



# SHADOWRUN

## SHADOWRUNNER DOSSIER



# HARDPOINT

DWARF RIGGER

# HARDPOINT

## (BACKGROUND)

### OFF THE ASSEMBLY LINE

The veteran rigger named Hardpoint never pictured himself as a shadowrunner. The son of a hardworking dwarven civic engineer and his very human, very Japanese, wife, the young dwarf grew up an unwanted extension of Mitsuhamas Computer Technologies. Metahumans aren't treated well by MCT, and neither are Anglo half-breeds. Hardpoint was both, and had to work twice as hard as his classmates for half the corporate approval. He aced exam after exam, excelled in youth martial arts leagues, and endured insult after insult, all while in lock-step with MCT's near-fanatical corporate culture.

His father had long since transitioned from building Ork Underground tunnels—back before the Underground *was* ork—and into MCT employ, and Hardpoint wanted nothing so much as to build things and protect people, like his father did. He had a fantastically sharp mind and a terrific head for what made things work, and eventually—grudgingly—the corporation recognized that fact. Test after test showed aptitude for mechanical engineering, prototype testing, and perhaps, some day, combat rigging.

When he turned eighteen, he became a corporate employee without hesitation. His family received favorable loan rates on heavy headware augmentation and trusted in their young son to shoulder the burden of the family's honor.

### UNDER THE HOOD

Hardpoint did everything right. He excelled with aikido and jujitsu in competitions and corporate-mandated training programs. In simulations he flew rings—sometimes literally—around virtual opponents, but Mitsuhamas remained too staunchly traditional, too stubbornly meta-racist, to give him a fair chance. He excelled in his studies and graduated from training into field work, but was denied the glamorous security rigger position his test scores had earned. Unflappable, he devoted himself to the research and development position he'd been assigned, and worked hard to show them he could handle any task.

By day, he assisted in the designing of drones, test flew new models through obstacle courses to test aerodynamics and handling, smashed them headlong into walls to test durability, and clinically logged every result. Methodically, day after day, undergoing augmentation after augmentation to make himself better at his job, more efficient, more precise, he slaved away to keep from hurting his father's career. By night, he moonlighted with building security, doing everything he could to show his eagerness to serve. Eventually he was allowed a lateral transfer to building security, and became an expert with drone-mounted weaponry.

### HARDPOINT

#### FAVORITE DOWNTIME ACTIVITIES

- Routine maintenance on his many drones and guns
- Jumping into a drone and flying it around the city just for the fun of it
- Killing time on the deck of his houseboat, sharing sake and fishing lines with a buddy

### HARDPOINT

#### FAVORITE MEDIA

- The terrible MCT-branded J-pop he grew up with
- Classical music while he works on his drones
- Combat biker highlight reels

### HARDPOINT

#### LOYALTIES

- His father, who he'd love to be on speaking terms with again
- MCT—grudgingly—because he was raised by them as much as his family
- Dwarves as a metaspecies, who deserve more credit than they get

He served for years as a secondary team leader and member of a corporate security fireteam, but his dream position remained just out of reach. Hardpoint longed for the glamorous position of rigging an entire building, becoming a secure facility and repelling corporate invaders. Before they would trust him with a full building, though—before Hardpoint could literally take over the security system of a precious facility by himself—MCT had one last hurdle for him to leap, one last slap in the face to endure, one last insult against himself and his family. Pressured into an assigned marriage with another metahuman, while supervisors took bets on whether their offspring would be dwarven or orkish, Hardpoint had finally had enough. After decades of loyal service, it was one slight too many. Hardpoint



## HARDPOINT

### VITAL CONTACTS

- ◊ Johnson-san, a longtime MCT company man and middleman
- ◊ Black, an old buddy who runs a junkyard and auto shop in Puyallup
- ◊ Quick Billy McCoy, a semi-retired bootlegger who stays in the marina near Hardpoint's houseboat

apologized to his father, begged the memory of his dead mother for forgiveness, and quit.

