

JACK

NAME: Jaclyn Wu as "Jack"

METATYPE: Human (None) **AGE:** 22

GENDER: Female **HEIGHT:** 163 **WEIGHT:** 48

HAIR: Braids, multiple colors **EYES:** Brown **SKIN:** White

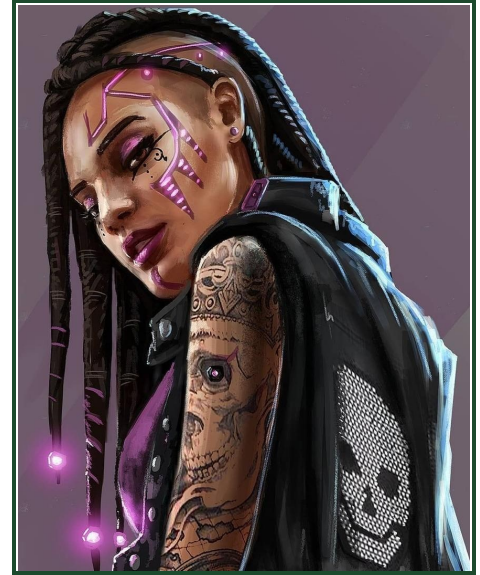
STREET CRED: 1 **NOTORIETY:** 0 **PUBLIC AWARENESS:** 0

COMPOSURE: 9 **JUDGE INTENTIONS:** 10 **MEMORY:** 8

LIFT/CARRY: 4 **LIFT/CARRY WEIGHT:** 15 kg / 10 kg **PRIMARY ARM:** Right

MOVEMENT: 4/8 (2m/hit) **SWIM:** 1.5 (1m/hit)

NUYEN: 45,625¥ **KARMA:** 9 **CAREER KARMA:** 19



PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 4	EDGE: 7	INITIATIVE: 10 +1D6
AGILITY: 2	INTUITION: 6	CURRENT EDGE POINTS: 7	ASTRAL INITIATIVE: 12 +3D6
REACTION: 4	LOGIC: 3	ESSENCE: 6.00	RIGGER INITIATIVE: 10 +1D6
STRENGTH: 1	WILLPOWER: 5	MAGIC: 6	MATRIX AR: 10 +1D6 MATRIX COLD: 6 +3D6 MATRIX HOT: 6 +4D6

PHYSICAL LIMIT: 3	MENTAL LIMIT: 6 Medkit [+3] (Only for First Aid and Medicine)	SOCIAL LIMIT: 7	ASTRAL LIMIT: 7
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Counterspelling <small>MAG</small>	6	12	Gymnastics* <small>AGI</small>	1	3	City Speak <small>INT</small>		Native
Perception <small>INT</small>	6	12	Negotiation <small>CHA</small>	1	5	Area Knowledge: Seattle <small>INT</small>	4	10
Spellcasting <small>MAG</small>	6	12	Palming* <small>AGI</small>	1	3	Magical Theory (Street) <small>INT</small>	4	10
Summoning <small>MAG</small>	6	12	Pilot Ground Craft <small>REA</small>	1	5	Magic Traditions <small>LOG</small>	2	5
Artisan <small>INT</small>	4	10	Running* <small>STR</small>	1	2	Mandarin <small>INT</small>	2	8
Pistols <small>AGI</small>	4	6	Sneaking* <small>AGI</small>	1	3	Mathematics <small>LOG</small>	2	5
Assensing <small>INT</small>	1	7	Swimming* <small>STR</small>	1	2	(Fractals +2)		
Con <small>CHA</small>	1	5				Art <small>LOG</small>	1	4
Disguise* <small>INT</small>	1	7	* Athletics	1		(Street Art +2)		
			* Stealth	1		English <small>INT</small>	1	7

QUALITY	
Dependent (Nuisance)	SR5 80
Distinctive Style	SR5 80
Focused Concentration: 6	SR5 74
Magician	SR5 69
Prejudiced (Specific, Biased): Hermetic Magicians	SR5 82
Signature: Pattern/image in reshaped concrete	RF 159

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		-3			-3
Down	OVR	OVR		Down	
OVR	Dead		Natural Recovery Pool (1 hour): 8		
Natural Recovery Pool (1 day): 6					

RESISTANCE		POOL
Radiation		8
Judge Intentions		9

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	14	14
Fire	14	14
Cold	14	14
Electricity	14	14
Acid	14	14
Falling	14	14
Fatigue	8	
Sonic	5	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	8	8	Immune	8
Pathogen	8	8	Immune	8

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	8	8
Psychological	8	8

RESISTANCE - SPELLS		POOL
Direct, Mana		5
Combat Spells	Direct, Physical	3
	Indirect, Defense	10
Detection Spells		8
Health Spells	Decrease Attribute - Body	8
	Decrease Attribute - Agility	7
	Decrease Attribute - Reaction	9
	Decrease Attribute - Strength	6
	Decrease Attribute - Charisma	9
	Decrease Attribute - Intuition	11
	Decrease Attribute - Logic	8
	Decrease Attribute - Willpower	10
	Mana	8
	Physical	9
Illusion Spells		
Manipulation Spells	Mental	8
	Physical	4

