4) [1.6 Ess/78,000¥], 2 customized obvious full cyberlegs (alphaware, w/AGI 4, BOD 4, STR 4) [1.6 Ess/78,000¥], cybertorso (alphaware) [1.2 Ess/40,000¥], nanohive (1, alphaware) [0.6 Ess/20,000¥]
Contacts (13): Technician (Connection 1, Loyalty 5) [6], Transhuman Advocate (Connection 3, Loyalty 4) [7]

PRIVATE INVESTIGATOR (100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 3 to wear armor without penalty.
Active Skills (62): Perception 5 [20], Intimidation 4 (Interrogation +2) [18], Pistols 4 [16], Shadowing 2 [8]
Knowledge Skills (20): Forensics 5 [10], Police Procedure 5 [10]
Gear (2): Appraisal kit[2] [500¥], appraisal shop[2] [5,000¥], forensic thaumaturgy kit[2] [500¥], Mortimer of London Greatcoat line suit[2] (6/5) [3,000¥], 2 fingernail data storage[2] [400¥], 100 doses of fingerprint dust[2] [200¥], 5 doses of luminal[2] [50¥], 2 RFID microphones (1) [50¥], 2 flashlights [50¥], film camera[2] [250¥]
Contacts (16): Ex-Spouse (Connection 2, Loyalty 2) [4], Lone Star Detective (Connection 3, Loyalty 2) [5], Underworld Snitch (Connection 2, Loyalty 1) [3], Brother Shamus (Connection 2, Loyalty 2) [4]

PROFILER (0.1 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3.
Active Skills (72): Influence Group 4 [40], Instruction 2 [8], Perception 6 [24]
Knowledge Skills (12): Psychology 5 (Profiling +2) [12]
Bioware (0.1 Ess/1): Enhanced pheromone receptors[3] (1) [0.1 Ess/5,000¥]
Contacts (15): Imprisoned Serial Killer (Connection 2, Loyalty 5) [7], Old Friend from the Agency (Connection 5, Loyalty 3) [8]

REPORTER (1.18 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 4.
Active Skills (66): Computer 4 [16], Data Search 4 [16], Etiquette 4 (Media +2) [18], Perception 4 [16]
Knowledge Skills (20): Journalism 5 [10], Research 5 [10]
Cyberware (1.18 Ess/10): Datajack [0.1 Ess/500¥], Zeiss SenseSation Livecaster cybersuite[3] [1.08 Ess/49,500¥]
Contacts (4): Editor (Connection 3, Loyalty 1) [4]

RISING ROCKSTAR (0.88 ESS/125 BP)

Active Skills (48): Artisan 5 (Singing +2) [22], Computer 3 (Synthesizer +2) [14], Etiquette 3 [12]
Knowledge Skills (10): Guitar 2 [4], Music Composition 2 (NeuPunk +2) [6]
Cyberware (0.56 Ess/6): Cyberears (4, alphaware, w/audio enhancement (4), ear recording unit, increased sensitivity[3], select sound filter (4), sound link) [0.4 Ess/28,000¥], 2 datajacks [alphaware] [0.16 Ess/2,000¥]
Bioware (0.60 Ess/17): Dynamic chameleon skin[3] [0.2 Ess/7,000¥], echolocation[3] (alphaware) [0.08 Ess/30,000¥], extended volume[3] (3, alphaware) [0.24 Ess/24,000¥], vocal range enhancer[3] (alphaware) [0.08 Ess/24,000¥]
Gear (6): 10 micro-microphones[2] (1) [500¥], guitar kit (w/virtual personality JetBlack) [600¥], handheld laser microphone[2] (6) [300¥], 4 handheld directional microphones[2] (1) [200¥], holo projector [200¥], clothing (stage costumes) [5,400¥], Renraku sensei (running Iris Orb, w/optimization[4] (Edit), sim module modified for BTL/hot-sim, subvocal microphone) [1,800¥], high lifestyle (2 months) [20,000¥], squatter lifestyle (2 months) [500¥]
Programs (1): Browse 5 [500¥], Command 5 [500¥], Edit 5 [500¥], Exploit 3 [3,000¥], Scan 5 [500¥]
Contacts (37): Drummer (Connection 1, Loyalty 6) [7], Local Fan Club (Group contact, 20-99 members, sprawl-wide area of influence; Connection 2, Loyalty 4) [12], P2.0 Fan Node (Virtual contact, 100-1000 members, global area of influence, a minority have limited magical assets, active Matrix presence; Connection 2, Loyalty 4) [18]
Notes: Programs will only run at a maximum rating 3 on the given commlink.

SINSEARACH TRIBE MEMBER (100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 3.
Active Skills (58): Etiquette 4 (Tribal +2) [18], Outdoors Group 2 [20], Stealth Group 2 [20]
Knowledge Skills (18): Salish 2 (Sinsearach +2) [6], Sinsearach Lore 6 [12]
Gear (0): Sinsearach ear stud [0¥]
Contacts (24): Blood Sister (Connection 2, Loyalty 6) [8], Sinsearach Tribe (Group contact, Connection 2, Loyalty 6, 20-99 members, District area of influence) [11], Elf Tribal Shaman (Connection 4, Loyalty 1) [5]

SIXTH WORLD LINGUIST (0.76 ESS/100 BP)

Requirements: Minimum attributes (Logic + Intuition) = 10.
Active Skills (30): Influence Group 3 [30]
Knowledge Skills (58): Amazonian Portuguese 4 [8], Aztlaner Spanish 4 [8], Khmer-Nɡa 4 [8], Nahuatl 4 [8], Or'zet 4 [8], Perth-Athabaskans Sign Language 4 [8], Sperethiel 4 (Eirann-Sperethiel +2) [10]
Cyberware (0.32 Ess/1): 4 engraved[3] datajacks (alphaware) [0.32 Ess/4,800¥], tooth storage compartment [200¥]
Bioware (0.6 Ess/8): Extended volume[3] (2) [0.2 Ess/8,000¥], hearing enhancement[3] [0.1 Ess/5,000¥], mnemonic enhancer (2) [0.2 Ess/15,000¥], vocal range enhancer[3] [0.1 Ess/12,000¥]
Programs (3): Linguasofts (Chinese 2, English 2, French 2, Japanese 2, Russian 2) [5,000¥], Tutorsofts (Aztlaner Sign Language 5, Enochian 5, Latin 5, Upvehu 5) [10,000¥]

SKILLWIRE JUNKIE (1.45 ESS/50 BP)

Knowledge Skills (10): Skillsofts 5 [10]
Cyberware (0.9 Ess/2): 2 datajacks [0.2 Ess/1,000¥], Skillwires (3) [0.6 Ess/6,000¥], Skillwire Expert System[3] [0.1 Ess/3,000¥]
Bioware (1.0 Ess/25): Reflex recorders (Athletics, Close

Combat, Firearms, Outdoors, Stealth) [1.0 Ess/125,000¥]
Programs (13): BTLs [100¥], DocWagon Paramedic[4] [14,400¥], Knight Errant Self-Defense[4] [14,400¥], Linguasofts (Aztlaner Spanish 2, City Speak 3, Japanese 2, Or'zet 2, Perkins-Athabascan Sign Language 2, Sperethiel 2) [6,500¥], Mitsuhama Home Mechanic[4] [14,400¥], Whiskey Noir[4] [15,200¥]

SNEAK (0.7 ESS/75 BP)
Active Skills (52): Disguise 3 [12], Infiltration 5 [20], Shadowing 5 [20]
Knowledge Skills (4): Camouflage 2 [4]
Bioware (0.7 Ess/15): Enhanced articulation [0.3 Ess/40,000¥], Hearing enhancement[3] [0.1 Ess/5,000¥], reflex recorder (Stealth) [0.2 Ess/25,000¥], skin pocket[3] [0.1 Ess/5,000¥]
Gear (4): Backpack[2] [250¥], 25 applications of body paint[2] [250¥], 25 applications of olfactory camouflage[2] [250¥], Urban explorer jumpsuit (6/6, w/thermal dampening (2)) [1,500¥], 4 fake SINs (3) [12,000¥], Fichetti pain inducer (w/chameleon coating[2]) [3,000¥], ruthenium polymer clothing[2] [7,500¥], endoscope [250¥]

SNIPER (0.32 ESS/100 BP)
Active Skills (98): Armorer 4 [16], Long Arms 6 (Sniper Rifles +2) [26], Perception 4 [16], Stealth Group 4 [40]
Bioware (0.32 Ess/1): Chameleon skin[3] [0.2 Ess/4,000¥], nictating membrane (second-hand[3]) [0.12 Ess/1,000¥]
Gear (1): Ares Desert Strike2 (w/silencer, 100 rounds subsonic2 ammo, 50 rounds EX-explosive ammo) [4,450¥], armorer kit [500¥], bottle of dry lubricant (25 uses) [50¥]

STREET DOC (100 BP)
Requirements: Minimum attributes (Logic + Intuition) = 3.
Active Skills (64): Cybertechnology 3 [12], First Aid 5 [20], Medicine 5 [20], Negotiation 3 [12]
Knowledge Skills (16): Herbal Remedies 3 [6], Street Drugs 5 [10]
Gear (16): DocWagon SRT ambulance[2] [65,000¥], mobile medical shop[3] [15,000¥]
Contacts (4): Dr. Allcome (Connections 2, Loyalty 2)

STREET MUSICIAN (1.0 ESS/75 BP)
Active Skills (48): Artisan 5 (Bass Guitar +2) [22], Computer 3 (Synthesizer +2) [14], Exotic Ranged Weapon (Hypersonic Sound Beam) 3 [12]
Knowledge Skills (8): Guitar 2 (Bass +2) [6], Street Rumors 1 [2]
Cyberware (0.7 Ess/3): Cyberears (4, w/audio enhancement (4), ear recording unit, increased sensitivity[3], select sound filter (4), sound link) [0.5 Ess/14,000¥], 2 datajacks [0.2 Ess/1,000¥]
Bioware (0.6 Ess/5): Extended volume[3] (3) [0.3 Ess/12,000¥], slimworm[3] [0.2 Ess/1,000¥], vocal range enhancer[3] [0.1 Ess/12,000¥]
Gear (2): 10 micro-microphones[2] (1) [500¥], guitar kit (w/ virtual personality Ned Steinberger) [600¥], handheld laser microphone[2] (6) [300¥], 4 handheld directional microphones[2] (1) [200¥], holo projector [200¥], 2 hypersonic sound beams[2] [400¥], Renraku sensei (running Iris Orb, w/optimization[3] (Edit),

sim module modified for BTL/hot-sim, subvocal microphone) [2,800¥], Rental storage locker (Squatter lifestyle, 10 months) [5,000¥]
Programs (1): Browse 5 [500¥], Command 5 [500¥], Edit 5 [500¥], Exploit 3 [3,000¥], Scan 5 [500¥]
Contacts (8): Groupie (Connection 2, Loyalty 6) [8]
Notes: Programs will only run at a maximum rating 3 on the given commlink.

STREET SAMURAI (120 BP)
Requirements: Minimum Body 4 to wear armor without penalty.
Active Skills (110): Close Combat Group 4 [40], Firearms Group 4 [40], Influence Group 3 [30]
Knowledge Skills (8): Bushido 4 [8]
Gear (2): 2 Ares Predator IV (loaded with hollow point ammo[3], w/quick-draw holsters) [1,050¥], 2 Uzi IV (w/5 spare clips of regular ammo) [1,265¥], AK-98 (w/2 extra clips regular ammo) [1,170¥], Enfield AS-7 (w/5 spare drums of regular ammo) [1,465¥], katana [1,000¥], wakizashi (treat as long Cougar Fineblade knife[2]) [900¥], 2 forearm snap blades [300¥], hidden gun arm slide w/Walther palm pistol[2] (loaded w/EX-explosive rounds) [545¥], 10 shuriken [300¥], armor jacket (8/6) [900¥], lined coat (6/4) [700¥], 1 dose of Pepper Punch [5¥], pocket secretary (disposable commlink[4] w/skinlink, trodes) [400¥]

THRILL GANGER (75 BP)
Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 4 to wear armor without penalty.
Active Skills (32): Archery 3 [12], Close Combat Group 2 [20]
Knowledge Skills (30): BTLs 3 [6], Chop Shops 3 [6], Gang Signs 3 [6], Gang Turf 3 [6], Pimps 3 [6]
Gear (5): Low lifestyle (12 months) [24,000¥], knife [20¥], slingshot[2] [30¥], armor jacket (8/6) [900¥], clothing (gang colors) [50¥]
Contacts (8): Gang (Group contact; Connection 2, Loyalty 4; 2-19 members, District area of influence) [8]

TORTURER (75 BP)
Requirements: Minimum attributes (Logic + Intuition) = 4.
Active Skills (50): Biotech Group 2 [20], Intimidation 6 (Torture +2) [26], Perception 1 [4]
Knowledge Skills (16): Psychology 4 [8], Torture 4 [8]
Gear (4): Torture room (13 LP advanced lifestyle[5]: Comforts 1, Entertainment 1, Necessities 3, Neighborhood 3, Security 5, Positive Quality: No Neighbors; 3,800¥/month, 5 months) [19,000¥], 4 doses of breathtaker[2] [200¥], knife [20¥], magemask[2] [200¥], miniwelder [250¥], monofilament chainsaw [300¥], 50 plastic restraints [5¥], wire clippers [25¥]
Contacts (5): Trauma Technician (Connection 2, Loyalty 3) [5]

