

Technoshaman

“Sure, those script kiddies can run programs and command agents, but can they jam with the console cowboys in cyberspace? I’m the Emperor of Exploit, the Sultan of Spoof, and the CEO of Cybercrime. I’m the new wave *and* the next wave, the magician of the Matrix, and the high cyberpriest of the Black Hat. But you can call me Techoshaman.”

Description: The Technoshaman can hack like nobody else - whether it’s using brute-force Crack sprites to snatch and grab, or slipping in and out of nodes like a ghost, the Technoshaman is the best in the game. The same confidence and force of personality that powers the Technoshaman’s hacking exploits can also help with meatspace social encounters (although not as well as a dedicated social character), and the Technoshaman is also a passable rigger. The price of all these skills is dangerous weakness in the physical world - without a drone to hide in, the Techoshaman can’t do anything except run for cover when the bullets start flying.

Tactics: You should typically keep a Rating 5 Machine Sprite on standby; it can perform a variety of useful tasks for you, such as using Gremlins to hinder enemy machines, or using Diagnostics on things your team are interacting with (such as a street samurai’s gun or a drone). You may want to summon other sprites for particular uses, or summon a more powerful sprite in difficult situations.

As soon as possible, you should Register some sprites. This costs you only time, not money; if you have time in-game, you can reliably register a rating 2 Crack sprite in 2 hours with little danger to yourself. Once you spend 2 karma to specialize your Registering skill in Machine Sprites, during downtime you can register sprites by spending 6 hours to gain a service with a Rating 5 Machine Sprite or register a new one (assuming buying hits at 4:1; the sixth hour is to heal from the box of Stun taken). Alternatively, you can spend 3 hours to gain 2 services with a Rating 3 Machine Sprite (or register a new one with 2 services), or 1 service with any other Rating 3 Sprite (or register a new one), again assuming buying hits at 4:1. Having Registered Sprites is very important; you should do this as soon as possible. It is a good idea to keep several Machine sprites and at least one Paladin sprite registered; you can and should have up to 7 registered sprites.

If you are caught in a real-world fight and aren’t in a rigger cocoon, run for cover and hide until the shooting stops. You can try to Spoof people’s guns or hostile drones if you have to, or you can also ask Machine sprites to use Gremlins on your behalf to foul up the smartlinks, drones, or vehicles of anyone fighting you (remember that the sprite has to get into the node to use Gremlins). You can use Cram to get an extra IP if you need to.

Also, you might consider threading up a Tacnet. You yourself cannot use it, but your drones and teammates can. Similarly, you might be able to help by using Control Device on various devices, such as medkits or mounted weaponry.

Before using any Complex Form (or when you need to know a Complex Form you don't have) you should always Thread. If you have enough time, you can thread, discard your hits (if you aren't satisfied with how many you got), and try again; you can keep this up until you glitch (GM's option what happens), get no hits (-2 to retry), or run out of time. Remember that each threading attempt is a free action. Even if you're confident in your ability, you should always Thread at least 1 or 2 points, since you have 13 dice of fade resistance. If you are also using Assist Operation from a registered sprite, remember that your complex forms are capped by twice Resonance.

To hack, first, thread your Exploit and Stealth complex forms higher, and then Assist Operation one or both of them if you can use a registered sprite task to do so (if you can only Assist Operation one, Stealth is usually more important). Because you'll have a very high Stealth score, if you break in quickly, you can often go undetected. Once you are in, you can either grab what you need and leave before anyone notices (or before an alarm delayed by your Mute option goes off), or you can try to thread the Disarm complex form (again, using Assist Operation if you want and can afford the task) to remove the node's Analyze program so you can't be found later.

Do not engage in cybercombat; you aren't very good at it and if you die in the Matrix, you die in real life. If you are forced to, you can use Paladin sprites to protect you and do your fighting, but usually you are better off just logging off (or using Jamming on the Fly to jam yourself offline if you were hit by Blackout or Black Hammer).

To rig, you should usually use VR but Remote Control rather than Jump In; only Jump In in an emergency to stop someone from hacking a drone. Before you do anything in a drone, you should Thread your Command complex form higher; you can also use Registered sprites to Assist Operation your Command complex form, and you can use Machine Sprites to Diagnostics your drones for a bonus. You can also ask a Machine sprite to pilot one of your drones for you.

You start with two drones. The Doberman is a completely legal drone with a completely legal squirtgun that can shoot completely legal KE-IV acid at people; you can also use Pepper Punch (nonlethal and cheaper, but slower acting). You should probably have KE-IV loaded by default. You can ride in a Rigger Cocoon inside the Doberman and use this to go on missions with your team when you're needed physically. The Lone Star Strato-9 is a flying combat drone. It is illegal, so don't get caught with it. You can use it to provide air support remotely; you can also have a Machine Sprite drive it for you (or the Pilot Program, which is less good at it).

