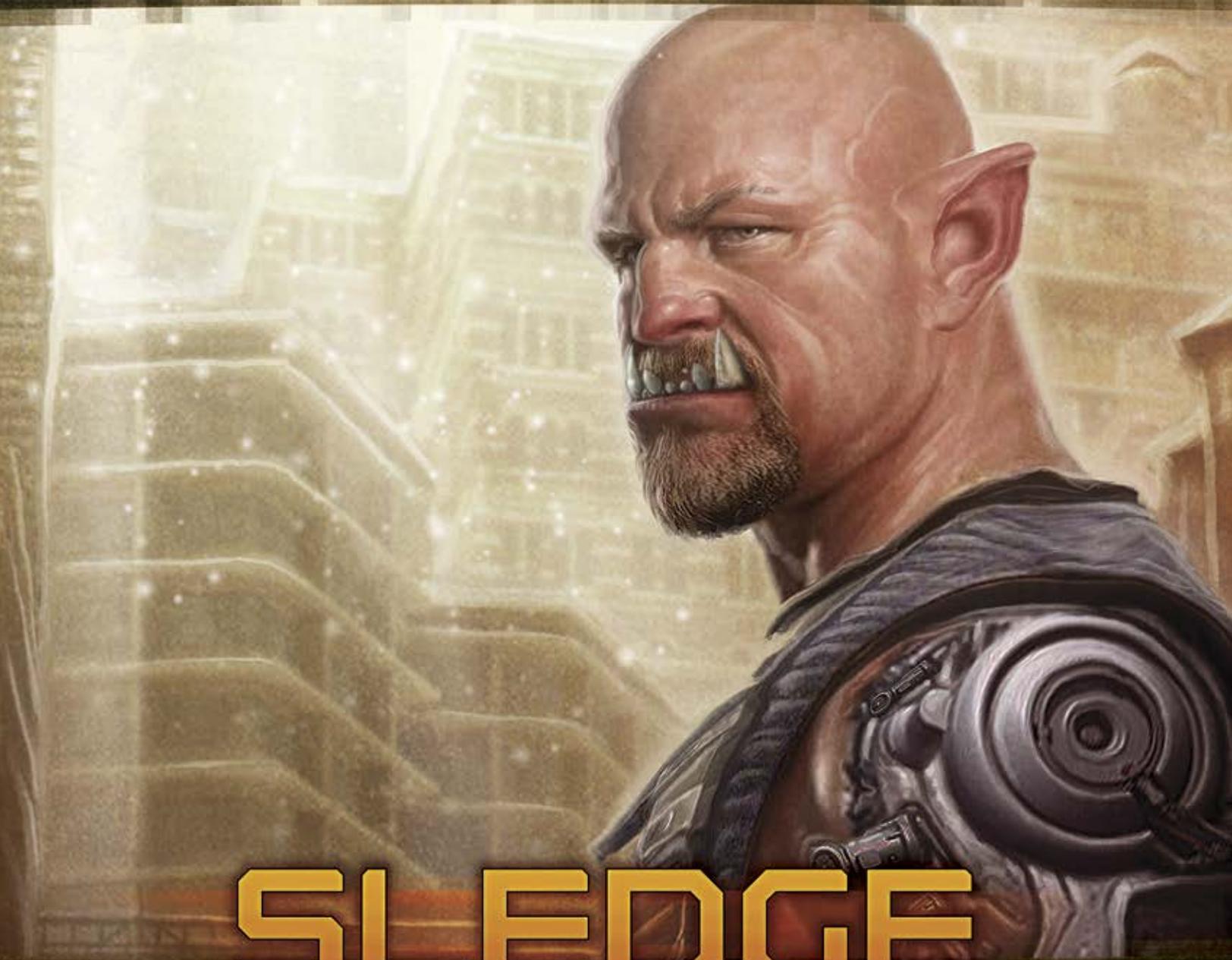




SHADOWRUN

SHADOWRUNNER DOSSIER



SLEDGE

ORK STREET SAMURAI

SLEDGE

(BACKGROUND)

THE EARLY YEARS

In a dozen years or so, Sledge has gone from street rat to street samurai. His parents were refugees in the Ork Underground, scraping by with whatever they could earn as secondhand merchants. Sledge's family lived in any dry cave they could hold on to, and some of Sledge's earliest memories were of helping his father and older brothers beat the hell out of whoever was trying to kick them out of their shelter.