TRACKER (100 BP)
Active Skills (80): Perception 4 [16], Stealth Group 4 [40], Tracking 6 [24]
Contacts (20): Bounty Hunter (Connection 4, Loyalty 1) [5], Eagle Scout (Connection 1, Loyalty 4) [5], Lone Star Dispatcher (Connections 2, Loyalty 3) [5], Skip Tracer (Connection 3, Loyalty 2) [5]

WHEELMAN (2.6 ESS / 100 BP)
Active Skills (56): Pilot Aircraft 5 [20], Pilot Groundcraft 5 [20], Pilot Watercraft 4 [16]
Knowledge Skills (6): Racing 3 [6]
Cyberware (2.4 Ess/14): Control rig (alphaware) [0.4 Ess/20,000¥], move-by-wire[3] (1) [2.0 Ess/50,000¥]
Geneware (0.4 Ess/6): Reakt[3] [0.4 Ess/30,000¥]
Gear (18): Eurocar Westwind 3K [85,000¥], Thundercloud Contrail[2] [5,000¥]

KITS

The equipment kits in this section are designed to speed up the sometimes tedious process of buying gear for your characters. While they do not include every piece gear in Shadowrun, they do provide the basics sufficient for many characters. All of this equipment has an Availability no higher than 12, as per the guidelines for equipment purchased during character generation. At the gamemaster's discretion, players may also purchase these kits during the game for the listed price with an availability of 12.

ANTHRORIGGER (125,000¥:25 BP)
Requirements: Minimum Body 3 to wear armor without penalty.
Commlink (2,500¥): Renraku Sensei (running Renraku Ichi) [1,600¥], 3 disposable commlinks [900¥]
Programs (44,000¥): Activesoft (Pilot Anthroform 4 w/adaptive scale4) [44,000¥]
Clothing and Armor (3,300¥): 3 Armor vests (6/4) [1,800¥], 2 latex face masks [1,000¥], clothing (suitable outfits for humanoid walkers) [500¥]
Weapons (8,700¥): Ares Alpha [1,700¥], Ingram White Knight [2,000¥], Walther MA 2100 [5,000¥]
Vehicles and Drones (63,500¥): 6 Toyota MK centipede S&Rs2 [6,000¥], Mesametric Beaver2 [4,000¥], 2 Renraku Manservant-32 (w/Mimic2 (3)) [35,000¥], Wuxing Crimson Samurai2 (w/body stabilizer2 (3)) [18,500¥]
Misc. Gear (3,000¥): 3 fake SINs (1, for manservants and samurai) [3,000¥]

ARMORER (110,000¥:22 BP)
Requirements: Minimum Body 3 to wear armor without penalty.
Lifestyle (7,000¥): Workspace [17 LP advanced lifestyle5: Comforts 1, Entertainment 1, Necessities 5, Neighborhood 3, Security 5, Positive Quality: Security Conscious; 7,000¥/month, 1 month] [7,000¥]
Clothing and Armor (1,950¥): Victory Industrious coverall[2] (w/ hard hat[2]) (5/6) [950¥], Victory Industrious winterized coverall[2] (6/5) [1,000¥]
Misc. Gear (101,050¥): Armorer facility [100,000¥], armorer kit [500¥], glasses (1, w/image link) [50¥], premium Matrix service[4] (5 months) [500¥]

BASIC HACKER I (60,000¥:12 BP)
Commlink (28,050¥): Fairlight Caliban (running Novatech Navi, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3))
[27,450¥], 2 disposable commlinks[4] [600¥]
Programs (31,080¥): Eastern-Tiger Palladium[4] [6,640¥], Eurosoft Clavicula[4] [4,700¥], Exploit 6 [6,000¥], FTL Matrixware Power Suite[4] [1,240¥], Homewrecker[4] [6,000¥], Iris Antivirus[4] [1,500¥], Stealth 5 [5,000¥]
Misc. Gear (1,870¥): Glasses (1, w/image link) [50¥], hardware kit [500¥], optical tap[4] [100¥], premium Matrix service[4] (1 year) [1,200¥], electronic paper [20¥]
Notes: Programs will only run at a maximum rating 4 on the given commlink.

BASIC HACKER II (80,000¥:16 BP)
Commlink (30,950¥): Fairlight Caliban (Firewall 5, System 5, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3)) [30,950¥]
Programs (43,500¥): Analyze 5 [500¥], Armor 4 [4,000¥], Attack 4 [4,000¥], Browse 5 [500¥], Biofeedback Filter 4 [4,000¥], Command 5 [500¥], Decrypt 5 [5,000¥], Edit 5 [500¥], Encrypt 5 [500¥], Exploit 6 [6,000¥], Medic 4 [4,000¥], Purge[4] 5 [500¥], Scan 5 [500¥], Sniffer 4 [4,000¥], Stealth 5 [5,000¥], Track 4 [4,000 ¥]
Clothing and Armor (2,100¥): Actioneer business clothes (w/ feedback clothing) (5/3) [2,000¥], hard hat[2] (+2/+0) [50¥], vintage "Sprechen sie Drachen?" Saeder-Krupp t-shirt [50¥]
Weapons (1,500¥): Taurus Multi-6[2] (w/weapon commlink[2] (disposable commlink[4])) [1,500¥]
Misc. Gear (1,950¥): Glasses (1, w/image link) [50¥], hardware kit [500¥], optical tap[4] [100¥], premium Matrix service[4] (1 year) [1,200¥], 5 sheets of electronic paper [100¥]
Notes: Programs will only run at a maximum rating 5 on the given commlink.