If you want to spend Edge on a test and are rolling 13 or more dice, you're better off spending the edge after rolling to reroll failures.

Hooks: What are some of your favorite things to brag about?
What was your Emergence like?

What was your communion experience with Black Hat like?
What form does the Event Horizon take for you?

Reference:

Starting Notoriety: 0

Bionode Statistics: Firewall 3, Response 3 (4 in full VR), Signal 3, System 3, Biofeedback Filter 6

Tests: Composure 10, Judge Intentions 10, Memory 6

Damage Track: Physical 10, Stun 10

Armor: Ballistic 9, Impact 7

Initiative: 4/1 IP, Matrix 6 (7 with hotsim)

Common Dice Pools:

Note: None of the Technoshaman's dice pools account for Threading or Assist Operation.

Perception: Visual 5, Hearing 5, Matrix 12*, Other 2

Hardware: 7

Infiltration: 3, 7 with Remote Controlled drone*

Con, Negotiation, Leadership, Etiquette: 8

Hacking: 6+Complex Form Rating (+4 with Exploit)*

Registering: 10 (11 Crack)

Compiling: 10* (11 Crack)

Threading: 10

Fade Resistance: 13

*Hotsim bonus of +2 *not* included

Common Attacks:

Drone Mounted Weapon	Dmg	AP	Mode	Dice	Ammo
(Remote Control)					
Ares S-III Super Squirt	-	-	SA*	7**	20(c)

on GM-Nissan Doberman (Narcoject+DMSO)

Special: 10S Toxin at end of combat turn.

Lone Star FlashFlood Water Cannon on Lone Star Strato-9	8S	-half	FA*	7**	200(belt)
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Special: SMG ranges. Treat as a Full Auto weapon that can only fire Long Bursts.

*Remember that all firing modes are Complex Actions with Remote Control.

**Hot Sim bonus of +2 *not* included.

Vehicles

Name	Speed	Acc.	Pilot	Body	Armor	Sens.	Resp.	Hand.	Passengers
GM-Nissan Doberman	75	10/25	3	3	6	2	4	0	1 (Rigger Cocoon)
Special: Weapon Mount, Clearsight 3 Autosoft, Targeting 3 Autosoft, Chameleon Coating									
Lone Star Strato-9	100	5/20	2	3	9	6	3	+2	-

Special: External Reinforced Flexible Remote Control Weapon Mount. Flies. Chameleon Coating. Obscure. ECM 2.

VTOL.

Flying Eye	10	2/10	3	0	0	6	3	+1	-
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Special: VTOL, Chameleon Coating.

Repeater	15	3/15	3	1	0	4	3	+1	-
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Drone

Special: Chameleon Coating, Laser Transceiver 3, Directional Antenna 4, extends signal rating of linked devices by 4

BP	Ability	Value
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Cost

30 Metatype: Elf

Low-light Vision

Qualities

5 Techomancer (Technoshaman Stream)

Fade Resist: Charisma+Resonance

Crack, Data, Machine, Paladin, Sleuth

5 Paragon (Black Hat)

+2 dice to Exploit Tests

+1 die to Crack Sprites

Must make a Composure (3) test to avoid hacking into any interesting node.

+15 Compulsion: Break Into High Level Corporate Nodes

Must make a Composure (2) to resist compulsion.

+15 Sensitive System

+5 Poor Self Control (Braggart)

Must make a Composure (2) to back down from a story or boast.

Characteristics

20	Body	3
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0	Agility	2
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0	Reaction	1
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0	Strength	1
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40	Charisma	7
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20	Intuition	3
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20	Logic	3
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20	Willpower	3
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40	Edge	5
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65	Resonance	6
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0	Essence	6
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Skills

40	Electronics	4
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Hardware

Software

Data Search

Computer

26	Hacking (Exploit)	6 (8)
16	Compiling	4
16	Registering	4
10	Influence	1
	Con	
	Negotiation	
	Etiquette	
	Leadership	
4	Infiltration	1
4	Electronic Warfare	1
4	Gunnery	1
Knowledge Skills		
4	Matrix Security Procedures	4
4	Native Matrix Inhabitants	4
2	1 hobby or language at Rating 2; examples: Augmentations, Celebrity Gossip, Corporate Politics, Chemistry, Data Havens, Fashion, Finance, Fine Dining, Firearms, Gang Identification, Gang Turf, Music, Underworld Politics, Urban Brawl, any real-world language	
Languages		
	N	English
37	Complex Forms:	
	Exploit 6 with Mute	
	Stealth 6	
	Command 6	
	Analyze 6	
	Spoof 6	
	Disarm 6	
5	Contact: Athena Tatopoulos, Female Human Editor (C4/L1)	
	Specialties: Rumors, Seattle Politics, Journalism	
	Athena joined famed news network KSAF shortly after it's offices were bombed in '67 as Chief Editor. Then she promptly went into hiding, and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.	
8	Gear	
Drugs (50)		
	eX x4 (40)	
	Cram x1 (10)	
Armor (2350)		
	Form Fitting Body Armor (1600) (6/2, counts 3/1 for encumbrance)	
	Leather Jacket (200) (2/2)	