ARMOR	VALUE	
Equipped		
Good Gloves ("Fingerless leather gloves")	0	RF 253
Good Pants ("Leather pants")	0	RF 253
Good Shirt	0	RF 253
Good Shoes ("Leather boots")	0	RF 253
Helmet	+2	SR5 438
Lined Coat	9	SR5 437
Total of equipped single highest armor and accessories	11	

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Defiance EX Shocker	6	4	9S(e)	-5	SS	2	4(m)	SR5 424
	RANGE		S	M	L	E		
	Tasers		0-5	6-10	11-15	16-20		
Under: Defiance EX Shocker (Melee Contacts)	1	3	8S(e)	-5		2	10	SR5 424
	RANGE		S	M	L	E		
	Clubs							
Grenade: High Explosive	1	3	16P (-2/m)	-2		2	Qty: 4	SR5 435
	RANGE		S	M	L	E		
	Standard Grenade		0-2	3-4	5-6	7-10		
Shuriken	1	3	2P	-1		2	Qty: 4	SR5 424
	RANGE		S	M	L	E		
	Shuriken		0-1	2-2	3-5	6-7		
Urban Tribe Tomahawk	1	4	3P	-1		2	Qty: 2	RG 25
	RANGE		S	M	L	E		
	Thrown Knife		0-1	2-2	3-3	4-5		

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	1	3	1S	-	0	SR5 132

NAME				RTG				QTY			
Backpack (Cheap)				-	1	RF 254					
Custom Commlink (Hermes Ikon)				5	1	SR5 438					
Gas Mask				-	1	SR5 449					
Tool Belt (Good)				-	1	RF 254					
Backpack											
Can of Spray Paint (Red)				-	1	RF 254					
Can of Spray Paint (Green)				-	1	RF 254					
Can of Spray Paint (Silver)				-	1	RF 254					
Can of Spray Paint (White)				-	1	RF 254					
Can of Spray Paint (Gold)				-	1	RF 254					
NAME				RTG				QTY			
Backpack											
Glue Solvent				-	1	SR5 448					
Miniwelder				-	1	SR5 448					
Miniwelder Fuel Canister				-	1	SR5 448					
Prepaid Commlink (Cheap)				-	2	RF 253					
Roll of Duct Tape				-	1	RF 254					
Digital											
Fake SIN (Mamma Mu)				4	1	SR5 442					
Duster											
Flashlight				-	1	SR5 449					
Grenade: High Explosive				-	4	SR5 435					
Restraint, Plastic				-	10	SR5 447					
NAME				RTG				QTY			
Tool Belt											
Certified Credstick, Standard				-	4	SR5 442					
Glue Sprayer				-	1	SR5 448					
Medkit				3	1	SR5 450					
Psyche				-	4	SR5 412					
Shuriken				-	4	SR5 424					
Stealth Tags				-	10	SR5 440					
Urban Tribe Tomahawk				-	2	RG 25					
Worn											
Contacts				3	1	SR5 443					
Image Link, Low Light, Vision Magnification; Micro-Transceiver				-	1	SR5 441					

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Custom Commlink (Hermes Ikon)	Commlinks	0	0	0	0	0	0	SR5 438
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Mapsoft (Seattle) ;								
Prepaid Commlink (Cheap)	Entertainment	2	1	0	0	1	1	RF 253
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;								
PROGRAMS								
Mapsoft (Seattle)								

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE	
Entertainment Systems Cyclops	4	2	4	1	4	4	1	14	1	1	R5 42
Gyro-Stabilization											
Sensor Array Rating 2											

LIFESTYLE	LEVEL	COST	DURATION	
Redmond Apartment	Low	1,600¥	1 Month	SR5 369
Cramped; Dangerous Area; Grid Subscription (Public Grid);				

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT	
Chaos Magic <small>Materialization</small>	{WIL} + {INT} (11)	Spirit of Fire	Spirit of Air	Spirit of Earth	Spirit of Man	Spirit of Water	SG 44