He had the skills and the hardware to make a difference in the shadows, and he knew it. It was time to show the world what he was worth: an awful lot of nuyen.

### ONGOING MODIFICATIONS

Hardpoint is a long-time company man who's been honing, and diversifying, his skills for longer than any of his teammates have been alive. While his time with MCT wasn't as dangerous and exciting as the life of a shadowrunner, he knows he brings tremendous transportation and firepower to the team, and he knows how much Sledge appreciates that.

He's been working with the big ork for the longest, and the two can accomplish quite a bit against mundane opponents together. Hardpoint is a little resentful of how Sledge insists the Underground is wholly ork, since he knows his estranged father helped prop up support beams and design entire passages. The two have clashed about it a few times in the past, but for the most part they're willing to lubricate that friction with the nuyen they earn together, and ignore their political disagreements in favor of mowing down whoever they're being paid to hit.

Coydog is much newer to the team, and Hardpoint sees her as a breath of fresh air. After living a rigid, inflexible, life for so long, having a free spirit like her around—even with the frustration a Coyote shaman sometimes brings—has done him some good. He also knows he's the only member of the team that's not interested in her as more than a friend, and watching Gentry and Sledge compete over her amuses him to no end. She doesn't know a thing about his engines and drones, and he doesn't know a thing about how her spells and spirits, but the two are willing to accept that and complement one another's strengths, regardless.

Hardpoint gets along with Gentry fairly well, too. They both share a passion for electronics mingled with firearms, and they're both also used to being underdogs in a strictly tiered

## HARDPOINT

### THINGS HE WILL DO

- ◊ Sacrifice a drone to draw fire and protect his team
- ◊ "Shoot fish in a barrel," raining fire down on enemies from above, no matter how lopsided the fight
- ◊ Share Eastern philosophies (and chopstick lessons) with anyone who'll listen

## HARDPOINT

### THINGS HE WON'T DO

- ◊ Be disrespectful without good reason, especially to someone of Japanese descent
- ◊ Significantly harm Mitsuhamas Computer Technologies, opening them up to competitors
- ◊ Accept a job that he doesn't think he can complete efficiently

## HARDPOINT

### BRANDED FOR LIFE

- ◊ While the change is purely cosmetic, Hardpoint is uniquely loyal to MCT's electronics and uses an:
- ◊ MCT Amaretasu instead of a Transys Avalon commlink
- ◊ MCT Shuriken instead of S-B Microskimmer drone
- ◊ MCT KnowSphere instead of Horizon Flying Eye drone
- ◊ MCT Tengu instead of the C-D Dalmation drone
- ◊ MCT Shishi instead of the Steel Lynx drone

society. The two have thought about saving up their money for a proper workshop somewhere, and pooling their skills and resources even more. They know the team needs them to stay on the cutting edge in the shadows, and electronic security is a task they both take seriously.



# HARDPOINT

## (PREFERRED TACTICS)

Hardpoint wasn't born there, but he grew up in a secure Mitsuhaman corporate enclave, learning that the best way to do anything, ever, was by the book. Even as a shadowrunner, it's a mindset that's stuck with him. He's got a great work ethic and personal discipline, but sometimes striving to always do things the most efficient way possible has left him a little inflexible. He's constantly looking to angle a drone for a perfect shot, flank opponents flawlessly, or otherwise end a firefight with swift brutality with a solid knock-out punch. The MCT "zero zone" policy—letting no intruder survive—was drilled into him from an early age, and while he's otherwise very mild-mannered and polite, sometimes his reflex is still to drop an opponent for sure, instead of taking chances.

Hardpoint's always got a drone or two on him, or at least patrolling nearby. Every vehicle he drives—normally it's the Bulldog, but for runs into the Barrens or other lawless zones, he won't hesitate to roll out his barely street-legal Roadmaster—invariably has at least one combat drone on standby, and he's taken to carrying his smallest drones in pockets or belt pouches. His own Ingram is almost an afterthought; he knows he's a much better shot via drone-mounted weaponry, but carries it as a weapon of last resort.

