

NAME/ALIAS: Mathew Black (Spark)		PLAYER: cheant		MOVEMENT: 10/25, Swim: 5	
METATYPE: Human		AGE: 28	SEX: Male	NUYEN: 0	
HEIGHT: 180	WEIGHT: 75	HAIR: Short black	EYES: Blue	SKIN: Caucasian	
KARMA: 0	TOTAL KARMA: 0	STREET CRED: 0	NOTORIETY: 1	PUBLIC AWARE: 0	
COMPOSURE: 2	JUDGE INTENTIONS: 3	LIFT/CARRY: 6	LIFT/CARRY WEIGHT: 60 kg/40 kg	MEMORY: 8	

PERSONAL DATA

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	SPECIAL ATTRIBUTES
BODY: 2	CHARISMA: 1	EDGE: 2	CURRENT EDGE POINTS:
AGILITY: 1	INTUITION: 2	ESSENCE: 5,12	ASTRAL INIT: 4
REACTION: 2 (5)	LOGIC: 5 (7)	INITIATIVE: 4 (7)	MATRIX INIT: 5
STRENGTH: 2 (4)	WILLPOWER: 1	MAGIC: 5	INIT PASSES: 1 (4) MATRIX: 1 ASTRAL: 3

ATTRIBUTES

ACTIVE SKILLS					ACTIVE SKILLS					KNOWLEDGE SKILLS							
SKILL NAME	POOL	RTG.	ATT.	R. MOD.	P. MOD.	SKILL NAME	POOL	RTG.	ATT.	R. MOD.	P. MOD.	SKILL NAME	POOL	RTG.	ATT.	R. MOD.	P. MOD.
Combat Active Skills					Physical Active Skills					Language: N N N N N							
Heavy Weapons	13	6	7	0	0	Parachuting	1	0	2	0	0	English					
Archery	6	0	7	0	0	Riding	4	0	5	0	0	Architecture	11	4	7	0	0
Automatics	6	0	7	0	0	Tracking	1	0	2	0	0	Chemistry (Industrial)	11	4	7	0	0
Blades	6	0	7	0	0	Technical Active Skills					Conspiracies	3	1	2	0	0	
Clubs	6	0	7	0	0	Aeronautics	8	1	7	0	0	Firearms (Heavy Weapons)	11	4	7	0	0
Dodge	4	0	5	0	0	Mechanic						Military	3	1	2	0	0
Longarms	6	0	7	0	0	Armorer	8	1	7	0	0	Seattle Gangs	3	1	2	0	0
Pistols	6	0	7	0	0	Automotive	8	1	7	0	0	Security Design	6	4	2	0	0
Throwing	6	0	7	0	0	Mechanic											
Weapons Unarmed	6	0	7	0	0	Chemistry (Compounds)	8	10	1	7	0	0					
Combat						Computer	8	1	7	0	0						
Physical Active Skills					Vehicle Active Skills												
Disguise	6	4	2	0	0	Cybercombat	8	1	7	0	0						
Infiltration	11	4	7	0	0	Data Search	8	1	7	0	0						
Palming	12	4	7	0	1	Demolitions	8	1	7	0	0						
Shadowing	6	4	2	0	0	Electronic	8	1	7	0	0						
Climbing	5	1	4	0	0	Warfare											
Escape Artist	8	1	7	0	0	Hacking	8	1	7	0	0						
Flight	5	1	4	0	0	Hardware	8	1	7	0	0						
Gymnastics	8	1	7	0	0	Industrial	8	1	7	0	0						
Perception	3	1	2	0	0	Mechanic											
Running	5	1	4	0	0	Nautical	8	1	7	0	0						
Swimming	5	1	4	0	0	Mechanic											
Animal Handling	1	0	2	0	0	Software	8	1	7	0	0						
Animal Training	1	0	2	0	0	Artisan	1	0	2	0	0						
Diving	1	0	2	0	0	First Aid	6	0	7	0	0						
Navigation	1	0	2	0	0	Forgery	6	0	7	0	0						
						Locksmith	6	0	7	0	0						
						Pilot Ground	6	1	5	0	0						
						Craft											
						Gunnery	6	0	7	0	0						
						Pilot Watercraft	4	0	5	0	0						