BASIC HACKER III (90,000¥:18 BP)
Commlink (31,650¥): Fairlight Caliban (Firewall 6, System 6, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3)) [31,650¥]
Programs (54,500¥): Analyze 5 [500¥], Armor 5 [5,000¥], Attack 5 [5,000¥], Black Hammer 3 [3,000¥], Blackout 3 [3,000¥], Browse 5 [500¥], Biofeedback Filter 5 [5,000¥], Command 5 [500¥], Decrypt 5 [5,000¥], Edit 5 [500¥], Encrypt 5 [500¥], Exploit 6 [6,000¥], Medic 4 [4,000¥], Purge[4] 5 [500¥], Scan 5 [500¥], Sniffer 5 [5,000¥], Stealth 5 [5,000¥], Track 5 [5,000¥]
Clothing and Armor (400¥): Leather jacket (w/nonconductivity 1) (2/2) [400¥]
Weapons (1,500¥): Taurus Multi-6[2] (w/weapon commlink[2] (disposable commlink[4])) [1,500¥]
Misc. Gear (1,950¥): Glasses (1, w/image link) [50¥], hardware kit [500¥], optical tap[4] [100¥], premium Matrix service[4] (1 year) [1,200¥], 5 sheets of electronic paper [100¥]

BASIC RIGGER I (75,000¥:15 BP)
Lifestyle (2,000¥): Secure Garage (7 LP advanced lifestyle5: Comforts 0, Entertainment 0, Necessities 2, Neighborhood 2, Security 3; 500¥ a month, 4 months paid in advance) [2,000¥]

Commlink (22,750¥): Fairlight Caliban (running Novatech Navi, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3)) [22,450¥], disposable commlink[4] [300¥]

Programs (20,700¥): Command 5 [500¥], ECCM 5 [5,000¥], Eurosoft Clavicula[4] [4,700¥], Exploit 5 [5,000¥], Scan 5 [500¥], Spoof 5 [5,000¥]

Vehicles and Drones (23,000¥): CrashCart AutoDoc [4,000¥], Mesametric Beaver2 [4,000¥], 2 Lone Star iBalls2 [3,000¥], micro-tapper bug4 [1,000¥], repeater drone4 [3,000¥], Shiawase kanmushi [1,000¥], S-B microskimmer [1,000¥], Thundercloud Contrail2 [5,000¥], Toyota MK-Centipede S&R2 [1,000¥]

Misc. Gear (1,550¥): Armorer kit [500¥], automotive mechanic kit [500¥], hardware kit [500¥], glasses (1, w/image link) [50¥]

Notes: Programs will only run at a maximum rating 4 on the given commlink.

BASIC RIGGER II (90,000¥:18 BP)
Lifestyle (5,000¥): Secure Garage (7 LP advanced lifestyle[5]: Comforts 0, Entertainment 0, Necessities 2, Neighborhood 2, Security 3; 500¥ a month, 10 months paid in advance) [5,000¥]

Commlink (31,250¥): Fairlight Caliban (Firewall 5, System 5, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3)) [30,950¥], disposable commlink[4] [300¥]

Programs (25,200¥): Analyze 5 [500¥], Browse 5 [500¥], Command 5 [500¥], ECCM 5 [5,000¥], Edit 5 [500¥], Eurosoft Clavicula[4] [4,700¥], Exploit 5 [5,000¥], Purge[4] 5 [500¥], Scan 5 [500¥], Spoof 5 [5,000¥], Vehicle Identification[2] 5 [2,500¥]

Vehicles and Drones (27,000¥): CrashCart AutoDoc [4,000¥], Mesametric Beaver2 [4,000¥], 2 Lone Star iBalls2 [3,000¥], micro-tapper bug4 [1,000¥], repeater drone4 [3,000¥], Shiawase kanmushi [1,000¥], S-B microskimmer [1,000¥], Thundercloud Contrail2 [5,000¥], 5 Toyota MK-Centipede S&Rs2 [5,000¥]

Misc. Gear (1,550¥): Armorer kit [500¥], automotive mechanic kit [500¥], hardware kit [500¥], glasses (1, w/image link) [50¥]

BASIC RIGGER III (150,000¥:30 BP)
Lifestyle (6,000¥): Secure Garage (7 LP advanced lifestyle[5]: Comforts 0, Entertainment 0, Necessities 2, Neighborhood 2, Security 3; 500¥ a month, 12 months paid in advance) [6,000¥]

Commlink (31,250¥): Fairlight Caliban (Firewall 5, System 5, Response upgraded to 5, w/armor[4] (6), cryptosense module[4], customized interface[4], fetch module[4] (3), hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3)) [30,950¥], disposable commlink[4] [300¥]

Programs (25,200¥): Analyze 5 [500¥], Browse 5 [500¥], Command 5 [500¥], ECCM 5 [5,000¥], Edit 5 [500¥], Eurosoft Clavicula[4] [4,700¥], Exploit 5 [5,000¥], Purge[4] 5 [500¥], Scan 5 [500¥], Spoof 5 [5,000¥], Vehicle Identification[2] 5 [2,500¥]

Vehicles and Drones (71,000¥): CrashCart AutoDoc [4,000¥],

GMC Bulldog Step-Van [35,000¥], Mesametric Beaver2 [4,000¥], 2 Lone Star iBalls2 [3,000¥], micro-tapper bug4 [1,000¥], repeater drone4 [3,000¥], Shiawase kanmushi [1,000¥], S-B microskimmer [1,000¥], 2 steel lynx [10,000¥], Thundercloud Contrail2 [5,000¥], 5 Toyota MK-Centipede S&Rs2 [5,000¥]

Misc. Gear (16,550¥): Armorer kit [500¥], armorer shop [5,000¥], automotive mechanic kit [500¥], automatic mechanic shop [5,000¥], hardware kit [500¥], hardware shop [5,000¥], glasses (1, w/image link) [50¥]

BASIC RUNNER I (20,000¥:4 BP)
Requirements: Minimum Body 3 to wear armor without penalty.

Lifestyle (10,000¥): Low lifestyle (5 months) [10,000¥]

Commlink (1,750¥): CMT Clip (running Renraku Ichi w/AR gloves) [1,550¥], 2 disposable commlinks[4] [600¥]

Programs (300¥): Browse 3 [150¥], Edit 3 [150¥], Scan 1 [0¥]

Clothing and Armor (700¥): Lined coat (6/4) [700¥]

Weapons (200¥): Colt America L36 [150¥], survival knife [50¥]

Misc. Gear (7,050¥): Basic DocWagon contract (1 year) [5,000¥], fake SIN (2) [2,000¥], glasses (1, w/image link) [50¥]

Notes: Programs will only run at a maximum rating 2 on the given commlink.

BASIC RUNNER II (40,000¥:8 BP)
Requirements: Minimum Body 4 to wear armor without penalty.

Lifestyle (25,000¥): Middle lifestyle (5 months) [25,000¥]

Commlink (3,050¥): Novatech Airware (running Iris Orb w/AR gloves, customized interface[4]) [2,750¥], disposable commlink[4] [300¥]

Programs (480¥): FTL Matrixware Net Wizard[4] [480¥]

Clothing and Armor (1,250¥): Armor jacket (w/SecureTech PPP forearm guards[2], shin guards[2]) (8/8) [1,250¥]

Weapons (2,170¥): Ares Predator IV [350¥], monofilament sword [750¥], Mossberg AM-CMDT [1,000¥], survival knife [50¥], throwing knife [20¥]

Misc. Gear (8,050¥): Basic DocWagon contract (1 year) [5,000¥], fake SIN (3) [3,000¥], glasses (1, w/image link) [50¥]

Notes: Programs will only run at a maximum rating 3 on the given commlink.

