

Mind-Drive: Shadowrun.

Attributes

Body	2	Charisma	3	Edge	5
Agility	4	Intuition	4	Essence	4
Reactions	5	Logic	3	Initiative	9
Strength	2	Willpower	4	Magic	0

Active

Computer	5
Dodge	5
Firearms	2
Mechanic	4
Navigation	5
Pilot: Ground Craft	7

Knowledge Skills

Border Patrol Tactics	2
National Racetracks	2
Smuggler Routes	1
Stunt Work	3

Cyberware

Control Rig [+2 to all dice pools when jacked into a vehicle / drone]

Cybereyes (1) [Image link, recording facility]

Datajack

Internal CMT Clipper Comlink
(Response 1 / Signal 3)

Mapsoft Internal Software (6)

Touchlink [Allows you to 'feel' signals from your car.]

Qualities

Aptitude:	One of the best natural drivers in the world...
Pilot (Ground Craft)	
SINner	Has a real SIN, with real details on.

Name	
Street Name	
Race	Human
Concept	Rigger

Ranged Weapons

Name	Damage	AP	Mode	Ammo Type	Ammo Amount
Remington 416-D Shotgun	7P	-1	SA	8 m	30

Vehicle

Name	Handling	Acceleration	Speed	Pilot	Body	Armour	Sensor
Mercedes SLS	+3	20 / 60	240	3	10	6	1

Drones

Name	Handling	Acceleration	Speed	Pilot	Body	Armour	Sensor
2 x MCT Fly-Spy Drone (Built in Cam + Laser Mike)	+1	3 / 15	15	3	1	0	2

Contacts

Mechanic	Loyalty	3	Connection	3
Director	Loyalty	3	Connection	3

Money 110 nuyen

Equipment

Credstick with Fake Courier Pass (5)

Micro Flare Launcher with 2 Flares.

Radio Scanner (5)

Toolkit

Condition Monitor

Physical

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Stun

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-1

-2

-3

-4

-5

Dead

Unconscious