SKILLS

CONTACT NAME	TYPE	CONNECTION	LOYALTY/INCIDENCE
CONTACTS & ENEMIES			
QUALITY NAME			
Adept			SR4 90
Combat Paralysis			SR4 94
Erased (24 Hours)			SR4 90
Lost Loved One (Mother)			RC 105
Paranoia			RC 107
Restricted Gear (Rating 1)			RC 101
The Artisan's Way			WA 13

QUALITIES

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		Down			Down
OVR	OVR	DEAD			

CONDITION MONITOR

ARMOR	BALLISTIC/IMPACT

TOTAL	8/8	
Clothing ("Camo Coat")	0/0	SR4 326
Victory: Industrious Winterized Coverall	8/8	AR 47
Carbon-Boron; Chemical Protection 2; Fire Resistance 2; Gel Packs; Insulation 2; Ruthenium Polymer Coating; Thermal Damping 6		

ARMOR

WEAPON	DAMAGE	AP	MODE	RC	AMMO	
ArmTech MGL-6	Grenade	-	SA	1	2x6(c)	AR 31
Airburst Link; Concealable Holster; Flashlight, Low-Light; Smartgun System, Internal; Spare Clips; Additional Clip; Chameleon Coating; Personalized Grip; Skinlink						
S: 5-50 M: 51-100 L: 101-150 E: 151-500						
Commlink: Small Explosive Device	5P (1m Radius)	-2	0	0	0	SG 144
Ingram White Knight	6P	-1	BF/FA	14	50(c) or 100 (belt)	SR4 320
Flashlight, Low-Light; Gyro Stabilization; Smartgun System, Internal; Stock; Heavy Barrel; High Velocity; Personalized Grip						
S: 0-75 M: 76-200 L: 201-400 E: 401-800						
Minigrenade: Fragmentation	12P(f) (-1/m)	+5	0	0	0	SR4 324
S: 5-50 M: 51-100 L: 101-150 E: 151-500						
Minigrenade: High Explosive	10P (-2/m)	-2	0	0	0	SR4 324
S: 5-50 M: 51-100 L: 101-150 E: 151-500						
Minigrenade: Thermal Smoke	(10m Radius)	-	0	0	0	SR4 325
S: 5-50 M: 51-100 L: 101-150 E: 151-500						
Minigrenade: White Phosphorus	8P/4P (-1/m)	-half	0	0	0	AR 37
S: 5-50 M: 51-100 L: 101-150 E: 151-500						

WEAPON	DAMAGE	AP	REACH	
Unarmed	2S	-	0	SR4
Attack				159

MELEE WEAPONS

RANGED WEAPONS

IMPLANT	ESSENCE	GRADE	
Cerebral Booster Rating 2	0,4	Standard	SR4 347
Muscle Augmentation Rating 2	0,48	StandardSecondHand	SR4 345
Skinlink	0,0	Deltaware	SR4 328

CYBERWARE/BIOWARE

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	RESP	SYS	SIG	FIRE	DEVICE
Conestoga Vista (Bus)	-3	15/25	90	1	20	4	1 (5)	18	3	3	3	3	AR 110
Amenities, High; Amenities, Squatter; Anti-Theft; Enhanced Image Screens; Morphing License Plate; Satellite Communication; Spoof Chip; Vehicle Tag Eraser													
Vehicle Sensor (Camera Neutralizer Rating 6; Non-Linear Junction Detector Rating 6)													

VEHICLE/DRONE

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	RESP	SYS	SIG	FIRE	DEVICE
Repeater Drone (Minidrone)	1	3/15	15	3	1	0	2 (3)	9	3	3	3	3	UN 198
Chameleon Coating; ECM Rating 10													
Minidrone Sensor (Radio Signal Scanner Rating 6)													