BASIC RUNNER III (85,000¥:17 BP)
Requirements: Minimum Body 5 to wear armor without penalty.

Lifestyle (30,000¥): Middle lifestyle (6 months) [30,000¥]

Commlink (6,755¥): Transys Avalon (running Iris Orb w/AR gloves, customized interface[4], printer, sim module modified for BTL/hot-sim) [5,005¥]

Programs (6,160¥): FTL Matrixware Power Suite[4] [1,240¥], Pocket Hacker[4] [4,920¥]

Clothing and Armor (1,450¥): Armor jacket (w/SecureTech PPP forearm guards[2], shin guards[2], vitals protector[2]) (10/9) [1,450¥]

Weapons (3,635¥): Ares Predator IV (w/internal smartlink,

spare clip APDS ammo) [800¥], monofilament sword [750¥], Mossberg AM-CMDT (w/internal smartlink) [2,000¥], ceramic knife[2] [75¥]

Vehicles and Drones (5,000¥): Thundercloud Contrail [5,000¥][2]

Misc. Gear (32,000¥): Gold DocWagon contract (1 year) [25,000¥], fake SIN (3) [3,000¥], earbuds (3, w/select sound filter (3)) [630¥], glasses (3, w/image link, smartlink) [600¥], premium Matrix service[4] (1 year) [1,200¥], 1 dose of CS/tear gas [20¥], micro-transceiver (6) [1,200¥], tag eraser [150¥], white noise generator (2) [100¥]

Notes: Programs will only run at a maximum rating 3 on the given commlink.

COMBAT BIKER (50,000¥:10 BP)

Requirements: Minimum Body 5 to wear armor without penalty.

Programs (2,000¥): Autosoft (Pilot Ground Vehicle 4) [2,000¥]

Clothing and Armor (800¥): Bike racing armor[2] (w/helmet, quick-draw holster) [5/9] [800¥]

Vehicles and Drones (47,200¥): Thundercloud Contrail2 (Pilot upgraded to 4, w/engine customization2 (Accel, Speed), fuzzy logic2, termination system2 (basic), motorcycle gyro stabilization2, nanomaintenance system2 (2), smart tires2, weapon mount2 (normal size, fixed flexibility, remote control2)) [47,200¥]

COMBAT HACKER (60,000¥:12 BP)

Commlink (24,685¥): Browning Ultra-Power[2] (w/weapon commlink[2] (custom commlink, Firewall 6, Response 5, Signal 5, System 6 w/armor[4] (10), biometric lock[4], chemical seal[4], customized interface[4], hardening[4] (6), sim module modified for BTL/hot-sim, response enhancer[4] (3), nanopaste trodes, skinlink), internal smartgun system, melee hardening[2], spare clip of regular ammo) [24,685¥]

Programs (35,000¥): Armor 5 [5,000¥], Attack 5 [5,000¥], Black Hammer 5 [5,000¥], Blackout 5 [5,000¥], Disarm[4] 5 [5,000¥], Medic 5 [5,000¥], Nuke[4] 5 [5,000¥]

Clothing and Armor (200¥): SecureTech PPP vitals protector[2] (1/1) [200¥]

Misc. Gear (115¥): Premium Matrix service[4] (1 month) [100¥], snuff box (3 doses of snuff)[2] [15¥]

COVERT OPS (75,000¥:15 BP)

Requirements: Minimum Body 4 to wear armor without penalty.

Lifestyle (10,000¥): High lifestyle (1 month) [10,000¥]

Commlink (4,750¥): Hermes Ikon (running Novatech Navi, w/ AR gloves) [4,750¥]

Programs (480¥): FTL Matrixware Net Wizard[4] [480¥]

Clothing and Armor (9,490¥): Armor jacket (8/6) [900¥], chameleon suit[2] (6/4) [8,000¥], clothing (nurse's outfit) [180¥], wig [10¥], SecureTech PPP vitals protector[2] (w/Nonconductive 1) (+1/+1) [400¥]

Weapons (6,320¥): 5 flash-paks [1,000¥], 5 smoke grenades [150¥], briefcase rocket2 [1,400¥], Hammerli 620S2 (w/ silencer, 10 clips regular ammo) [1,100¥], Ingram Smartgun X (w/laser designator2 (6), 5 clips subsonic2 ammo) [1,640¥],

monofilament sword [750¥], shock gloves [200¥], concealable holster [75¥], spare clip [5¥]

Misc. Gear (43,960¥): 20 slap patches[2] (w/1 dose of arsenic[2] each) [2,420¥], appraisal shop[2] [5,000¥], area jammer (4) [2,000¥], autopicker (4) [800¥], ballpoint pen microtransceiver[2] (4) [2,000¥], body cavity escape kit[2] [10,000¥], climbing gear[2] [200¥], fake SIN (3) [3,000¥], gas mask [100¥], gecko tape gloves [250¥], glasses (1, w/image link) [50¥], ear buds (3, w/ select sound filter 3) [630¥], grapple gun (w/200 meters of stealth rope, catalyst stick) [790¥], handheld non-linear junction detector[2] (3) [300¥], keycard copier (6) [1,800¥], Laés cigarette[2] [25¥], lockpick set [300¥], maglock passkey (4) [8,000¥], medkit (6) [600¥], RFID camera (1) [100¥], monofilament chainsaw [300¥], operations cleanup shop[2] [5,000¥], rappelling gloves [70¥], white noise generator (4) [200¥], wire clippers [25¥]

Notes: Programs will only run at a maximum rating 4 on the given commlink.

ELECTRONIC WARFARE (50,000¥:10 BP)

Commlink (9,800¥): Transys Avalon (running Novatech Navi, Signal upgraded to 6, w/hardening[4] (6), subvocal microphone, nanotrodes) [9,800¥]

Programs (24,700¥): Analyze 6 [600¥], Browse 6 [600¥], Command 6 [600¥], ECCM [5,000¥], Edit 6 [600¥], Eurosoft Clavicula[4] [4,700¥], Exploit 3 [1,500¥], Reality Filter 5 [500¥], Scan 6 [600¥], Sniffer 5 [5,000¥], Track 5 [5,000¥]

Vehicles and Drones (4,000¥): Micro-tapper bug[4] [1,000¥], repeater drone[4] [3,000¥]

Misc. Gear (11,500¥): Area jammer (4) [2,000¥], directional jammer (6) [3,000¥], faraday cage[4] (6 cubic meters) [600¥], headjammer (6) [1,500¥], 25 mesh tags[4] [50¥], skinweb array[4] [200¥], smart area jammer[2] (4) [4,000¥], tag eraser [150¥]

Notes: Programs will only run at a maximum rating 3 on the given commlink.