Not everyone survived these encounters; Sledge lost two brothers by the time he was twelve. The people he fought, though, lost more. He learned from each scrap, and from each fallen family member. He learned control, how to channel his emotions into a fight instead of letting them get overwhelming. He also learned that a club might up the ante in a brawl, but a blade could make people *really* nervous.

He got his first handgun when he was fourteen, picking up a little Streetline Special after it was dropped by a fleeing member of the Crimson Crush. He didn't abandon his knife, because he had learned the value of close-in fighting—and he had a lot of fun using it—but he trained himself to use the gun right. The handgun helped him acquire a submachine gun, and the submachine gun helped him get a proper assault rifle. He learned them all, but that battered old Streetline Special, his first pistol, stayed his lucky charm.

Then, when he was sixteen, some families in a nearby cave asked Sledge if he'd protect them, too, and they paid. The fact that he could collect money for shooting, chopping, and intimidating things changed his life.

BUILDING AN ARSENAL

He started poking around for jobs, which weren't hard to find in the Ork Underground. Protection, smuggling, courier jobs—if there was someone that needed a gun or a blade, Sledge was for hire. He learned it was important to look tough, because that could make people decide fighting you wasn't worth the trouble, but it was even more important to *be* tough. Sledge's extensive brawling experience led him to settle on the perfect way to address both sides of that equation, and he started putting away a good chunk of his pay from each job to save for a new set of cyberarms. He picked up basic gutter-trash augmentations along the way, making himself a little tougher, a little faster, a little more versatile ... but those arms were his ultimate goal.

He got them just before his eighteenth birthday, and they were beautiful. Natural appearance on top, then smoothly transitioning to a kind of brass-and-leather look on the fore-

SLEDGE

FAVORITE DOWNTIME ACTIVITIES

- ◊ Target practice on devil rats in the less-populated caverns of the Underground.
- ◊ Watching urban brawl matches and making fantasy teams.
- ◊ Harassing Knight Errant officers patrolling the Underground.

SLEDGE

FAVORITE MEDIA

- ◊ *Neil the Ork Barbarian* trids
- ◊ Orxploitation music
- ◊ Centaur thrash metal

SLEDGE

LOYALTIES

- ◊ Family
- ◊ The Underground
- ◊ His team

arm. As soon as they were installed, he never wanted to wear sleeves for the rest of his life.

They did the job. He saw the wary looks people gave him, how they'd unconsciously lean away from him for fear of what the arms could do. And when the arms had to deliver, they did—fast and strong, with a nice slash from built-in spurs when needed, holsters and storage compartments, and a stungun for a strong right fist. Sledge still kept up his work on his gun skills, but the arms helped him make his reputation.

Then there was the sword. Sledge loved the sound of steel slicing air, the look on people's faces when his blade darted





SLEDGE

VITAL CONTACTS

- ◊ Red Dot, Underground arms dealer
- ◊ Sturm, a distant cousin in the smuggling business
- ◊ Elkara, Knight Errant recruit from the Underground who didn't forget where she came from

in front of them. Eventually he got a beauty, a custom model that glowed blue when he hit a switch. People thought it was magic, and he didn't dissuade them from the belief. He figured intimidation is its own form of magic.

Eventually his reputation started spreading beyond the Underground. Plenty of places in Seattle need the services of a tough ork, and Sledge's name started showing up on the to-hire list for these jobs. They usually offered better money than the Underground jobs, so Sledge took them, until one run left him in a broken-down van in the middle of Ancients territory. He wished for a lot of things at that moment—a backup vehicle, someone who could repair the van, or, Ghost help him, an elf who might be able to talk nice to the locals. He didn't have any of those, and he barely got out of there with his life. In his all-too-long recovery time, Sledge thought a lot about how he would do things differently, and the biggest change came down to one thing: He couldn't afford to keep working alone.

BUILDING A TEAM

The first recruit he made to his team was Hardpoint. The dwarf had connections to the Underground through his parents, but needed friends who'd been on the streets. Hardpoint gave the ork drones and wheels, Sledge gave the dwarf street cred after decades of being a company man. Sledge was especially interested in having a rigger at his side after his experience in Ancients territory, and Hardpoint's skills and experience were obvious. He'd never say it out loud, but Sledge was happy to work with someone older than him who'd seen parts of the world—heck, even parts of the Sprawl—that Sledge had never visited.