### ONE-ON-ONE

Against a single opponent, depending on the ranges involved, Hardpoint won't hesitate to go hand-to-hand. His short-but-muscular stature saw him win more than one Mitsuhaman martial arts tournament, and he trusts in his ability to grapple and subdue most opponents in a fistfight. Against someone wielding an obvious firearm, though, he's far more likely to—even against just one enemy—take cover somewhere and let a drone (or a teammate) solve his problem for him.

### AGAINST A SMALL GROUP

Hardpoint shines against groups of opponents, where the situation's so out of control that he can really let loose. Even just a single one of his Roto-drones can cause a lot of trouble to your average handful of gangbangers or pair of corporate security goons. The dwarf's a crack shot with the top-end assault rifles he keeps mounted on his many flying drones, and any one of them can lob a grenade from on high, as well. Most of his fliers are small enough that he can expertly navigate hallways and take them along for fire support inside, too, but he much prefers fights out under the open sky.

### AGAINST A LARGE GROUP

Against a larger group, Hardpoint's more likely to fill the sky with drones, let most of 'em blast away under their own control, and just "hop into" one—then he'll do everything he can to help his team end the fight as quickly as possible. Letting Sledge, Gentry, and Coy-

dog pin opponents down with small arms and spells often leaves them open to drones blasting them from above or the flanks, and Hardpoint's eager to take advantage of the mobility drones offer. He's also not scared—if the situation is desperate enough—to order multiple drones to fill an area with grenades. Sometimes they'll blast an opponent to bits in a barrage of explosions, other times they'll lay down a wall of smoke for the team to make a quick getaway, but in either case, Hardpoint's the artillery for his shadowrunner team, hands down.

### STEALTH

Hardpoint's long since accepted he's just not much good at sneaking around. He insists that's what all manner of tiny recon drones are for, but Gentry and Sledge are slowly convincing him that *he's* got to be able to at least tiptoe a little bit, to make it as a professional criminal. When dedicated sneaking is called for, Hardpoint's likely to stay in his armored van and just send a mini-drone along with the rest of the team, instead of screwing it up for them. He excels at fire support and transport, not sneaking.

### SOCIAL

Hardpoint's a generally likeable fellow, with a strong sense of professionalism and dogged loyalty. His upbringing left him uniquely able to handle negotiations with those strongly influenced by Japanese culture. Hardpoint is more at home taking part in a formal tea ceremony than he is slinging bottles of SoyBud at the local bar. He's very comfortable with the uniquely Japanese etiquette that dominates several megacorporations and the Yakuza underworld syndicate, and can help the team fit in with those movers and shakers. There are times the traditional Japanese disdain for metahumans strikes a chord within him, though, and his confidence can be shaken; it all depends on how his meticulous manners are received, and whether the civility is returned appropriately or not.

### SURVEILLANCE/ RECONNAISSANCE

Hardpoint and his drones shine here, as well, second—arguably—only to Coydog and her ability to jaunt around on the astral plane. Whether it's a high-flying recon through the magnifying lenses of a big unmanned VTOL drone, or the skewed perspective of a tiny, stealthy crawler, Hardpoint's the one who can be the team's eyes and ears in almost any situation. On the rare occasion he's found without one of his drones, though, he's also rather useful thanks to his head full of MCT hardware and his heavily augmented eyes and ears.