JOE/JANE COMMLINK (30,000¥:6 BP)

Commlink (22,310¥): Custom-built commlink (Firewall 6, Response 5, Signal 5, System 6, w/customized interface[4], sim module) [22,310¥]

Programs (5,090¥): Analyze 6 [600¥], Browse 6 [600¥], Command 6 [600¥], Edit 6 [600¥], Encrypt 6 [600¥], Miracle Shooter (4 months) [90¥], Purge[4] 6 [600¥], Reality Filter 6 [600¥], Scan 6 [600¥], Virtual Pet [100¥], Virtual Weather [100¥]

Clothing and Armor (1,600¥): Clothing (several outfits of feedback clothing) [1,600¥]

Misc. Gear (1,000¥): AR gloves [250¥], glasses (1, w/image link) [50¥], hardware kit [500¥], skinweb array[4] [200¥]

JOURNALIST (25,000¥:5 BP)

Commlink (4,555¥): Novatech Airware (running Novatech Navi, optimization[4] (Edit), sim module modified for BTL/hot-sim, printer, simrig, trodes) [4,555¥]

Programs (500¥): Edit 5 [500¥], Scan 1 [0¥]

Clothing and Armor (500¥): Clothing (journalistic disguises) [500¥]

Misc. Gear (19,445¥): 3 RFID cameras (1) [300¥], 6 RFID microphones (1) [300¥], 3 fake SINs (3) [9,000¥], contacts (2, w/vision magnification and vision enhancement (3)) [500¥],

flashlight [25¥], professional camera[2] (w/macro lens and super-telephoto lens) [7,300¥], hand-held ultrawideband radar sensor (4) [2,000¥], 4 stealth tags [20¥]
Notes: Programs will only run at a maximum rating 3 on the given commlink.

LIFE IN THE GUTTER (55,000¥:11 BP)
Lifestyle (50,000¥): Permanent Squatter Lifestyle [50,000¥]
Commlink (600¥): Disposable commlink[4] (w/sim module modified for BTL/hot-sim, trodes) [600¥]
Programs (95¥): BTL recordings [95¥], Scan 1 [0¥]
Clothing and Armor (250¥): Synthleather jacket (2/2) [200¥], street clothes [50¥]
Weapons (30¥): Steel pipe (club) [30¥]
Misc. Gear (4,025¥): Certified credstick [25¥], fake SIN (3) [3,000¥], basic Matrix service[4] (1 year) [300¥], 10 doses of betameth[2] (w/pipe) [200¥], balloon (w/10 doses of pixie dust[2]) [400¥], pill bottle (100 doses of betel[2]) [100¥]

LIFE ON THE STREETS (205,000¥:41 BP)
Lifestyle (200,000¥): Permanent Low Lifestyle [200,000¥]
Commlink (300¥): Metalink (running Vector Xim) [300¥]
Programs (480¥): FTL Matrixware Netwizard[4] [480¥], Scan 1 [0¥]
Clothing and Armor (300¥): Leather jacket (2/2) [200¥], street clothes [100¥]
Weapons (120¥): Streetline Special [100¥], knife [20¥]
Misc. Gear (3,800¥): Certified credstick [25¥], fake license (4, streetline special) [400¥], fake SIN (3) [3,000¥], respirator (3) [300¥], 3 stimulant patches (1) [75¥]
Notes: Programs will only run at a maximum rating 1 on the given commlink.

MECHANIC (125,000¥:25 BP)
Requirements: Minimum Body 3 to wear armor without penalty.
Lifestyle (7,000¥): Workspace (17 LP advanced lifestyle[5]: Comforts 1, Entertainment 1, Necessities 5, Neighborhood 3, Security 5, Positive Quality: Security Conscious; 7,000¥/month, 1 month) [7,000¥]
Clothing and Armor (950¥): Victory Industrious coverall[2] (w/hard hat[2]) (5/6) [950¥]
Misc. Gear (117,050¥): Aeronautics mechanic kit [500¥], appraisal shop[2] [5,000¥], automotive mechanic facility [100,000¥], automotive mechanic kit [500¥], cybertechnology shop [5,000¥], hardware kit [500¥], hardware shop [5,000¥], monocle (1, w/image link) [50¥], nautical mechanics kit [500¥]

MICRORIGGER (40,000¥:8 BP)
Commlink (12,250¥): Transys Avalon [Response upgraded to 5, running Novatech Navi, customized interface[4], AR gloves, biometric reader, datalock module[4] (3), sim module modified for BTL/hot-sim, skinlink, satellite link, trodes) [12,250¥]
Programs (15,400¥): Analyze 4 [400¥], Browse 5 [500¥], Command 5 [500¥], ECCM 5 [5,000¥], Edit 5 [500¥], Exploit 5 [5,000¥], Iris Antivirus[4] [1,500¥], Reality Filter 5 [500¥], Scan 5 [500¥], Sniffer 2 [1,000¥]
Vehicles and Drones (12,350¥): Bust-A-Move[2] [350¥], Cyberspace Designs dragonfly[2] [2,500¥], Ferret RPD-1X[2]

[3,000¥], Lone Star iBall[2] [1,500¥], MCT Fly-Spy [2,000¥], Shiawase Kanmushi [1,000¥], S-B microskimmer [1,000¥], Toyota MK-Centipede[2] [1,000¥]
Notes: Programs will only run at a maximum rating 4 on the given commlink.

NANOTECHNOLOGIST (130,000¥:26 BP)
Lifestyle (10,000¥): High lifestyle (1 month) [10,000¥]
Commlink (350¥): Disposable commlink[4] (w/trodes) [350¥]
Clothing and Armor (35,000¥): Evo Worldwear subscription[3] (1 year) [35,000¥]
Weapons (31,500¥): Light crossbow[2] [300¥], 8 injection bolts[2] (two loaded with Cutters[3], two loaded with Hacker nanites[4] (3), two loaded with Deactivators[3] (6), two loaded with Fuzz[3] (5)) [30,800¥]
Misc. Gear (54,650¥): 7 doses of Altskin[3] (w/sealer[3] and shade[3]) [13,650¥], 3 doses of etchers[3] [1,500¥], 5 temporary nanomemory tattoos[4] [1,000¥], nanoscanner[3] (6) [15,000¥], 3 doses of NanoSpy[3] [21,000¥], Savior medkit[3] [2,000¥], small container of nanopaste disguise [500¥]