SLEDGE

THINGS HE WILL DO

- ◊ Use force to intimidate
- ◊ Permanently put down someone who presents a significant threat
- ◊ Go out of his way to wipe the smug expression off an elf's face

SLEDGE

THINGS HE WON'T DO

- ◊ Cold-blooded assassination, without a very high price tag attached
- ◊ Significantly hurting the Underground or its leaders
- ◊ Betray his employer when he's offered more money

Gentry and Coydog are the latest two additions to his squad. Sledge and Hardpoint can handle plenty of physical threats, but they knew they'd need some proper Matrix and magic support to start scoring bigger jobs. Sledge has been pleasantly surprised at Coydog's willingness to stick with the team, and even hang out with an ork like him from time to time. She brought valuable skills, and Sledge was happy to have them on his team as long as Coydog was willing to be there. Why a girl like her would want to work with a tusker like him confuses Sledge, but he's not complaining.

Gentry, on the other hand, constantly rubs Sledge the wrong way. The decker's not the greatest at taking orders, but there's a fundamental difference between them, too. A proud Ork Underground brat, Sledge just can't wrap his head around someone who so obviously wants to be of a different meta-type. Gentry's good in a scrap, Sledge admits, and his Matrix skills are valuable, but the attitude? Sledge would rather take care of that part of the job all by himself.



SLEDGE

(PREFERRED TACTICS)

Sledge may have been just a brawler when he started taking jobs, but he has become a true street samurai. He knows that the reason to own a wide range of weapons is not to show off, but to have options. He has a gift for quickly assessing a situation and deciding how he can exploit the opposition's weakness. Is he going up against a bunch of fast-moving adepts? Then he'll use his assault rifle and fragmentation grenades to pin them down and keep them from using their speed. Looking at a troll tank who's bigger than he is and armored up to boot? Keep moving, make the troll have to charge, then nail him with a big gun. Going up against a group of people smaller than he is? Then it's time for the cyberarms and sword to shine, battering and slashing them with his superior strength and power.

Sledge always keeps his Streetline Special up his sleeve—literally, storing it in the holster inside his left arm. He does his best to keep his Predator and his big knife on him everywhere he goes, and when the situation allows he'll go for his AK-98, leaving his Ingram for when he still has to be somewhat quiet. When it's time to go loud, he believes in doing so whole-hog. The big Ingram Valiant is a weapon of last resort and for Z-Zone work only—he knows better than to try and bring it along on an average run into a nice part of town. For an overwhelming show of force in the right bad neighborhood, though, it's just the thing for mowing down the opposition.

ONE-ON-ONE

In a straight-up fight, Sledge doesn't want his opposition to feel like they have a chance against him. He wants to hit hard and fast and keep his opponent off-balance. He uses his guns to soften up the other guy, but he usually wants to get up close. He figures his strength, speed, and assorted augmentations will give him all the advantage he needs. He's a better shot than anyone who can beat him up close, he can outshoot anyone who might threaten him in a brawl, and he's tougher than whoever's fighting him, right? So far, so good.

AGAINST A SMALL GROUP

Sledge's tactics here are not that much different from his one-on-one tactics—he wants to hit hard, hit fast, and leave them reeling. The main difference is that he's not as fast to charge into melee combat against a small group, but instead he shows off his expertise with his assortment of options. He's a big fan of using the right gun for the right job. He's not above slinging a few grenades around, either, so long as there are more enemies than allies around. He's not great at team tactics in this situation—he does his thing and hopes whatever his team is doing will support him.

AGAINST A LARGE GROUP

Sledge's experience with the Ancients taught him that he's not invulnerable if there is sufficient opposition. He is somewhat cautious

with large groups and is more likely to work with his team instead of doing his own thing. He does a better job telling his teammates what he plans to do, and he incorporates their actions into his plan. Still, though, he knows that his job is to be up front, mixing things up and taking hits Coydog and Gentry can't, and he dives in with relish. That doesn't mean he's out of control—he knows the value of suppressive fire, and he often looks to use his weapons to control the opposition, rather than going for wholesale slaughter. He trusts his teammates enough to know that if he can contain the opponents, the others can bring down some serious hurt that will make his work to finish off the group that much easier.