VEHICLE/DRONE

COMMLINK	RESPONSE	SYSTEM	FIREWALL	SIGNAL	
Custom Commlink	3	3	6	1	SR4 328

ACCESSORIES

Custom Commlink OS [Data Bomb 3; Decrypt 3; Encrypt 3; Firewall 6; FTL Matrixware Net Wizard; System 3] ; Laser Link 3; Satellite Link; Small Explosive Device; Subvocal Microphone; Trodes

COMMLINK/PROGRAMS

NAME	RATING	
Improved Reflexes 3		SR4 196
Mind Over Matter (AGI)		WAR 178
Nimble Fingers		SM 179
Sustenance		SM 179

ADEPT POWERS

LIFESTYLE	MONTHS	
The Bus	1	RC 154
Comforts: High, Entertainment: Middle, Necessities: High, Neighborhood: Street, Security: Street		

LIFESTYLE

NAME	RTG.	QTY.	NAME	RTG.	QTY.	NAME	RTG.	QTY.			
Ammo: Regular Ammo (Light Machine Guns)	-	100	SR4	Foam Explosive	4	1	SR4	Rappelling Gloves	-	1	SR4
Anti-Removal Device	6	1	AR 87	324			325				336
Ares Low Intensity Laser	-	1	RC 35	Forensic Tool Kit	-	1	AR 61	Safety Fuse	-	4	AR 88
Backpack	-	1	AR 53	Gas Mask	-	1	SR4	Sensor Tags	-	20	SR4
Blasting Cap	-	3	AR 87	Gecko Tape Gloves	-	1	SR4	Sensor Tags	-	20	SR4
Catalyst Stick	-	1	SR4	Goggles	6	1	SR4	Sleeping Bag	-	1	AR 53
Chemistry Kit	-	1	AR 79	337			332	Stealth Rope (100 m)	-	1	SR4
Climbing Gear	-	1	SR4	336				Survival Kit	-	1	SR4
Commercial Explosive	3	1	SR4	Flare Compensation; Image Link; Low Light; Smartlink; Vision Magnification				Tag Eraser	-	1	SR4
Detonating Cord	8	3	AR 85	Grapple Gun	-	1	SR4	Tent	-	1	AR 53
Detonator Cap	-	2	SR4	325				Timer Detonator	-	2	AR 88
Electrical Detonator	-	2	AR 87	Jammer, Directional	6	1	SR4	Tool Kit (Mechanic)	-	4	SR4
Electrical Detonator	-	2	AR 87	Microwire (100 m)	-	1	SR4	Tool Kit (Hardware)	-	1	SR4
Exploder, Electrical	4	1	AR 88	Minigrenade:	-	6	SR4	Tool Kit (Demolitions)	-	1	SR4
Exploder, Optical	4	1	AR 88	Fragmentation			324	Tool Kit (armorers)	-	1	SR4
Fake SIN (Something)	1	1	SR4	Minigrenade: High Explosive	-	6	SR4	Vacuum Seal	6	1	RC 35
				332				White Noise Generator	6	1	SR4
				Minigrenade: Thermal	-	6	SR4				330
				Smoke			325				
				Minigrenade: White Phosphorus	-	6	AR 37				
				MOSLTOV	-	1	WAR				
				164							
				Pressure Detonator	-	2	AR 87				
				Pull Detonator	-	2	AR 87				
				Push Detonator	-	2	AR 87				
				Radio Detonator	-	2	AR 87				

GEAR

Knows deep inside something is very much wrong in the world. Certain that the truth is out there. Determined to find out what is going on. Uses long overcoat with some camo like coloring and tinted goggles.