# HARDPOINT (RECORD SHEET)

## SHADOWRUN CHARACTER PLAYER 1

Hardpoint / Dwarf Rigger

NOTES

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### PERSONAL DATA

NAME/PRIMARY ALIAS: *Hardpoint*

Metaphys: *Dwarf*

Age: *5 (6)* Sex: *Male* Ethnicity: *Japanese* Height: *5'6"* Weight: *170*

Street Cred: *0* Notoriety: *0* Public Awareness: *0*

Karma: *0* Total Karma: *0* Misc: *0*

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### CORE COMBAT INFO

Primary Armor: *Armor Jacket*

Primary Ranged Weapon: *Ingram Smartgun X*

Primary Melee Weapon: *None*

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### ATTRIBUTES

Body: *4* Essence: *0.98*

Agility: *3* Initiative: *8 + 1D6 (9 + 2D6)*

Reaction: *5 (6)* Matrix Inst. AR: *8 + 1D6 (9 + 2D6)*

Strength: *4* Matrix Inst. HR: *8 + 1D6 (9 + 2D6)*

Willpower: *3* Matrix Inst. CR: *8 + 1D6 (9 + 2D6)*

Logic: *6* Composure: *4*

Intuition: *3* Judge Intuition: *4*

Charisma: *3* Memory: *4*

Edge: *2* Luck: *4*

Edge Points: *0*

Physical Limit: *6* Mental Limit: *6* Social Limit: *4*

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### CONDITION MONITOR

Physical Damage Track: *1-3*

Stun Damage Track: *1-4*

Overflow: *0*

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### SKILLS

Skill	RTG	Type	RTG	Type
English	N	L	Japanese	N
Armor	2	A	Automatics	2
Engineering skill group	3	A	Electronics skill group	2
Electronic Warfare	4	A	Ekigutsu	3
Gunnery	7	A	(Japanese +2)	2
Navigation	3	A	Parasigil	4
Pilot Aircraft	5	A	Pilot Ground Craft	4
Pilot Watercraft	2	A	Unarmed Combat	4
Criminal Organizations (Yakuza +2)	1	K	(Gijutsu +2)	5
Philosophy (Eastern +2)	2	K	Engineering (Mechanical +2)	3
			Seattle Knowledge	4
			Security Procedures	4

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### IDS / LIFESTYLES / CURRENCY

Primary Lifestyle: *Housesoft/Marina Lot (Middle Lifestyle, 2 mos. prepaid)*

Notes: *1, 625 Licenses*

Known / Related Lifestyles / Funds / Licenses: *None*

Fake SIN (Rating 4): *None*

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### CONTACTS

Name	Loyalty	Connection	Favor
Johnson-san (MCT Company Man)	3	2	—
Black (Seattle Scrapyard Owner/Mechanic)	1	2	—
Quack Billy McCoy (Struggler)	1	1	—

## SHADOWRUN CHARACTER PLAYER 1

Hardpoint / Dwarf Rigger

NOTES

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### RANGED WEAPONS

Weapon	DM	Acc	AP	Mode	RC	Ammo
Ingram Smartgun X	4 (6)	—	BF/FA	2	34 (c)	—
4x Area Alpha	11P	5 (F)	—	SABFFA	2	42
10 Frag Grenades	—	5 (F)	—	SS	—	6
10 Smoke Grenades	—	5 (F)	—	SS	—	6
Ingram Valiant	9P	5 (6)	—	BF/FA	2 (R)	100 (c)

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### MELEE WEAPONS

Weapon	Reach	DM	Acc	AP

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### ARMOR

Armor	Rating	Notes
Mitsuhama Secure jacket	13	

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### CYBERDECK

Model: *None*

Attack: *None*

Device Rating: *None*

Data Processing: *None*

Firewall: *None*

Programs: *None*

Matrix Condition Monitor: *0*

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### AUGMENTATIONS

Bone Lacing (plastic), Commlink Implant (alphaware), Control Rig (2), Cybereyes (Rating 1 with Audio Enhancement 3, Dampers), Cybereyes (Rating 3 with Flare Compensation, Low Light, Smartlink, Thermographic, Vision Enhancement 2), 2x Datalog (alphaware), Wired Reflexes (alphaware, rating 1)