SecureTech PPP System Vitals Protector (200) (1/1)
SecureTech PPP System Shin Guards (150) (0/1)
SecureTech PPP System Forearm Guards (200) (0/1)

Weapons ():

Commlinks (300)

MetaLink with Vector Xim (300)

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

Fake Documents (3000)

Rating 3 Fake SIN (3000)

Sensory Gear (745)

Earbuds rating 1 with skinlink (45)

Audio Enhancement 3 (300)

Glasses Rating 1 with skinlink (75)

Vision Enhancement 3 (300)

Image Link (25)

Equipment (1350):

Rating 6 Medkit (600)

Optical Tap (100)

Tag Eraser (150)

Satellite Link (500)

Lifestyle (2000):

1 month low lifestyle (2000)

Vehicles (30205):

GM-Nissan Doberman (3000)

For the purposes of Tacnets, the GM-Nissan Doberman has 8 senses: Vision [Camera], Low-Light Vision [Camera], Thermographic Vision [Camera], Thermometric, Hearing [Microphone], Spatial Recognizer [Microphone], Laser Rangefinder, Motion Sensor

Chameleon Coating (3000)

Rigger Cocoon (1500)

Ares S-III Super Squirt (500)

KE IV + DMSO rounds x10 (200)

Pepper Punch rounds x17 (85)

Camera 2 (200)

Vision Enhancement 3 (300)

Low-light Vision (100)

Camera 2 (200)

Thermographic (100)

Vision Magnification (100)

Microphone 2 (100)

Spatial Recognizer (100)

Audio Enhancement 3 (300)

Laser Rangefinder (100)

Motion Sensor (50)

Thermometric Sensor (20)

Lone Star Strato-9 (3500)

For the purposes of Tacnets, the Lone-Star Strato-9 has 8 senses: Vision [Camera], Low-Light Vision [Camera], Thermographic Vision [Camera], Smartlink [Camera and Gun], Hearing [Microphone], Spatial Recognizer [Microphone], Laser Rangefinder, Motion Sensor

Armor 9 (1800)

Chameleon Coating (3000)

Camera 6 (600)

Vision Enhancement 3 (300)

Low-light Vision (100)

Smartlink (500)

Camera 6 (600)

Thermographic (100)

Vision Magnification (100)

Microphone 6 (300)

Spatial Recognizer (100)

Audio Enhancement 3 (300)

Laser Rangefinder (100)

Motion Sensor (50)

Lone Star FlashFlood Water Cannon (5000)

Flying Eye (800)

Chameleon Coating [2] (2000)

Camera 6 (600)

Vision Enhancement 3 (300)

Vision Magnification (100)

Suggested Purchases:

Remember that appropriate contacts can purchase one piece of gear for you between each pair of missions, marked up by 10% if the Availability is at most 4 times their Connection rating, plus 5% extra markup per additional point of Availability. You might also ask (or pay) another PC with a high Negotiation skill to help you.

High Priority:

[2 karma]

Specialize Registering in Machine

Nuyen Only:

[Availability 32F, 7500Y]

Purchase Wuxing Hussar drone

[Availability 4, 2000Y]

Mod Hussar for Walker Mode

Requires Threshold 10 and Shop, you might be able to get another PC to help you, or you can also have an NPC do this in 30 hours over 4 days for 3000Y. If you have acquired a contact with Automotive Mechanic, you get a discount of Loyalty*10% on this.

[Availability 8, 1500Y]

Mod Hussar for Rigger Cocoon

Requires Threshold 6 and Kit, you might be able to get another PC to help you, or you can also have an NPC do this in 18 hours over 3 days for 1800Y. If you have acquired a contact with Automotive Mechanic, you get a discount of Loyalty*10% on this.

[Availability 4, 500Y]

Satellite Link for Hussar

[Availability 28R, 2700Y]

Purchase Camera 6 with Low-light Vision, Thermographic, Ultrasound, Smartlink, Vision Enhancement 3, Vision Magnification

[Availability 8, 100Y]
[Availability 8, 700Y]
Spatial

Purchase Laser Rangefinder
Purchase Microphone 6 with Audio Enhancement 3,

Recognizer

[Availability 20F, 20000Y]
[Availability 4R, 400Y]
[Availability 12F, 4000Y]
[Availability 5R, 1600Y]
[Availability 16F, 1400Y]

Purchase GE Vanquisher Heavy Autocannon
Purchase External Smartgun System
400 Heavy Autocannon Ex-explosive rounds
200 Heavy Autocannon Stick-n-Shock Rounds
200 Heavy Autocannon APDS Rounds

This goes on the Hussar, but you can mount any weapon on the Hussar until you can afford it.