DESCRIPTION

Mathew was born into low class family. Dad worked for Ares R&D and was a brilliant inventor, atleast in the eyes of his young son, but lost rights for his inventions to his employer. One morning when Mathew was nine his dad was excited about a new breakthrough he had made and was eager to get it published. He called to his long term colleague Dylar Trel and told about the breakthrough and started driving to work. He didn't get there though because gang of troll extremists intercepted his car en route to work and shot it to pieces. Later news outlets told how a member of a Humanis Policlub extremist wing was killed by a troll gang in racism related crime. Mathew didn't really know anything about Humanis Policlub at the time so he believed that. Mathew's mom started acting very strangely after the incident like she was constantly afraid of something and looking over her shoulder and about a week later she just disappeared. Social service official figured out she just couldn't handle raising a child alone and just abandoned Mathew. That didn't really convince Mathew and was sure mom wouldn't have just done that. Mathew was put into foster home but he didn't really fit in. He got into fights and noticed he wasn't very good at it but as he grew a bit older and got into more fights he noticed if he kept focusing and thinking over what he was doing he was much more precise. Later when Mathew learned more about being awakened he realized those were the times when his magical talents began to emerge.

In his teens Mathew escaped from his foster parents and sought his way into Humanis affiliated group so he could learn more about what his father believed. He was in Humanis affiliated groups for some years and learned more about his nature, new skills and Humanis philosophies. Those philosophies seemed to differ much from that he remembered his father to have been so he began to question the official truth. He started asking around and didn't find any hint that his father would have ever been a member. Even those who had been named in news as his collaborators didn't know anything about him. So he left Humanis and started to look for answers elsewhere. Humanis had taught Andrew how fight so he knew to defend himself.

Andrew asked around about his father and mother but had hard time finding anything about them. Any clues he found out about them quickly ran dry and people who knew anything seemed reluctant to talk about them. Over the years he managed to track down the group who was named to be responsible for his father's murder. He planned an elaborate revenge on them and bombed them one by one until he managed to get access to their main server. From their files he found out they weren't really racist gang member but in reality mercenaries working to those who paid for their services. So Mathew's father wasn't really victim of a hate crime, he was assassinated. Mathew did his best to find out who had hired the mercenaries to do the work but only leads he could find were a dead dummy corporation. Still it seemed that he managed to stir up something because someone started to try to get him killed. He survived for some time with his smarts and being careful but after a while he made a mistake running after some shooter carrying an illegal weapon and Knight Errant picked him up. He was taken in prosessed and thrown in brick. He was kept there for days but during his time there he started getting to know and bond with one of the Knight Errent recruits over there. Recruits name was Kane Polan. After enough time had passed and Spark still haven't been moved to more permanent holding facility Kane took initiative and started asking why he was there from his supervisors but they couldn't find any record of any offense Spark had committed or any other evidence so they had to let him go. Afterwards Spark received an untraceable e-mail from someone who referred himself as "Shadow" telling he had deleted the data and was willing to cover Spark so he could continue his work but he should be more careful and gather some allies and resources before "doing something as stupid as that" but theone thing that burned into his memory most was "your mother is proud of you". So I started following his advice with newly fueled vigor and a lesson learned in value of right help. Since then Shadow has kept

my records clean but all attempts to find out more about him have failed.

I relocated to new part of town and started gathering friends. Kept in touch regularly with Kane and got to know people in new places, hopefully the right ones. I figured supplies are needed so got myself close to Ares warehouse manager John Parker and we got along great. Also got in touch Dylan Mitch who seemed to have lots of intel and he was also interested in that I had experienced and witnessed so we traded stories and he helped me to some new leads but unluckily those didn't really span out either. Started to do some charity to some addict troll "Smorgh" so I might sleep little safer but still didn't feel safe sleeping in one place too long. Finally decided to get myself a mobile home so I wouldn't have to have any permanent address and would be atleast a bit harder to track.

And now someone hinted that mafia might have some intel on my mother or my father's killer. It's a long shot but it seems they are recruiting so atleast it's a chance to find new allies and I can't leave any clue unchecked...

BACKGROUND

Paranoid, heavily armed and maybe a bit crazy, an EXPLOSIVE combination. Clears out

CONCEPT

Usually armed with granade pistol and extra granages. Often carries IEDs.

NOTES