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### VEHICLE

Vehicle: *GMC Building Step-Van* Handling: *3 / 3*

Acceleration: *1* Speed: *3*

Pilot: *1* Body: *16*

Armor: *12* Sensor: *2*

Notes: *6 Seats, w/ Rigger Adaptation*

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### GEAR

Ammunition (1,800 regular rounds), AR gloves, Toolbits (Auto Mechanic, Aeronautics Mechanic, Hardware), Transigs Avolon commlink (DR 6)

DRONES

C-3 Destruction Large VTOL Recon (Handling 5, Speed 5, Accel 3, Bod 5, Arm 5, Pilot 3, Sensors 3, w/ standard weapon mounted Area Alpha)

3x Horizon Flying Eye Mini Flier (Handling 4, Speed 3, Accel 1, Bod 0, Arm 0, Pilot 3, Sensors 3, w/ built-in ash/slag/smoke grenades)

2x MCT Fly-by Mini Flier (Handling 4, Speed 2, Accel 2, Bod 1, Arm 0, Pilot 3, Sensors 3)

3x MCT Nissan Proto-Drone Medium Flier (Handling 4, Speed 4, Accel 2, Bod 4, Arm 4, Pilot 3, Sensors 3, each w/ standard weapon mounted Area Alpha)

S-B Microskimmer (Handling 3, Speed 3, Accel 1, Bod 0, Arm 0, Pilot 3, Sensors 3)

Steel Lure Large Combat Drone (Handling 5, Speed 4, Accel 2, Bod 6, Arm 14, Pilot 3, Sensors 3, w/ heavy weapon mounted Smart-Area M40)

Gear: Ammunition (1,800 regular rounds), AR gloves, Mitsuhama Secure armor jacket (12), Fake SIN (Rating 4), Toolbits (Auto Mechanic, Aeronautics Mechanic, Hardware), Transigs Avolon commlink (DR 6)

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### ADEPT POWERS OR OTHER ABILITIES

- ..... Game Session Info
- ..... Personal Data for Shadowrunner
- ..... Core Combat Info (Armor, Main Weapons)
- ..... Attributes and Limits
- ..... Condition Monitors
- ..... Skills (Language, Active and Knowledge)
- ..... Qualities (Positive and Negative)
- ..... Identification/Lifestyles/Currency (Fake and Legit)
- ..... Contacts (with Loyalty, Connection and Favors)
- ..... Ranged Weapons (Guns, Grenades, etc)
- ..... Melee Weapons (Knives, Swords, Clubs, etc)
- ..... Armor
- ..... Cyberdeck (with Array spread and programs)
- ..... Augmentations
- ..... Vehicles
- ..... Gear (tools, toys, and ammo)
- ..... Adept Powers and Other Abilities



# HARDPOINT

## (SOLO RUN)

Hardpoint normally prefers working with the rest of his team, but sometimes he gets a call that's too tangled up in old loyalties and corporate needs for him to bring on the more independent-minded freelancers. He owes debts to his old life, and prefers to pay them without involving his friends when he can.

### SCENE 1

Hardpoint's down at Black's, a scrap yard and auto shop in the Puyallup Barrens, killing time and tinkering with a few of his less-than-strictly-legal drones and their mounted autoguns. He gets an impeccably polite, albeit somewhat short, call from a Mitsu-hama company man he's long had dealings with. Mr. Johnson needs off-the-record security for an off-the-record meet, very short notice. He's up to something he doesn't want a corporate protection detail seeing, and Hardpoint's the only man he's got who can match their firepower, solo. Johnson-san wants Hardpoint to meet him on the road, escort him to a meet, and then work overwatch for a quick meeting. The pay—1,500¥ plus ammunition reimbursement—sounds fair, and it's just Hardpoint's nature to reflexively agree.