[Availability 4, 48000Y]
[100Y]

Purchase Ares Roadmaster
Mod Roadmaster with Amenities (Squatter)

Requires Threshold 6 and Shop, you might be able to get another PC to help you, or you can also have an NPC do this in 18 hours over 3 days for 1800Y. If you have acquired a contact with Automotive Mechanic, you get a discount of Loyalty*10% on this.

[Availability 8, 1500Y]

Mod Roadmaster with Rigger Cocoon

Requires Threshold 6 and Kit, you might be able to get another PC to help you, or you can also have an NPC do this in 18 hours over 3 days for 1800Y. If you have acquired a contact with Automotive Mechanic, you get a discount of Loyalty*10% on this.

[Availability 24F, 23500Y]

Mod Roadmaster with Weapon Mount (Reinforced,
Concealed, Heavy Turret, Remote Control

Requires Threshold 50 and Facility. You can also have an NPC do this in 150 hours over 19 days for 15000Y. If you have acquired a contact with Automotive Mechanic, you get a discount of Loyalty*10% on this.

[Availability 28R, 2700Y]

Purchase Camera 6 with Low-light Vision, Thermographic,
Ultrasound, Smartlink, Vision Enhancement 3, Vision
Magnification

[Availability 8, 100Y]
[Availability 8, 700Y]
Spatial

Purchase Laser Rangefinder
Purchase Microphone 6 with Audio Enhancement 3,

Recognizer

[Availability 20F, 20000Y]
[Availability 4R, 400Y]
[Availability 12F, 4000Y]
[Availability 5R, 1600Y]
[Availability 16F, 1400Y]

Purchase GE Vanquisher Heavy Autocannon
Purchase External Smartgun System
400 Heavy Autocannon Ex-explosive rounds
200 Heavy Autocannon Stick-n-shock Rounds
200 Heavy Autocannon APDS Rounds

This goes on the Roadmaster, but you can mount any weapon on the Roadmaster until you can afford it.

Karma Only:

[13, 16, 19, 22 karma or less]

Submerge to Grade 1/2/3/4

If you take some downtime to find a Temporary Party Network (3 days, assuming buying hits at 4:1), you get a 20% karma discount. If you perform a Submersion Task, you get another 20% discount. Ideally, you should have the karma on-hand, wait until you perform a Great Hack (any system with average of key hardware and software values at least 5), and then find a Temporary Party Network after the mission during downtime and Submerge. If you do this, you will pay 8 karma for grade 1, 10 for grade 2, 11 for grade 3, and 13 for grade 4 (seperately, not cumulatively). Take the echoes Widget Crafting, Overclocking, Biowire, and Advanced Overclocking in that order.

[35/75/120/170 total karma]

Increase Resonance to 7/8/9/10

Requires Submersion Grade 1/2/3/4

[7/15/24/34 total karma]

Increase Stealth Complex Form to 7/8/9/10

Requires Resonance 7/8/9/10

[7/15/24/34 total karma]

Requires Resonance 7/8/9/10

[7/15/24/34 total karma]

Requires Resonance 7/8/9/10

Increase Exploit Complex Form to 7/8/9/10

Increase Command Complex Form to 7/8/9/10

Karma and Nuyen:

[14400Y, Availability 8, 3 karma]

Purchase Knight Errant Self Defense Skillsoft Cluster and Permanently Emulate Dodge 3

Requires Biowire and Submersion Grade 3. You can resell the skillsoft cluster for 4320Y. Note that you can temporarily emulate this skillsoft by threading it once you own it (without spending the karma).

[43000Y, Availability 10, 5 karma]

Purchase Rating 4 Personalized Skillsoft and Permanently Emulate

Requires Biowire and Submersion Grade 4. You can instead get a non-personalized skillsoft, paying 40000Y and 4 karma (with Availability 8), and then resell it for 12000Y. Gunnery, Infiltration, Perception, and any Charisma skill are all good choices; you can do this as many times as you have nuyen and karma to pay for it. Note that you can temporarily emulate skillsofts by threading them (without paying karma) once you own them.

Change Log:

Typo Fix: "Browse" skill was listed. This should have been "Computer."

SR4A finally got errata. Angels sang from the heavens, Jesus showed up to personally thank Jason Hardy, and I updated the tactics section since Threading is now a free action, not a non-action.