

Mind-Drive: Shadowrun.

Attributes

Body	6	Charisma	2	Edge	3
Agility	4	Intuition	3	Essence	5
Reactions	4	Logic	3	Initiative	7
Strength	5	Willpower	3	Magic	0

Active

Close Combat	3
Firearms	3
Stealth	3
Dodge	2
Navigation	2
Pilot: Ground Craft (Bike)	5
First Aid	3
Influence	2
Automotive Mechanic (Bike)	2

Knowledge Skills

Lone Star Procedures	4
Biker Hangouts	4
Gang Turf	4
Combat Biker Odds	4
Lone Star Safe Houses	2

Armour

Name	I	B
Dermal Plating	1	1
Leather Jacket	2	2
Biker Helmet	1	2

Qualities

Guts	+2 to resist fear / intimidation
Quick Healer	+2 to all heal checks
SINner	You have a real SIN... and it identifies you as a COP!
Gremlins	Is 1 die easier to glitch with your tech
Low Light Vision	Can see in low light

Contacts

Street Doc	Loyalty	1	Connection	1
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Name	
Street Name	
Race	Human
Concept	Orc Biker (Undercover Lone Star Cop)

Ranged Weapons

Name	Damage	AP	Mode	Ammo Type	Ammo Amount
MTA M720 Super Revolver	6P	-2	SS	6 c	18

Melee Weapons

Name	Damage	AP	Reach
Crowbar	(Str / 2) + 1P	-	1

Cyberware

Dermal Plating
Internal Mitzui Comlink
(Response 1 / Signal 3)

Vehicle

Name	Handling	Acceleration	Speed	Pilot	Body	Armour	Sensor
Custom Gang Chopper	+2	15/30	120	2	8	4	1

Equipment

Credstick (Genuine)
Leather Jacket
Biker Helmet
Crowbar

Money 105 nuyen

Condition Monitor

Physical

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○○○
○○○
○○

-1
-2
-3
-4

Stun

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Dead

Unconscious