### SCENE 2

If he's going to provide fire support, the first thing Hardpoint has to do is get his combat drones put back together again! His MCT Roto-Drones are perfect for this sort of gig, but right now he's got them spread all over a workstation at Black's mechanic shop. He'll need to make Aeronautics Mechanic + Logic extended tests to do so, and he needs to get 4 hits per drone. He only has time to make two skills checks, and still catch Mr. Johnson on the road. Hardpoint's not totally out of luck though, he's got good working conditions (+1 dice), all Black's tools handy (+1 dice), and access to handy-dandy augmented reality schematics (+2 dice).

After a busy hour of reassembling, recalibrating, refueling, and reloading, he and his drones are all set to hit the road on an intercept course with Johnson-san's luxury sedan. Better hurry!

### SCENE 3

Thanking Black for his assistance, Hardpoint clambers into his Ares Roadmaster—"Z-Zone Delivery Service" stenciled on the side—and puts the pedal to the metal. The thing handles like a brick, but Johnson-san wants him to look intimidating and leave an impression, and nothing does that quite like about nine tons

of armored vehicle, especially with a few fire support drones ready to launch from the top racks. He's still saving up to get some big guns installed, but in the meantime, it's still a mean, armored, driving machine.

To time it just right and meet up with Johnson-san on the road, Hardpoint's got to make a Logic + Navigation roll to map out the most efficient route. After that, it'll be a Reaction + Pilot Ground Vehicle roll, but he'll need a whopping 5 hits to roll up right alongside Mr. Johnson, just right, and make it look easy (don't forget he also gets +3 dice for the Handling score of his Roadmaster). Pulling off this tricky maneuver smoothly would give the gamemaster a great excuse to refresh a point of Edge, as well as making Hardpoint look good.

### SCENE 4

Johnson-san's luxurious S-K Bentley Concordat, dwarfed by the Roadmaster escorting it, glides to a halt in the middle of a huge abandoned lot. There are an assortment of unsavory characters waiting to meet him, a small-time Yakuza underboss (use Organized Crime Lieutenant, p. 75, *Plots and Paydata*) flanked by six syndicate tough-guys (use Organized Crime Gang Member, p. 75, *Plots and Paydata*). The boss stands flanked by gangers, some afoot, some sitting on their sleek street bikes, with headlights still on in an attempt to be intimidating. Hardpoint can try to recognize them with a Logic + Criminal Organizations (Yakuza) roll, only needing a single success to recognize them as members of the Blue Dragons, a two-bit gang that serves the local Yakuza as basic street muscle.

Johnson-san exchanges pleasantries with the Yakuza thugs from within his car for a moment, then gets out with a commlink in his hands, ready to make an exchange. Sure enough, just a few sentences into negotiations, things go sour. The blue-haired toughs oh-so-cleverly decide to open fire on Mr. Johnson, starting with a flurry of insults and threats, but also a single thrown grenade. It sails through the air and lands inside the rolled-down window of Johnson's Concordia, blasting the interior of the car to bits!

### SCENE 5

Call for initiative as the explosion tears apart Johnson-san's luxury sedan. Mr. Johnson (p. 66, *Plots and Paydata*) isn't terrible in a fight but he'll be dodging and scrambling to the safety of Hardpoint's Roadmaster. The Blue Dragon punks will be trying to kill him, and Hardpoint had *better* do something about it! He can pop the hatch without it costing an action, but he's got to





get some drones in the air to give the Yakuza thugs something else to worry about. Once any drones fire on them or the Roadmaster tries to run them down, the punks will forget all about Johnson and ineffectually flail away at the Roadmaster or try to blast the Roto-Drones out of the sky, instead.

Mr. Johnson needs about ten seconds—that's three combat turns—to get to Hardpoint's Roadmaster and climb inside. Hardpoint can shave off valuable time by maneuvering the big truck closer, removing one turn needed for every 3 seconds he makes on a Reaction + Pilot Ground Vehicle test (to a minimum of Johnson needing one turn to climb aboard). The fight should be over pretty quickly once the rigger really gets going; there's not a lot the Blue Dragons can do against Hardpoint's Roto-Drones, and once more than half of their number are down they'll scatter (and still act like they've saved face).