OCCULTECHNOLOGIST (100,000¥:20 BP)
Lifestyle (25,000¥): Sanctum sanctorum (15 LP advanced lifestyle[5]: Comforts 2, Entertainment 2, Necessities 2, Neighborhood 2, Security 2, Positive Quality: Aspected Domain; 5,000¥/month, 5 months paid in advance) [25,000¥]
Commlink (4,100¥): Novatech Airware (running Iris Orb, w/pocket mage library[2] (3), trodes) [4,100¥]
Programs (13,400¥): Manadyne Archmage[4] (w/Lifeline[4] option) [13,400¥], Scan 1 [0¥]
Clothing and Armor (4,500¥): Leather jacket (w/fire resistance (6), nonconductivity (6)) (2/2) [2,000¥], Magical Neo-Postmodern wardrobe [2,500¥]

Misc. Gear (53,000¥): Enchanting shop[1] [50,000¥], magical lodge (Force 6) [3,000¥]

SPIDER (70,000¥:14 BP)
Commlink (23,250¥): Fairlight Caliban (Firewall 5, System 5, Response upgraded to 5, w/response enhancer[4] (3), sim module modified for BTL/hot-sim) [23,250¥]
Programs (45,670¥): Analyze 3 [150¥], Armor 4 [4,000¥], Attack 4 [4,000¥], Blackout 4 [4,000¥], Bio-Feedback Filter 5 [5,000¥], Browse 4 [400¥], Command 3 [150¥], ECCM 4 [4,000¥], Edit 2 [100¥], Encryption Prescription[4] 4 [9,360¥], Medic 2 [1,000¥], Scan 3 [150¥], Track 4 [4,000¥], Watanabe Electric Kitsune[4] 4 [9,360¥]
Misc. Gear (1,080¥): 7 doses of Overdrive[2][1,050¥], 6 stealth tags [30¥]

SUMMONER (40,000¥:8 BP)
Programs (20,000¥): Knowsofts (Conjuring Background 5, Spirits 5) [20,000¥]
Clothing and Armor (250¥): Clothing (Ceremonial robes and masks) [250¥]
Misc. Gear (19,750¥): 5 doses of wudu'aku[2] [5,750¥], binding materials (18 Force worth) [9,000¥], magical lodge materials (Force 6) [3,000¥], Do-It-Yourself Golem Kit (high-quality stone and diagrams for a Force 2 stone homunculus[1]) [2,000¥]

THIEF (35,000¥:7 BP)

Requirements: Minimum Body 3 to wear armor without penalty.

Clothing and Armor (9,400¥): Chameleon suit[2] (6/4) [8,000¥], clothing (wide variety of disguises) [1,400¥]

Misc. Gear (25,600¥): 1 dose of alkahest[2] [100¥], appraisal kit[2] [500¥], autopicker (6) [1,200¥], cellular glove molder (3) [600¥], chisel [20¥], climbing gear [200¥], diving gear[2] [2,000¥], flashlight [25¥], gecko tape gloves [250¥], glasscutter[2] [10¥], grapple gun (w/1,000m of microwire) [1,000¥], hand-held camera neutralizer[2] (3) [750¥], industrial mechanic kit [500¥], keycard copier (6) [1,800¥], 8 latex face masks [4,000¥], lockpick set [300¥], MageSight goggles[2] (w/15 meters of Mage Sight cable[2]) [2,900¥], maglock passkey (4) [8,000¥], miniwelder [250¥], monofilament chainsaw [300¥], rappelling gloves [70¥], sequencer (4) [800¥], wire clippers [25¥]

TRANSLATOR (125,000¥:25 BP)

Programs (125,000¥): Linguasofts: (Basque 5, Dutch 5, English 5, Eirann-Sperethiel 5, French 5, German 5, Italian 5, Polish 5, Portuguese 5, Spanish 5) [25,000¥], (Chinese 5, Filipino 5, Korean 5, Mongolian 5, Japanese 5, Khmer N□ga 5, Malay 5, Russian 5, Thai 5, Vietnamese 5) [25,000¥], (Amazonian Portuguese 5, American Sign Language 5, Aztlaner Sign Language 5, Aztlaner Spanish 5, Creole 5, Nahuatl 5, Navajo 5, Perth-Athabaskans Sign Language 5, Salish 5, Sperethiel 5) [25,000¥], (Arabic 5, Bengali 5, Greek 5, Hebrew 5, Hindustani 5, Kurdish 5, Persian 5, Punjabi 5, Tibetan 5, Turkish 5) [25,000¥], (Afrikaans 5, Amharic 5, Coptic 5, Somali 5, Sumerian 5, Swahili 5, Tamazight 5, Xhosa 5, Yoruban 5, Zulu 5) [25,000¥]

URBAN SURVIVALIST (5,000¥:1 BP)

Requirements: Minimum Body 4 to wear armor without penalty.

Clothing and Armor (1,400¥): Camouflage suit[2] (urban) (8/6) [1,200¥], SecureTech PPP vitals protector[2] (1/1) [200¥]

Misc. Gear (3,600¥): Backpack[2] [250¥], camouflage netting[2] (20 sq. meters, urban) [200¥], handheld sensor[2] (atmosphere sensor (3), barometric, thermometric) [295¥], RFID Geiger counter[2] [50¥], protection tent[2] (1) [2,000¥], radiation film badge[2] [25¥], 2 ration pouches[2] (6 day supply of rations[2]) [100¥], respirator (3) [300¥], sleeping bag[2] [75¥], solar still[2] [200¥], survival kit[2] [100¥], water purification tablet[2] [5¥]

VAMPIRE HUNTER (15,000¥:3 BP)

Requirements: Minimum Body 4 to wear armor without penalty.

Commlink (4,100¥): Novatech Airware (running Iris Orb, w/ pocket mage library[2] (3), trodes) [4,100¥]

Programs (2,200¥): Analyze 1 [50¥], Browse 2 [100¥], Edit 1 [50¥], Scan 1 [0¥], Wildlife Spotter2 4 [2,000¥]

Clothing and Armor (3,250¥): Bunker gear[2] (w/helmet) (4/8) [3,250¥]

Weapons (4,825¥): 10 white phosphorous grenades2 [1,200¥], combat axe [600¥], Franchi SPAS-222 (w/internal smartlink, 20 rounds silver shotgun rounds2) [3,000¥], knife [20¥], 5 sharpened stakes [5¥]

Misc. Gear (625¥): Contacts (2, w/image link, smartlink) [625¥]

Notes: Programs will only run at a maximum rating 1 on the given commlink.

