

rep	cur	total earned	cur	money to karma	spent
Giovanni V.	6	3	3,375	4,725	0,000 248,650



"Mamma icy mia!"
 "The resulte is eccellente, I think."
 "Wanna dance, ragazza?"
 "I am not stupid, goddammit! Scusi, lord."
 "Forgive me, father, for I have sinned."
 "Don, please, think of my Mamma."
 "Does this look good on me?"

Ghetto kid from italian quarters.
 Was supposed to be a brute, but didnt want to.
 Deadly afraid to be labeled as stupid.
 Suave and good dance moves.
 Sweet talker and certified virgin cracker.
 Very catholic manners nonetheless.
 Trusts in his Don... most of the time.

Essence used (Cyber)	2.60	RL Initiative	7 1P
Essence used (Bioware)	0.73	VR Initiative (hot: +1D hack)	8 3P
Remaining Essence	3.04	Added hacking dice	5 5D

Body	6	30	4
Agility (+1)	4	45	-1
Reaction	3	25	
Strength	6	30	4
Charisma	4	45	-2
Intuition	4	45	-1
Logic (+3)	5	70	-1
Willpower	3	25	
Edge	5	70	
Magic	-	-	
Troll (+1 armor, +1 reach)	-	-	
Mundane	-	-	
Resources	250	100	
First Impression (Girls)	-	10	
Type-O System	-	60	
Mild Mood BTL Addiction	-	-10	
Mild Stimulants Addiction	-	-10	
Serious Crustaceans Allergy	-	-30	
Incompetent (Disguise)	-	-10	
Records on File (Police)	-	-20	
English	N	0	
Italian	2	4	
Sperethiel	2	4	
Matrix History	4	0	
Visual FX Artistry	4	0	
Club Scene	4	0	
Underworld Scene	4	0	
Gang Scene	4	0	
Safehouses	4	0	
Hacking (Commlinks +2)	6	46	19D
Electronic Warfare (CL +2)	4	24	17D
Matrix Combat (Hackers +2)	4	24	17D
Electronics group	4	55	17D
Perception (Visual +2)	1	6	8D
Etiquette (Girls +5)	2	10	6D
Intimidation (Physical +2)	2	10	6D
Athletics group (Dodge)	1	10	7D
Infiltration	3	14	9D
Blades (Spurs +2)	2	10	9D
Heavy weapons (Ingram WK +2)	1	6	9D
Biotech (Combat Wounds +2)	1	6	10D
Demolitions	1	4	10D
Seattle			
Mafia Family "Haziende"	9/5	14	
Fixer "Jacques"	3/4	7	
Cyberdoc "Dr. Delta"	2/4	6	
Orc Pimp "Ace"	2/3	6	
Bartender "Johnny Cash"	2/2	4	
Club owner "Buddy"	2/2	4	
Parole Officer "Ms. Robinson"	1/1	2	
Crime Police "Mr. Draeger"	1/1	2	

Low Lifestyle	2,000	1
Upper Class Villa Lifestyle	0,000	0
Addiction Costs	0,100	1
Team investments	0,000	-
Repair costs	0,000	-
Other Mission costs	0,200	-
Ammo: Ingram WK (50)	1,050	10 0
Ammo: MGL Hi-Ex (1/6)	2,250	50 0
Hacker Commlink 3 (internal)	24,000	8R
Good Commlink 2 (external)	4,000	8R
Fake SIN 3 "Mauricio Rua"	3,000	12F
Actioneer Business (5/3)	1,500	8
Runner Clothing (8/6)	1,200	4
Mafia Punk Clothing (8/6)	1,200	4
Smart Casual Clothing	0,500	-
Chemsuit 6 + Breather	1,200	12
Chemsuit Sealing Spray	0,050	-
Medkit 6 + Refills	1,000	-
Survival Kit	0,100	4
Satellite Uplink	0,500	-
Ingram White Knight (6P/-1)	2,000	12F
+ internal Smart	2,000	6R
+ Grenade launcher	1,000	10F
+ Airburst Link	0,500	6R
+ Gyro stabilisator	3,000	7
MCT Fly Spy Mindrone	2,000	6
+ Clearsight, Maneuver 3	1,200	6
+ IR / VM / VE3 Camera	0,500	12
+ Directional Microphone	0,050	4
+ Movement Sensor	0,050	4
Future Stuff		
Simsense Booster	65,000	0.5 8
Nano Flashback System	5,000	0.3 8
Genetic Optimization (Logic)	45,000	0.2 10
Gene Neo-EPO (+1D Athletic)	35,000	0.2 6
Synaptic Booster 2	160,000	1.0 12R
Shadowrunning Team:	Orange, Yuri, Sarge, Archie, Houston, Clarice, Conrad	

Encephalon 2 (+2D hack)	75,000	1.5 1.0
Attention Coprocessor 3	3,000	0.3 1.0
Sim module (hot: +2D hack)	5,000	0.2 1.0
Internal Commlink	2,000	0.2 1.0
Smartlink (+2D fire)	1,000	0.1 1.0
Cyberspur (Str/2+3P)	1,000	0.3 1.0
Cerebral booster 3	30,000	0.6 18
Gene PuSHeD (+1D hack)	15,000	0.1 8
Sleep Regulator	10,000	0.15 8
Clean Metabolism	2,500	0.1 4
Enhanced Articulation (+1D)	40,000	0.3 12F
Muscle Toner 1	8,000	0.2 5R
Priceless Ming vase	-	-
Loot		