SPELL	TYPE	RANGE	DAMAGE	DURATION	DRAIN	DV	
Combat Spells							
Stunbolt	M	Line of Sight	0S	Instantaneous	F-3	Direct	SR5 284
Health Spells							
Heal	M	Touch	-	Permanent	F-4	Essence	SR5 288
Increase [Attribute] (INT)	P	Touch	-	Sustained	F-3	Essence	SR5 288
Increase Reflexes	P	Touch	-	Sustained	F	Essence	SR5 288
Illusion Spells							
Chaotic World	P	Line of Sight (Area)	-	Sustained	F	Realistic	SR5 290
Improved Invisibility	P	Line of Sight	-	Sustained	F-1	Realistic	SR5 291
Trid Phantasm	P	Line of Sight (Area)	-	Sustained	F	Realistic	SR5 291
Manipulation Spells							
Control Thoughts	M	Line of Sight	-	Sustained	F-1	Mental	SR5 293
Fling	P	Line of Sight	-	Instantaneous	F-2	Physical	SR5 293
Levitate	P	Line of Sight	-	Sustained	F-2	Physical	SR5 293
Physical Barrier	P	Line of Sight (Area)	-	Sustained	F-1	Environmental	SR5 294
Shape [Material] (Concrete)	P	Line of Sight (Area)	-	Sustained	F-2	Environmental	SG 118

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Franky	Street Clinic in Redmond Metatype: Dwarf Gender: Male Age: Unknown Preferred Payment: Cash (Credstick) Method: Hobbies/Vice: Weapons (Blades) Personal Life: Unknown Type: Personal Favors	Street Doc	1	1
Johnathan Carpenter	Bellevue, Seattle Metatype: Human Gender: Male Age: Middle-Aged Preferred Payment: Barter (Profession Items) Method: Hobbies/Vice: Magical Artifacts Personal Life: Familial Relationship Type: Support	Hermetic Academic	2	1
Luna	Banshee, Nightclub in Redmond Metatype: Elf Gender: Female Age: Middle-Aged Preferred Payment: Service (Free-Labor Jobs) Method: Hobbies/Vice: Street Art Personal Life: None of Your Damn Business Type: Networking	Fixer	1	1
Mme. Rousseau	Talismoner Shop in Redmond Metatype: Human Gender: Female Age: Middle-Aged Preferred Payment: Cash (Credstick) Method: Hobbies/Vice: Nothing of Interest Personal Life: Widowed Type: Swag	Talismoner	3	2

Notes

Weapons

In combat, Jack mainly uses her Fling spell to catapult throwing weapons. She carries two tomahawks, some shuriken and a couple of high explosive grenades. As a backup, she also has a Defiance EX Shocker taser.

Transportation

Jack used part of her Triads loan to buy an Entertainment Systems Cyclops unicycle:

Apartment

Jack rents a cramped apartment in the rougher parts of Redmond. It's located on floor six in a worn down eight story building.

Description

Jack is a short, delicate woman of Chinese descent. She has multiple facial piercings and tattoos covering both face and body. She wears her hair in long braids, often dyed in multiple bright colors (purple, red, yellow, green &c).

[Quality: Distinctive Style, -5]

She dresses in typical punk/goth style, with (fake) leather boots, pants and vest.

For protection she wears a leather duster, and sometimes a motorcycle helmet.

See: <https://shadowrun.schonenberg.org/jack/jack.html>

Background

Born in Seattle, Jack grew up with her working class parents, both non awakened humans. Her magical aptitude was discovered early, when one day she was found in the streets outside her parents' apartment reshaping concrete just like she usually did with playdough at home.

Her parents weren't thrilled to have an awakened child. Nevertheless, having her best interests at heart they contacted a Hermetic mage hoping that he could school her. This apprenticeship didn't meet with much success as it turned out that Jack was completely uninterested in books and schooling, preferring to practice her own arts and techniques in what she considered "the real world". She left her assigned mentor while still in her teens, but still retains a somewhat frosty relationship with him, and they help each other out occasionally.

[Contact: Johnathan Carpenter]

Jack stayed on the streets, learning the occasional spell here or there, using whatever sources she could learn from, or simply by setting her mind to it and developing her own versions of known spells. Meanwhile she continued her hobby of reshaping concrete, and turned that into her own, unique art form.

[Tradition: Chaos Magic]

Parents

Jack is still in contact with her parents, and visits them every now and then. They're currently in their sixties, and working life has not been very kind to them. They occasionally need financial support or other favors.

[Quality: Dependent, -3]

The Debt

Never having had very much money (it turns out that street art isn't a very lucrative business), Jack decided to take a loan from The Triads in order to jump start a shadowrunner career. The debt is not huge - ¥20,000 - but it's one she cannot currently pay back.

[Quality: In Debt, -4]

The Art

Jack's a street artist. Her specialty is using her spells to create relief images in concrete. She is particularly fond of fractal patterns (and the Julia set in particular, earning her the moniker Fractal Julia), but will create any kind of image that currently strikes her fancy. She often colors her relief images using spray cans, turning them into a kind of three dimensional graffiti.

Creating this art has almost turned into a compulsion, and she will routinely create an image on any nearby concrete surface if she is not otherwise occupied.

[Quality: Signature, -10]

Shadowrunning

Having realized that street art doesn't pay the bills, and not being the least bit interested in working as a wage mage, Jack has decided to give running a go. She's aware that she's not perfectly suited for that kind of job, but is still confident that her repertoire of spells will be useful to any group that doesn't already have a mage.

Initially, at least, she's mostly in it for the money.