## SCENE 6

Once Johnson-san is tucked away safely inside the Roadmaster, he shouts for Hardpoint to rush to the nearest hospital. He caught a piece of shrapnel from the exploding car (or, depending on how the fight went, got shot or stabbed up) and has a swiftly-spreading patch of blood on his otherwise-impeccable suit. He abandoned his usual DocWagon security system for the night to maintain secrecy, and now he's regretting it—it's up to Hardpoint to get him to a medical center, as quickly as he can. But the Blue Dragons, swarming around on a half-dozen brightly colored and fast-moving Suzuki Mirage racing bikes (p. 80, *Rules of the Street*), have other ideas!

The bad news is, even Hardpoint can't outrun these guys in a wallowing armored beast like his Roadmaster, compared to their quick little street racing machines. The good news is, he doesn't really have to. There isn't much they can do to bash the Roadmas-

ter, but you can use this as a chance to brush off the Chase Combat rules (see p. 28, *Rules of the Street*) and let Hardpoint show off some impossible maneuvers in this heavily armored vehicle. After two of their little bikes have been smashed to bits, blown up by low-flying drones on fire support, or run off the road, the Yakuza will finally get the message, and peel away.

Which leaves Hardpoint with some fast driving to do, while Johnson-san keeps bleeding in the armored back seat. Hardpoint has to make another Logic + Navigation roll to find the best route to the nearest hospital, and then a Reaction + Pilot Ground Vehicle test to get there. For every hit he scores below 12, Johnson-san takes a level of physical damage, so it's important he hurries (note that this is a major abstraction from how combat and bleeding normally works, but it should help to encourage Hardpoint's player to floor it!).

As they powerslide into the emergency room entrance of the nearest hospital, Johnson-san will press a bloody certified credstick into Hardpoint's hand. A good Mr. Johnson is never so rattled he can't keep a head for figures, and never so hurt he forgets the value of a reliable employee; Hardpoint's gotten a raise! There will be enough on the credstick to cover any ammunition or grenades expended, plus another 2,500 nuyen.

Most importantly, of course, Hardpoint knows that Johnson-san will call upon him again in the future. Many, many, more nuyen are yet to be earned.