STEALTH

Honestly, Sledge's preferred spot on a stealth mission is eating pizza in some van Hardpoint is piloting. He's an Underground brat and city boy through and through, and it's not the part of shadowrunning where he feels the most comfortable. He prefers to have some sort of distraction—an illusion from Coydog or a Matrix light show from Gentry—lead the way, then he'll do some basic hiding in shadows to get where he needs to be. As a large ork carrying a small arsenal, he knows he's not going to be ignored if he's seen, so he tries to stay out of sight. Or, failing that, punch the appropriate people in the face so they can't call for help.

SOCIAL

In the Underground, Sledge is very valuable for legwork. He knows lots of people and is familiar with many of the back caves and less-well-traveled paths of that area. Once you get him out of the Underground, though, it's a different story. He's pretty graceless compared to most elves or humans, and when he's out of his element his reaction is to just be foul-mouthed and intimidating in order to stay in control of the situation. He also tends to feel uncomfortable if he is out under the open sky for too long, though this is lessened at night.

SURVEILLANCE/ RECONNAISSANCE

While Sledge has cyberears and cybereyes, they're designed more for combat purposes than for surveillance (he does not, for example, have vision magnification or enhancement). He can make recordings, though, which comes in handy in certain surveillance situations. With his team, he plays a backup roll on surveillance/recon work—Hardpoint and his drones do the heavy lifting, but Sledge stays nearby to watch things the drones might miss and provide help in case any trouble arises.



SLEDGE (RECORD SHEET)

SHADOWRUN CHARACTER PLAYER 1

Age | Ork Street Samurai

NOTES

PERSONAL DATA

NAME/PRIMARY ALIAS Sledge

Metatype Chk Ethnicity _____

Age _____ Sex Male Height _____ Weight _____

Street Cred 0 Notoriety 1 Public Awareness _____

Karma 0 Total Karma _____ Misc _____

ATTRIBUTES

Body 8 Essence 0.74

Agility 5 (7) Magic/Resonance _____

Reaction 4 (7) Initiative 7+ (D6 (1) + 2D6)

Strength 7 (7) Matrix Initiative _____

Willpower 4 Astral Initiative _____

Logic 2 Composure _____

Intuition 3 Judge Intuition _____

Charisma 1 Memory _____

Edge 1 Luck/Conv _____

Edge Points: ○○○○○○

Physical Limit: 10 Mental Limit: 4 Social Limit: 3

SKILLS

Skill	RTG	Type	Skill	RTG	Type
English	N	L	Orkist	4	X
Automatics	4 (5)	A	Blades	4 (5)	X
Etiquette	1	A	Cybernetics	3	X
(Street +2)			Intimidation	4	X
Pistols	3 (4)	A	(Physical +2)		
Speaking	1	A	Unarmed Combat	5	A
(Urban +2)			Ork Underground	3	K
Seattle Street Gangs	3	K			

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle Residential Apartment (Low Lifestyle, 3 mos. prepaid)

Nuyen 1,235 Licenses _____

Fake IDs / Related Lifestyles / Funds / Licenses _____

Fake SIN (Rating 4), fake possession and concealed carry permit (Arms Predator, Rating 4)

CONTACTS

Name	Loyalty	Connection	Favor
Red Dot (Weapons Dealer)	1	3	—
Skara (Siraacha Smuggler)	3	2	—
Elkara (Orkish Beat Cop)	2	2	—

CORE COMBAT INFO

Primary Armor Armor Jacket 10

Primary Ranged Weapon Arms Predator V

SP: 5 (7) AP: -1 SA: _____

Primary Melee Weapon Sword

Reach 1 Dash 10P Acc 6 AP -2

CONDITION MONITOR

Physical Damage Track

1	2	3	4	5	6
				X	X

Stun Damage Track

1	2	3	4
		X	X

Character back 8 - (8)8 - 2, mind set based on the stun damage track, black out extra boxes.

Character back 8 - (8)8 - 2, mind set based on the physical damage track, black out extra boxes.

Overflow: For every 3 boxes of damage on any one damage track, the character takes +1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see Wound Modifiers, p. 168.

QUALITIES

Quality	Notes	Type
Bad Luck		X
Distinctive Style	Unique cybernetics	X
Guts		X
Home Ground	Ork Underground; 1 Know A Gugi (Humans, Biased)	X
Prejudiced		X

SHADOWRUN CHARACTER PLAYER 1

Age | Ork Street Samurai

NOTES

RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Arms Predator V	5P	5 (7)	-1	SA	—	15 (C)
AK-98	10P	5 (7)	-2	SABFFA	1	38
Ingram Smartgun	5P	4 (6)	—	BFIFA	2	32
Streetline Special	6P	4	—	SA	—	6 (C)
2 Frag Grenades (BP-10)	—	—	—	—	—	—
2 High-Exp Grenades (16P)	—	—	-2	-2-meter blast	—	—

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP
Sword	1	10P	6	-2
Survival Knife	—	9P	5	-1

ARMOR

Armor	Rating	Notes
Armor vest	10	

CYBERDECK

Model	Attack	Steaze
Device Rating	Data Processing	Firewall
Programs		
Matrix Condition Monitor	○○○○○○○○○○○○○○○○○○	

AUGMENTATIONS

Two cybernetics (alphearens, customized, obvious, full w/ customized agility 3, customized strength 4, enhanced agility 1, enhanced armor 2, left arm cyber holder, fingertip compartment and smuggling compartment, right arm spurs and shock hand), cybernetics (Rating 2, alphearens, w/ balance augments, damped, spatial recognizer), cybernetics (Rating 2, alphearens, w/ flex compensation, low-light vision, smartlink, thermographic vision), damage compensators 4, arthrokin 1 (alphearens), reaction enhancers 2 (alphearens), reflex recorders (Unarmatics, Blades, Pistols), skulljack 1, skillwires 1, wired reflexes 1 (alphearens)

VEHICLE

Vehicle	Handling	4 / 3
Vehicle Harley Davidson Scorpion	Handling 4 / 3	
Acceleration *	Speed 4	
Pilot 1	Body 8	
Armor 9	Sensor 2	
Notes 1 Sent		

GEAR

Accessories (Firearm Basics: Armor 1, Just Toss 2 Throwing Weapons 1, Controlled Explosions and You Demolitions 1, Arms Introductions: Big Guns Heavy Weapons 1), ammunition (400 regular rounds, 100 gel rounds), explosives (10 1/1 kilo w/ detonator cap), Rennaku Sensei comm (DR 3), 2 x Last Call trauma patches

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

ADEPT POWERS OR OTHER ABILITIES

1. Game Session Info
2. Personal Data for Shadowrunner
3. Core Combat Info (Armor, Main Weapons)
4. Attributes and Limits
5. Condition Monitors
6. Skills (Language, Active and Knowledge)
7. Qualities (Positive and Negative)
8. . Identification/Lifestyles/Currency (Fake and Legit)
9. Contacts (with Loyalty, Connection and Favors)
10. Ranged Weapons (Guns, Grenades, etc)
11. Melee Weapons (Knives, Swords, Clubs, etc)
12. Armor
13. Cyberdeck (with Array spread and programs)
14. Augmentations
15. Vehicles
16. Gear (tools, toys, and ammo)
17. Spells, Preparations, Rituals, Complex Forms
18. Adept Powers and Other Abilities



SLEDGE

(SOLO RUN)

Sledge has learned the value of working with a team, but family matters are best handled without outside interference. When one of his uncles gets into trouble, the family implores Sledge to fix the situation, and he knows this is one job he has to do himself.

SCENE 1

After a long night helping smugglers get from the surface to the Underground without getting arrested by Knight Errant, Sledge goes to visit his parents. He comes home to find his mother in tears while his father awkwardly attempts to comfort her. He explains that Sledge's Uncle Kargul has been accused of stealing an expensive liquor shipment from a bar called the Gold Mine. Sledge is well aware that the bar has connections to organized crime elements in the Underground, so he knows he better find his uncle before the mob does. He's also well aware that Uncle Kargul is quite fond of liquor, so unfortunately the accusation is not implausible. He could, of course, just go home and go to bed, but that would leave his mother devastated, and Sledge is devoted to his family.

SCENE 2

A good first step for Sledge is talking to members of the Skraacha, a gang/unofficial police force in the Underground. He looks up an acquaintance named Truff to see if he can provide some information about what went down. Sledge must make an Etiquette (Street) + Charisma Test against Truff's Perception + Charisma (use Low-Level Runner, p. 74, *Plots and Paydata*), for Truff's stats). Success means that Truff likes Sledge's approach and is willing to share what he knows. Failure means Truff needs further persuasion in the form of one hundred nuyen.

Once Truff is softened up, he tells Sledge that word on the street is whoever stole the liquor went into the narrow caves south of the Gold Mine. Two witnesses say they saw Kargul lurking around the back of the bar just before the liquor was stolen.