TABLES

MAGIC PROFILES	REQUIREMENTS
Astral Martial Artist (100 BP)	
Combat Sorcerer (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) quality. Minimum Body 3 to wear armor without penalty.
Dowser (100 BP)	Requirements: Magician (15 BP) Quality, or the Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attributes (Logic + Intuition) = 4.
Elementalist (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attribute Charisma 2.
Exorcist (110 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.
Focus Addict (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attribute Magic 4. Minimum Logic 4 to be able to have all foci active at once.
Former Wage Mage (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attributes (Logic + Intuition) = 3.
Illusionist (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.
Magical Healer (100 BP)	Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power.
Manatechnologist (0.2 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5.
Recon Shaman (100 BP)	Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attribute Charisma 2.
Ritualist (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality.
Street Alchemist (100 BP)	Requirements: Magician (15 BP) or Mystic Adept (10 BP) Quality. Minimum attributes (Logic + Intuition) = 5.
Street Druid (75 BP)	Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power.
Street Shaman (120 BP)	Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum attribute Charisma 2. Minimum attribute Body 3 to wear armor without penalty.
Street Witch (100 BP)	Requirements: Magician (15 BP) Quality, or Mystic Adept (10 BP) Quality and the Astral Perception adept power. Minimum Body 3 to wear armor without penalty.
Talislegger (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 8.
Theoretical Thaumaturgist (50 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.

ADEPT SETS	REQUIREMENTS
Arcane	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 2
Aura Auger	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 4
Bluffer	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 4
Einar	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 6
Fist of Thunder	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 1
Free Runner	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 5
Gunslinger Adept	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 3
Healer	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 2
Ki Master	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 5
Negamage	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 4
Rememberer	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 3
Sentinel	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 1
Silent Way Adept	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 6
Stabby Adept	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 3
Striker	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 3

PACKS
TABLES

ADEPT SETS	REQUIREMENTS
Tank	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 5
The Voice	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 1
Twitch	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 6
Willworker	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 2
Yogin	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 6
Zen Disciple	Requirements: Adept (5 BP) or Mystic Adept (10 BP) Quality, min Magic 6

MATRIX PROFILES	REQUIREMENTS
Bot Herder (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 8.
Combat Rigger (0.5 Ess/100 BP)	
Cracker (0.7 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Data Miner (100 BP)	
Datasmith (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Drone Whisperer (120 BP)	Requirements: Technomancer (5 BP) quality. Minimum attributes Resonance 3 and Logic 3.
Gunsel Karcist (2.2 Ess/100 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attribute Resonance 3.
Hidden Technomancer (120 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attribute Resonance 3.
Matrix Scavenger (100 BP)	
Off-the-Shelf Hacker (100 BP)	
People Watcher (50 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 4.
Resonance warrior (100 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 5.
Rigger Mechanic (0.96 Ess/100 BP)	
Threader (100 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 3 and Logic 3.
Tracer (100 BP)	
Warez Pirate (120 BP)	Requirements: Technomancer (5 BP) Quality. Minimum attributes Resonance 5 and (Logic + Intuition) = 4.

SHADOW PROFILES	REQUIREMENTS
Bodyguard (2.68 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 5 to wear armor without penalty.
BoosteD Ganger (5.2 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 4 to wear armor without penalty.
Brawler (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Broker (100 BP)	
ConMan (0.56 Ess/125 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Courier (0.48 Ess/50 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 3 to wear armor without penalty.
Cybertactician (1.6 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 6.
D-Man (0.5 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3. Minimum Body 2 to wear armor without penalty.
Druggist (1.26 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 2 to wear armor without penalty.

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SHADOW PROFILES	REQUIREMENTS
Elf Focus (0.2 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 8. Minimum Strength of 5 to use bow, minimum Body 5 to wear armor without penalty.
Ex-Cop (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 3 to wear armor without penalty.
Fire Support (0.9 Ess/50 BP)	Requirements: Minimum Body 6 to wear armor without penalty.
Former Career Military (0.1 Ess/100 BP)	
Former Cultist (75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 2 to wear armor without penalty.
Former Executive (75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Former Joygirl/Boy (2.4 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5.
Former Special Forces (2.85 Ess/250 BP)	
Genefreak (1.3 Ess/75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Heavy Weapons Expert (75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Mafia Associate (100 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Merc Officer (120 BP)	
Off-the-shelf samurai (4.8 Ess/100 BP)	
Ork Focus (0.63 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5.
Posthuman Operative (5.64 Ess/75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Private Investigator (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4. Minimum Body 3 to wear armor without penalty.
Profiler (0.1 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Reporter (1.18 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Rising Rockstar (0.88 Ess/125 BP)	
Sinsearach Tribe Member (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Sixth World Linguist (0.76 Ess/100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 10.
Skillwire Junkie (1.45 Ess/50 BP)	
Sneak (0.7 Ess/75 BP)	
Sniper (0.32 Ess/100 BP)	
Street Doc (100 BP)	Requirements: Minimum attributes (Logic + Intuition) = 3.
Street Musician (1.0 Ess/75 BP)	
Street Samurai (120 BP)	Requirements: Minimum Body 4 to wear armor without penalty.
Thrill Ganger (75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 5. Minimum Body 4 to wear armor without penalty.
Torturer (75 BP)	Requirements: Minimum attributes (Logic + Intuition) = 4.
Tracker (100 BP)	
Wheelman (2.6 Ess/100 BP)	

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KITS	REQUIREMENTS
Anthrorigger (125,000¥:25 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Armorer (110,000¥:22 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Basic hacker I (60,000¥:12 BP)	
Basic hacker II (80,000¥:16 BP)	
Basic hacker III (90,000¥:18 BP)	
Basic rigger I (75,000¥:15 BP)	
Basic rigger II (90,000¥:18 BP)	
Basic rigger III (150,000¥:30 BP)	
Basic Runner I (20,000¥:4 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Basic Runner II (40,000¥:8 BP)	Requirements: Minimum Body 4 to wear armor without penalty.
Basic Runner III (85,000¥:17 BP)	Requirements: Minimum Body 5 to wear armor without penalty.
Combat Biker (50,000¥:10 BP)	Requirements: Minimum Body 5 to wear armor without penalty.
Combat Hacker (60,000¥:12 BP)	
Covert OPS (75,000¥:15 BP)	Requirements: Minimum Body 4 to wear armor without penalty.
Electronic Warfare (50,000¥:10 BP)	
Joe/jane Commlink (30,000¥:6 BP)	
Journalist (25,000¥:5 BP)	
Mechanic (125,000¥:25 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Microrigger (40,000¥:8 BP)	
Nanotechnologist (130,000¥:26 BP)	
Occultechnologist (100,000¥:20 BP)	
Spider (70,000¥:14 BP)	
Summoner (40,000¥:8 BP)	
Thief (35,000¥:7 BP)	Requirements: Minimum Body 3 to wear armor without penalty.
Translator (125,000¥:25 BP)	
Urban survivalist (5,000¥:1 BP)	Requirements: Minimum Body 4 to wear armor without penalty.
Vampire Hunter (15,000¥:3 BP)	Requirements: Minimum Body 4 to wear armor without penalty.