

PHYSICAL ATTRIBUTES		MENTAL ATTRIBUTES		SPECIAL ATTRIBUTES		SPECIAL ATTRIBUTES	
BODY: 5		CHARISMA: 2		EDGE: 2		CURRENT EDGE POINTS:	
AGILITY: 1		INTUITION: 4		ESSENCE: 6		ASTRAL INIT: 8	
REACTION: 2 (5)		LOGIC: 1		INITIATIVE: 6 (9)		MATRIX INIT: 5	
STRENGTH: 11		WILLPOWER: 3		MAGIC: 6		INIT PASSES: 1 (4) 1    ASTRAL: 3	MATRIX:

**ATTRIBUTES**

<b>CONTACT NAME</b>		<b>TYPE</b>		<b>CONNECTION</b>		<b>LOYALTY/INCIDENCE</b>	
<i>CONTACTS &amp; ENEMIES</i>							
<b>QUALITY NAME</b>							
Adept				SR4		90	
Astral Beacon				SR4		94	
Bone Spikes				RC		111	
Celerity				RC		112	
Cyclopean Eye				RC		117	
Distinctive Style				RC		103	
Illiterate				RC		105	
Metagenetic Improvement (STR)				RC		114	
Poor Self Control (Combat Monster)				RC		107	
SINner (Criminal) (Mugger)				SR4		95	
The Warrior's Way				WA		14	
<i>QUALITIES</i>							
<b>ARMOR</b>		<b>BALLISTIC/IMPACT</b>					
<b>TOTAL</b>		17/15					
Armor Jacket				8/6		SR4 326	
Form-Fitting Full-Body Suit				6/2		AR 48	
SecureTech PPP Armor (Ensemble)				2/6		AR 49	
<i>ARMOR</i>							
<b>WEAPON</b>		<b>DAMAGE</b>		<b>AP</b>		<b>MODE</b>	
<b>RC</b>		<b>AMMO</b>					
<i>RANGED WEAPONS</i>							
<b>WEAPON</b>		<b>DAMAGE</b>		<b>AP</b>		<b>REACH</b>	
Unarmed		16P		-		1	
Attack						SR4	
Attack						159	
<i>MELEE WEAPONS</i>							

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	RESP	SYS	SIG	FIRE	DEVICE	
Harley-Davidson Scorpion (Chopper)	2	15/30	120	2	8	4	1 (5)	12	3	3	3	3	SR4 348	
Metahuman Adjustment, Troll; Ram Plate Vehicle Sensor <b>VEHICLE/DRONE</b>														
COMMLINK	RESPONSE	SYSTEM			FIREWALL			SIGNAL						
CMT Clip	1	1			1			3						
SR4 328														
<b>ACCESSORIES</b> Vector Xim <b>COMMLINK/PROGRAMS</b>														
NAME							RATING							
Critical Strike							6							
Improved Reflexes 3							SR4 195							
Killing Hands							SR4 196							
Mystic Armor							1							
Smashing Blow							SR4 197							
							SM 179							
<b>ADEPT POWERS</b>														
NAME							RATING							
Kickboxing							2							
+1 DV on Unarmed Combat attacks; +1 DV on Unarmed Combat attacks							AR 158							
<b>MANEUVERS</b> Finishing Move AR 159; Full Offense AR 160 <b>MARTIAL ARTS</b>														
LIFESTYLE							MONTHS							
Found a "nice" place							1							
Comforts: Squatter, Entertainment: Low, Necessities: Squatter, Neighborhood: Low, Security: Low							RC 154							
Start							0							
Comforts: Street, Entertainment: Squatter, Necessities: Street, Neighborhood: Street - Z-zones/Barrens, Security: Street							RC 154							
<b>LIFESTYLE</b>														
NAME			RTG.		QTY.		NAME			RTG.		QTY.		
Backpack			-		1		AR 53			Grapple Gun			-	
Fake SIN (Barkeep)			4		1		SR4			337			SR4	
Fake License 4 (Ram Plate); Fake License 4 (Ram Plate)							332			Microwire (100 m)			-	
Gecko Tape Gloves			-		1		SR4			336			SR4	
							336			Rappelling Gloves			-	
<b>GEAR</b>														
Alec was abandoned as a child in the Seattle docs. He was rescued by a docworker who took care of him for a few years until Alec grew too big and he decided to dumb him to the streets. He was strong and big enough to defend himself so he survived. He got involved in the gangs and got mixed up in all sorts of petty crime. He was caught one day when he mugged some passer by to steal his belongings. He served his time but when he got out he still had no other place to go but the streets which he knew so he returned. He ran with the troll gang for while until mafia decided they needed his services so they coerced the gang to put him in mafia's service as a shadowrunner. <b>BACKGROUND</b>														