SCENE 3

In other circumstances it might be nice to question the witnesses about what they saw, but time is of the essence here, so Sledge better make his way to the caves south of the Gold Mine. Unfortunately, that means making his way *past* the Gold Mine first.

He won't find trouble coming near the bar, as he hasn't done anything (yet) to make the mob angry at him, but there is a sen-

try out back keeping an eye on the entrance to the southern caves. This will be a Sneaking + Agility Test opposed by the sentry's Perception + Intuition (use Low-Level Runner, p. 74, *Plots and Paydata*). If Sledge is seen, he's given a warning; if he wants to continue, he either needs to succeed in an Etiquette (Street) + Charisma vs. Perception + Charisma Opposed Test, offer a two hundred nuyen bribe, or beat the sentry down. He should do this without firing a gun, as gunshots draw six more gang members from the bar.

SCENE 4

The caves are tricky, even for an Underground native like Sledge. As he explores the narrow, twisting passageways, he should make an Ork Underground Knowledge + Logic Test. If he gets no hits, he becomes lost and stumbles onto a nest of six devil rats (see p. 84, *Rules of the Street*) that he has to deal with. With one hit, he avoids any misfortune, but he doesn't yet find Kargul. He should roll again, but this time he needs one less hit for any of the results of the test. With two hits, he is able to pick up Kargul's trail, but not able to find him before the Skraacha does (see Scene 5). With three hits, he does a fantastic job of following the trail and reaches Kargul before the Skraacha. He also notices the trail of the Skraacha, so he can have time to prepare his uncle for company.

A glitch on the test draws the attention of a devil rat that Sledge has to deal with. A critical glitch means he stumbles into a hidden pit. He must succeed in a Gymnastics + Agility (3) Test or fall into a pit. He falls 3 meters, and thus must resist 3 points of Physical damage with his Body + Armor, with a -4 penalty to his armor. Luckily, the sides of the pit are not steep, and he can climb out of it without difficulty.

SCENE 5

Sledge finds Kargul, who is hiding in a cold corner and is very confused. He knows people are after him, but he doesn't know why. He has been drinking, it's true, but he swears he didn't touch any of the Gold Mine's stuff.

Unfortunately for him, other Skraacha besides Truff heard about the liquor theft, and they also heard that the Gold Mine's owners might pay 100 nuyen if they bring in the thief. They figure hauling in a drunk is easy money, and they're quite close to tracking down Kargul. If Sledge managed to beat them to his uncle, he has about two minutes to find a good defensive position and prepare for their arrival. If he didn't notice their trail, three Skraacha members (use Low-Level Runner, p. 74, *Plots and*





Paydata) arrive at the same time he does, and they're eager to take Kargul to the Gold Mine.

Sledge can try to buy them off—if he offers more than the hundred nuyen bounty on Kargul, they'll probably take it—or he can show off what his cyber arms can do. The Skraacha gangers posture a lot, but they're not exactly spoiling for a fight. Once Sledge lands some solid blows, they decide that discretion is the better part of valor and go look for easier prey.

Whatever happens, Kargul is too inebriated to be much use. The best he can do is try not to get in Sledge's way.

Once the Skraacha are taken care of one way or the other, it's time to head out of the caves.

SCENE 6

Sledge has found his uncle, but there's one more obstacle waiting for him: the real thieves. Some of the kitchen staff at the Gold Mine, upset at their low wages and poor treatment, stole the liquor then falsely testified against Kargul. They're keeping an eye out for Sledge's uncle, so they notice when the two orks emerge from the southern caverns. Four of them come out to confront Sledge.

These guys don't want to bargain. They want Kargul turned in and beaten up good so the matter can be wrapped up without anyone looking into it too closely. They are not interested in chatting—when they see Kargul, they advance, armed with clubs and metal rods.

These are not high-level criminals (use *Low-Level Runner*, p. 74, *Plots and Paydata*, give them a club and no firearms, and reduce their Strength and Agility by 1 apiece). These guys are committed, though, and will not back down as easily as the Skraacha in the previous scene. They know that if Kargul remains free and sobers up, their scheme could fall apart, and that would put them on the wrong side of some ork mob bosses.

