

# SMUGGLER



## RACE: ELF (30 BP)

### ATTRIBUTES (210 BP)

B	A	R	S	C	I	L	W	E
3	5	5(7)	2	3	5	4	3	3

Essence:	2.8
Initiative (Matrix):	12 (11)
Initiative Passes (Matrix):	1 (3)
Physical Damage Track:	10
Stun Damage Track:	10

### ACTIVE SKILLS (124 BP)

Automatics:	2
Dodge:	2
Etiquette (Smugglers):	2 (+2)
Electronic Warfare:	3
Hacking (Surveillance Devices):	2 (+2)
Gunnery:	4
Mechanic Skill Group:	2
Navigation:	2
Perception:	2
Pilot Aircraft:	4
Pilot Ground Craft:	5

### KNOWLEDGE (27 FREE BP)

Auto Mechanics:	5
Border Patrol Tactics:	4
Engineering:	3
Smuggler Safe Houses:	4
Smuggling Routes:	5

### LANGUAGES

English:	N
Spanish:	3
Sperethiel:	3

### QUALITIES (+25 BP)

Incompetent (Unarmed Combat)	(+5 BP)
Low Pain Tolerance	(+10 BP)
Moderate Allergy to Sunlight	(+10 BP)

### CYBERWARE

Aluminum Bone Lacing  
Control Rig  
Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Smartlink, and Thermo-graphic Vision)  
Datajack  
Reaction Enhancers (2)  
2 Smuggling Compartments  
CommLink (Fairlight Caliban w/Firewall 5, System 5, Response 5, modified for BTL/Hot Sim)

### CONTACTS (11 BP)

Fixer (Connection 2/Loyalty 2)  
Mechanic (Connection 2/Loyalty 2)  
Mr. Johnson (Connection 2/Loyalty 1)

### NOTES

Starting Nuyen: 3D6 + 1 x 50Y  
Lost Natural Low-Light Vision due to implants

Part grease monkey, part hotshot driver, the Smuggler never met a vehicle she didn't like—or couldn't drive. Not only that, but she can fix it if it breaks down or gets shot up, and odds are very good that she can improve it so it will do things that the original designer never intended. Whether screaming through a border crossing in a souped-up T-Bird or dogfighting in a specially modified cargo plane, the Smuggler's got the nerve and the know-how to get your cargo where it needs to go in one piece. She knows all the checkpoints, all the weaknesses in border patrols, and every smuggling route from Seattle to Denver and beyond. If you need to get somewhere in a hurry without anybody knowing you've left, the Smuggler's your best bet—but even if things get a little hot and you pick up a tail, she's more than capable of blowing it away in vehicle-to-vehicle combat.

### GEAR & LIFESTYLE (250,000Y) (50 BP)

Ares Predator IV (w/ Concealable Holster and 10 clips of Explosive Ammo); Helmet; Lined Coat; AR Gloves; Automotive Toolkit; Automotive Shop; Low Lifestyle (1 Month)

### PROGRAMS

Command 5; ECCM 5; Encrypt 5; Scan 5; Stealth 5

### AUTOSOFTS

Clearsight 4; Defense 4; Electronic Warfare 4; Maneuver (Ground Craft) 4; Targeting (Heavy Weapons) 4

### VEHICLES & DRONES

Eurocar Westwind 3K (Pilot 4, Firewall 4, Signal 4, Response 4)  
GMC Bulldog Step-Van (Pilot 4, Firewall 4, Signal 4, Response 4, w/ Ingram White Knight LMG, 2 belts of 100 Explosive Rounds)