# HARDPOINT

**METATYPE: DWARF**

B	A	R	S	W	L	I	C	ESS	EDG
4	3	5 (6)	4	3	6	3	3	0.98	2

<b>Condition Monitor (P/S)</b>	10 / 10
<b>Armor</b>	13
<b>Limits</b>	Physical 6, Mental 6, Social 4
<b>Physical Init</b>	8+1D6 (9 + 2D6)
<b>Matrix Init (AR)</b>	8 + 1D6 (9 + 2D6)
<b>Matrix Init (Cold)</b>	Data Processing + 3 + 2D6
<b>Matrix Init (Hot)</b>	Data Processing + 3 + 3D6
<b>Active Skills</b>	Armorer 2, Automatics 2, Engineering skill group 3, Electronics skill group 2, Electronic Warfare 4, Etiquette 3 (Japanese +2), Gunnery 7, Navigation 3, Perception 2, Pilot Aircraft 5, Pilot Ground Craft 4, Pilot Watercraft 2, Unarmed Combat 4 (Jujutsu +2)
<b>Knowledge Skills</b>	Criminal Organizations 1 (Yakuza +2), Engineering 5 (Mechanical +2), Philosophy 2 (Eastern +2), Seattle Knowledge 3, Security Procedures 4
<b>Languages</b>	English N, Japanese N
<b>Qualities</b>	Bilingual, Distinctive Style (MCT Brand Loyalty), Gearhead, SINner (Corporate Limited, MCT), Social Stress
<b>Augmentations</b>	Bone Lacing [plastic], Commlink Implant [alphaware], Control Rig [2], Cyberears [Rating 1 with Audio Enhancement 3, Damper], Cybereyes [Rating 3 with Flare Compensation, Low Light, Smartlink, Thermographic, Vision Enhancement 2], 2x Datajack [alphaware], Wired Reflexes [alphaware, rating 1]
<b>Gear</b>	Ammunition [1,800 regular rounds], AR gloves, Mitsuhamu Secure armor jacket [12], fake SIN (rating 4), MCT Drone Web Command Console [DR 6, Data Processing 7, Firewall 6], Toolkits (Auto Mechanic, Aeronautics Mechanic, Hardware), Transys Avalon commlink [DR 6]
<b>Weapons</b>	Ingram Smartgun X [Submachine Gun, BF/FA, Acc 4(6), DV 8P, AP —, RC 2, 32 (c), w/ regular ammo] 4x Ares Alpha [Assault Rifle, SA/BF/FA, Acc 5(7), DV 11P, AP -2, RC 2, 42 (c), w/ regular ammo, drone-mounted, underbarrel grenade launchers] Launcher [Grenade Launcher, Acc 5(7), SS, 6 (c)] 10 Fragmentation Grenades [Launched, DV 18P (f), +5 AP, -1/m blast] 10 Smoke Grenades [Launched, DV —, — AP, 10m radius smoke, 4 turns]
<b>Drones</b>	Ingram Valiant [Machine Gun, BF/FA, Acc 5(6), DV 9P, AP -2, RC 2(3), 100 (belt), w/ gas-vent 2, laser sight, shock pad, regular ammo] C-D Dalmation Large VTOL Recon [Handling 5, Speed 5, Accel 3, Bod 5, Arm 5, Pilot 3, Sensors 3, w/ standard weapon mounted Ares Alpha] 3x Horizon Flying Eye Mini Flier [Handling 4, Speed 3, Accel 1, Bod 0, Arm 0, Pilot 3, Sensors 3, w/ built-in flashbang/smoke grenade] 2x MCT Fly-Spy Mini Flier [Handling 4, Speed 2, Accel 2, Bod 1, Arm 0, Pilot 3, Sensors 3] 3x MCT-Nissan Roto-Drone Medium Flier [Handling 4, Speed 4, Accel 2, Bod 4, Arm 4, Pilot 3, Sensors 3, each w/ standard weapon mounted Ares Alpha] S-B Microskimmer [Handling 3, Speed 3, Accel 1, Bod 0, Arm 0, Pilot 3, Sensors 3] Steel Lynx Large Combat Drone [Handling 5, Speed 4, Accel 2, Bod 6, Arm 12, Pilot 3, Sensors 3, w/ heavy weapon mounted Stoner-Ares M202]
<b>Lifestyle</b>	Houseboat/Marina Lot (Middle Lifestyle, 2 mos. prepaid)
<b>Vehicles</b>	GMC Bulldog Step-Van [Handling 3/3, Speed 3, Accel 1, Bod 16, Arm 12, Pilot 1, Sensors 2, Seats 6, w/ Rigger Adaptation] Ares Roadmaster Urban Armored Vehicle [Handling 3/3, Speed 3, Accel 1, Bod 18, Arm 18, Pilot 3, Sensors 3, Seats 8, w/ Rigger Adaptation] Samuvani Criscraft Otter Boat [Handling 4, Speed 3, Accel 2, Bod 12, Arm 6, Pilot 2, Sensors 2, Seats 8, w/ Rigger Adaptation]
<b>Contacts</b>	Johnson-san (MCT Company Man) [Connection 2, Loyalty 3] Black (Seattle Scrapyard Owner/Mechanic) [Connection 2, Loyalty 1] Quick Billy McCoy (Smuggler) [Connection 1, Loyalty 1]
<b>Starting ¥</b>	1,675¥

