

Jack of All Trades

“Sure, I might not be able to cast spells, or kung fu punch spirits, and I might not be the best with guns. But I’ve made it in the shadows without magic and without impacting my holistic well-being, and that means I have *heart*. More heart than anyone else. And no, that changeling with a bicardiac and synthacardium implants doesn’t count.”

Description: The Jack of All Trades knows a little bit about everything. Not enough to actually be good at any of it, but that’s OK, because it isn’t important.

Tactics: Make sure you remember to role-play, not roll-play, the Jack of All Trades. Sure, other PCs might be better at everything if you look at the numbers, but there’s more than numbers to a character. Make sure you emphasize how mysterious and unique you are whenever the opportunity arises.

If you want to spend Edge on a test and are rolling 8 or more dice, you’re better off spending the edge after rolling to reroll failures.

Hooks: Where did you learn all of your wide variety of skills?

Do you remember back when there were deckers, not hackers? Those were the good days.

Why is the Ares Predator IV the best pistol ever?

What’s the difference between a magazine and a clip?

Reference:

Starting Notoriety: 0

Tests: Composure 6, Judge Intentions 6, Memory 6

Damage Track: Physical 10, Stun 10

Armor: Ballistic 6, Impact 4

Initiative: 6/1 IP

Common Dice Pools:

Just About Everything: 4

Common Attacks:

Melee Weapon	Reach	Damage	AP	Dice
Unarmed	0	2S	-	4

Ranged Weapon	Dmg	AP	Mode	Recoil	Dice	Ammo	Concealability
Ares Predator IV	5P	-1	SA	-	6	15(c)	-2
Boyd & Richards	7P	-1	SS	-	4	5(m)	No

Desperado

Vehicles

Name	Speed	Acc.	Pilot	Body	Armor	Sens.	Resp.	Hand.	Passengers
GMC Bulldog	90	5/10	2	16	8	1	3	0	3

Step-Van		
BP	Ability	Value
Cost		

BP	Ability	Value
Cost		

Cost

0 Metatype: Human

Qualities

10 Blandness

10 Erased

Characteristics

20 Body

20	Agility	3
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20	Reaction	3
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20	Strength	3
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20	Charisma	3
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20 Intuition 3

20	Logic	3
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20	Willpower	3
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10	Edge	3
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0 Essence 6

Skills

10 Athletics

Climbing	1
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Gymnastics	1
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Running	1
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Swimming	1
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10 Biotech

Cybertechnology 1

First Aid	1
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Medicine	1
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10 Close Combat

Blades	1
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Clubs	1
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Unarmed Combat	1
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10 Cracking

Cybercombat	1
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Electronic Warfare	1
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Hacking	1
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10 Electronics

Computer	1
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Data Search	1
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Hardware	1
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Software	1
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10 Firearms

Automatics	1
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	Longarms	1	
	Pistols	1	
10	Influence		
	Con	1	
	Etiquette	1	
	Leadership	1	
	Negotiation	1	
10	Mechanics		
	Aeronautics Mechanic		1
	Automotive Mechanic	1	
	Industrial Mechanic	1	
	Nautical Mechanic	1	
10	Outdoors		
	Navigation	1	
	Survival	1	
	Tracking	1	
10	Stealth		
	Disguise	1	
	Infiltration	1	
	Palming	1	
	Shadowing	1	
4	Perception	1	
4	Escape Artist	1	
4	Locksmith	1	
4	Forgery	1	
4	Diving	1	
4	Parachuting	1	
4	Pilot Aircraft	1	
4	Pilot Groundcraft	1	
4	Pilot Watercraft	1	
4	Pilot Aerospace	1	
4	Pilot Anthroform	1	
4	Artisan	1	
4	Armorer	1	
4	Chemistry	1	
4	Demolitions	1	
Knowledge Skills			
4	Irony	4	
2	Microbreweries	2	
2	Retro Fashion	2	
2	Indie Arts	2	
2	Elven Wines	2	
6	3 hobbies or languages at Rating 2; examples: Augmentations, Celebrity Gossip,		

Chemistry, Firearms, Gang Turf, Music, Street Drugs, Underworld Politics, Urban Brawl, any real-world language

Languages

N English

Contacts:

3 Bartender (1/2)

4 Secretary (2/2)

5 Smuggler (3/2)

6 Fixer (4/2)

32 Gear

Drugs ():

Armor (700):

Lined Coat (700) (6/4)

Weapons (4010):

Ares Predator IV (350)

Smartgun (Internal) (350)

Boyd and Richards Desperado (1700)

Heavy Pistol Regular Ammo x100 (200)

Shotgun Flechette Ammo x111 (1110)

Flashbang Grenades x10 (300)

Commlinks (29100):

MetaLink with Vector Xim (300)

Runs in Public Mode broadcasting fake SIN, not used for shadowrunning

Novatech Airware with Iris Orb (2250)

Analyze 3 (150)

Browse 3 (150)

Command 3 (150)

Edit 3 (150)

Encrypt 3 (150)

Reality Filter 3 (150)

Scan 3 (150)

Armor 3 (1500)

Attack 3 (1500)

Biofeedback Filter 3 (1500)

Black Hammer 3 (1500)

Blackout 3 (1500)

Data Bomb 3 (1500)

Decrypt 3 (1500)

Defuse 3 (1500)

ECCM 3 (1500)

Exploit 3 (1500)

Medic 3 (1500)

Sniffer 3 (1500)

- Spoof 3 (1500)
- Stealth 3 (1500)
- Track 3 (1500)
- Rating 3 Agent (3000)

Fake Documents (19200):

- x4 Rating 4 Fake SIN (16000)
- x4 Rating 4 Fake License (Driver's) (1600)
- x4 Rating 4 Fake License (Firearms) (1600)

Sensory Gear (4040):

Note: for the purposes of Tacnets, you have Normal Vision (simrig), Normal Hearing (simrig), Normal Olfactory (simrig), Spatial Recognizer (earbuds), Laser Rangefinder (microsensor), Motion Sensor (microsensor), Radio Signal Scanner (microsensor), Ultrasound (glasses) for 8 senses.

- Earbuds rating 2 with skinlink (70)
 - Audio Enhancement 3 (300)
 - Spatial Recognizer (100)
- Simrig (1000)
- Microsensor with Laser Rangefinder, skinlinked (150)
- Microsensor with Motion Sensor, skinlinked (100)
- Microsensor with Radio Signal Scanner 6, skinlinked (170)
- Glasses Rating 3 with Skinlink (125)
 - Vision Enhancement 3 (300)
 - Ultrasound (1000)
 - Image Link (25)
- Contact Lenses Rating 2 with Skinlink (150)
 - Flare Compensation (50)
 - Smartlink (500)

Equipment (17950):

- Rating 6 Medkit (600)
- Miniwelder (250)
- Gecko Tape Gloves (250)
- Diving Gear (2000)
- Flashlight x4 (100)
- Survival Kit (100)
- Grapple Gun (500)
- Nanopaste Disguise (Large Container) (1000)
- Autopicker 6 (1200)
- Cellular Glove Molder 3 (600)
- Keycard Copier 6 (1800)
- Maglock Passkey 4 (8000)
- Sequencer 4 (800)
- Tag Eraser (150)
- Sim Module (100)
 - Hot Sim Modified (250)

AR Gloves (250)

Lifestyle (60000):

12 months medium lifestyle (60000)

Vehicles (35000):

GMC Bulldog Step-Van (35000)

Suggested Purchases: