

# FACE

## RACE: DWARF (25 BP)

## ATTRIBUTES (220 BP)

**B A R S C I L W E**  
3 3 3 3 5 5 4 5 4

Essence: 5.7  
Initiative: 8  
Initiative Passes: 1  
Physical Damage Track: 10  
Stun Damage Track: 11

## ACTIVE SKILLS (126 BP)

Con: 4  
Dodge: 2  
Electronics Skill Group: 2  
Etiquette: 5  
Ground Craft (Car): 2 (+2)  
Intimidation: 3  
Negotiation: 5  
Perception: 3  
Pistols: 2

## KNOWLEDGE SKILLS (27 BP)

Fine Cuisine: 3  
Fine Restaurants: 3  
Urban Brawl Schedule: 3  
Combat Bike Schedule: 3

## LANGUAGE SKILLS

English: N  
Arabic: 3  
Chinese: 3  
German: 3  
Japanese: 3  
Spanish: 3

## QUALITIES (+5 BP)

Exceptional Attribute (Charisma) (20 BP)  
First Impression (5 BP)  
Combat Paralysis (+20 BP)  
Gremlins (+10 BP)

## CYBERWARE

Commlink (Transys Avalon w/Iris Orb OS)  
Datajack



Living in the shadows isn't all about big guns, major mojo, and dancing the electron two-step. Sometimes a more personal approach is needed, and that's where the Face comes in. As the public persona of the shadowrunning team, she uses her charm and charisma to negotiate with Mr. Johnson, wine and dine information sources, and talk her way out of tricky situations where blazing guns aren't the smart way to go. The Face's strengths are in her wide web of contacts and business associates, her magnetic personality, and her uncanny ability to figure out what people want and give it to them—all the while cutting a better deal for herself and her team. She's got style, she's got flair, she's up on all the latest fashions and trends, and she's just as comfortable chatting over drinks with a corporate bigwig as she is discussing this year's Urban Brawl draft with a group of sprawl gangers. She's the consummate social chameleon, easily slipping in and out of character to make the best of any situation.

## GEAR & LIFESTYLE (45,000¥) (9BP)

Mitsubishi Nightsky; AR Gloves; Armor Clothing; Monocle w/Image Link; 2 Fake SINS (2); Fichetti Security 600 (w/Concealable Holster and 10 clips of Regular Ammo); 4 Certified Creditsticks; High Lifestyle (1 Month)

## CONTACTS (25BP)

Arms Dealer (Connection 2/Loyalty 2)  
Bartender (Connection 2/Loyalty 1)  
Fixer (Connection 4/Loyalty 2)  
Mr. Johnson (Connection 2/Loyalty 2)  
Triad Soldier (Connection 2/Loyalty 1)

## NOTES

Starting Nuyen: 4D6 + 4 x 500¥  
+2 dice for Body Tests to resist pathogens and toxins  
Natural Thermographic Vision