If Sledge wins the fight, he might think to check the kitchen from which the workers emerged. If he searches, have him find the hidden case of liquor the staff had stolen. If he returns it to the restaurant owners, they thank him and reward him with 300 nuyen (it's really quite good stuff). Alternately, he could take it to the Goblin Market and sell it a bottle at a time. There are twelve bottles in the case, and each will bring in 50 nuyen, for a grand total of 600 nuyen. That's a nice haul, but if anyone ever traces he sales back to him, he'll have some mobsters after him. The extra few hundred nuyen may not be worth the risk.



SLEDGE

METATYPE: ORK

B	A	R	S	W	L	I	C	ESS	EDG
8	5 (7)	4 (8)	7 (7)	4	2	3	1	0.74	1

Condition Monitor (P/S)	14 / 10
Armor	14
Limits	Physical 10, Mental 4, Social 3
Physical Init	7+1D6 (11 + 2D6)
Active Skills	Automatics 4 (5), Blades 4 (5), Etiquette 1 (Street +2), Gymnastics 3, Intimidation 4 (Physical +2), Pistols 3 (4), Sneaking 1 (Urban +2), Unarmed Combat 5
Knowledge Skills	Ork Underground 3, Seattle Street Gangs 3
Languages	English N, Or'zet 4
Qualities	Bad Luck, Distinctive Style (unique cyberarms), Guts, Home Ground (Ork Underground: I Know A Guy), Prejudiced (Humans, Biased)
Augmentations	Two cyberarms [alphaware, customized, obvious, full, w/ customized agility 3, customized strength 4, enhanced agility 1, enhanced armor 2, left arm cyber holster, fingertip compartment, and smuggling compartment, right arm spurs and shock hand], cyberears [Rating 2, alphaware, w/ balance augments, damper, spatial recognizer], cybereyes [Rating 2, alphaware, w/ flare compensation, low-light vision, smartlink, thermographic vision], damage compensators 4, orthoskin 1 [alphaware], reaction enhancers 2 [alphaware], reflex recorders [Automatics, Blades, Pistols], skilljack 1, skillwires 1, wired reflexes 1 [alphaware]
Gear	Activesofts [Firearm Basics Armorer 1, Just Toss It Throwing Weapons 1, Controlled Explosions and You Demolitions 1, Ares Introductions: Big Guns Heavy Weapons 1], ammunition [400 regular rounds, 100 gel rounds], armor clothing [6], armor vest [10], explosive foam 10 [1 kilo w/ detonator cap], fake SIN (Rating 4), fake possession and concealed carry permit (Ares Predator, Rating 4), Renraku Sensei commlink [DR 3], 2 x Last Call trauma patches
Weapons	Ares Predator V [Heavy Pistol, SA, Acc 5(7), DV 8P, AP -1, RC —, 15 (c), w/ regular ammo, 3 clips, quick draw holster, silencer] AK-98 [Assault Rifle, SA/BF/FA, Acc 5(7), DV 10P, AP -2, RC 1, 38 (c), w/ regular ammo, 3 clips, external smartgun system, shock pad] Ingram Smartgun [Submachine Gun, BF/FA, Acc 4(6), DV 8P, AP —, RC 2, 32 (c), w/ regular ammo, 3 clips] Streetline Special [Hold-out Pistol, SA, Acc 4, DV 6P, AP —, RC —, 6 (c), w/ regular ammo] Ingram Valiant [Light Machine Gun, SA, Acc 5(7), DV 9P, AP -2, RC 2(3), 50(c) or 100 (b), w/ regular ammo, external smartgun system] 2 Fragmentation Grenades [Lobbed, DV 18P(f), +5 AP, -1/m blast] 2 High Explosive Grenades [Lobbed, DV 16P, AP -2, -2/m blast] Sword [Blade, Reach 1, Acc 6, DV 10P, AP -2] Survival Knife [Blade, Reach —, Acc 5, DV 9P, AP -1]
Lifestyle	Redmond Apartment [Low Lifestyle, 3 mos. prepaid]
Vehicles	Harley Davidson Scorpion [Handling 4/3, Speed 4, Accel 2, Bod 8, Armor 9, Pilot 1, Sensor 2, Seats 1]
Contacts	Red Dot (Weapons Dealer) [Connection 3, Loyalty 1] Sturm (Skraacha Smuggler) [Connection 2, Loyalty 3] Elkarra (Orkish Beat Cop) [Connection 2, Loyalty 2]
Starting ¥	1,235¥

