



Doctor Pepper, Fixer

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
8	6	5	3	9	9	6	6	6	9

Keanu Maui learned the power of words at a young age. The trick, he discovered, was to talk and keep talking until you succeeded by burying your enemy under an avalanche of words. He's since left Hawaii and undertaken the life of a Fixer. He's had some successes and quite a few failures but he's determined to keep going as Doctor Pepper, aka DP.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
30	15	6

	Athletics	Bribery	Concentration	
	(DEX) +4	(COOL) +4	(WILL) +4	
SKILLS	Conversation	Education	Evasion	
	(EMP) +6	(INT) +2	(DEX) +3	
SKILLS	Human Perception	Interrogation	Local Expert	
	(EMP) +3	(COOL) +5	(INT) +2	
	Melee Weapons	Perception	Persuasion	
	(DEX) +3	(INT) +6	(COOL) +6	

	Kevlar		
ARMOR	Head Armor	7	
	Body Armor	7	

	NAME	DAMAGE
WEAPONS	Heavy Pistol	3d6
	Knife	1d6

BACKGROUND	Inherited family debt.
MOTIVATION	Love.
GOALS	Get off the streets, no matter what.
FRIENDS	Assistant District Attorney.
ENEMIES	Childhood enemy, government official.
ROMANCE	Love mysteriously vanished.
PERSONALITY	Stable and serious.

CYBERWARE	GEAR
Cyberoptic (Camera) Images can be recorded on the built-in chip and downloaded.	100 Euro Bucks in Unmarked Bills
	Agent w/ Pseudo Al Secretary A pocket sized machine which functions as a computer and a phone. This Agent has a secretary program.







Barbora, Solo

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
8	8	9	5	5	6	7	8	10	5

Born part of a Nomad fleet in the Baltic but exiled at a young age with the rest of her family, Barbora seems to be gruff, uncaring, and even sarcastic to those who have just met her but she has a surprisingly tender heart and cares about those she connects with. Which explains why she sticks with her partner, Doctor Pepper, even though he constantly gets them in trouble.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
50	25	10

	Athletics	Brawling	Concentration
	(DEX) +3	(DEX) +6	(WILL) +3
SKILLS	Driving	Education	Evasion
	(REF) +3	(INT) +2	(DEX) +5
5KILL5	First Aid	Local Expert	Marksmanship
	(TECH) +3	(INT) +3	(REF) +5
	Melee Weapons	Perception	Tracking
	(DEX) +6	(INT) +6	(INT) +2

	Heavy Armorjack		
ARMOR	Head Armor	15	
	Body Armor	15	

	NAME	DAMAGE
WEAPONS	Assault Rifle	5d6
WEAPONS	Medium SMG	2d6
	Slice & Dice	2d6
		<u>'</u>

BACKGROUND	Family exiled from Nomad fleet.
MOTIVATION	Honor.
GOALS	Save, if possible, family and friends.
FRIENDS	An old enemy, a gang leader, a nearby Nomad pack.
ENEMIES	Corporate executive.
ROMANCE	It didn't work out.
PERSONALITY	Arrogant, proud, and aloof.

CYBERWARE	GEAR	
Interface Plugs Sockets that allow user to interface with machines and cybertech.	Agent A pocket-sized machine which functions as a computer and a phone.	
Slice & Dice Mono-filament wire mounted in one finger. Cuts through any organic material or plastics. Can be used as a garrote, cutter, or slicewhip.	Motorcycle A street bike with enough room to fit seat two people.	





Alloy Knight, Netrunner

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
10	5	6	8	5	9	2	4	6	7

Alloy Knight is a man of mystery. A strange and complicated figure widely acknowledged as the best hacker in the city. Or so he would like others to believe. The truth is, Alloy Knight is good at what he does but his laid back attitude and inability to stand up for himself haven't served him well in advancing his career as a Netrunner.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
30	15	6

	Athletics	Basic Tech	Brawling
	(DEX) +2	(TECH) +4	(DEX) +2
SKILLS	Concentration	Cybertech	Education
	(WILL) +4	(TECH) +5	(INT) +5
SKILLS	Evasion	Interface	Local Expert
	(DEX) +3	(—) +7	(INT) +5
	Perception	Persuasion	Play Instrument
	(INT) +5	(COOL) +2	(EMP) +3

	Bodyweight Suit		
ARMOR	Head Armor	11	
	Body Armor	11	

WEAPONS	NAME	DAMAGE
WEAPONS	Heavy Pistol	3d6

BACKGROUND	Family scattered to the winds.
MOTIVATION	Knowledge.
GOALS	Gain power and control.
FRIENDS	None.
ENEMIES	None.
ROMANCE	A rival cut him out of the action.
PERSONALITY	Silly and fluff-headed.

CYBERWARE	GEAR
Interface Plugs Sockets that allow user to interface with machines and cybertech.	Agent A pocket-sized machine which functions as a computer and a phone.
Cyberoptic (Targeting) A built in targeting sight allows you to add +1 to Marksmanship.	Cyberdeck & Cables A pocket-sized machine used for Netrunning.
	Three Programs Speedy Gonzalvez Banhammer Flack







SI3z3-chan, Tech

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
7	6	5	10	6	6	4	4	8	4

Sl3z3-chan wants to hit the big time. She wants to be known as a professional to be reckoned with... and she gets most of her ideas on how to act to accomplish that goal from vids. So, she acts like the big time execs she sees on screen: brash, loud, and oh so very competent. Fortunately, she's also an amazing tech and has been adopted by a Fixer who looks out for her.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	8

	Athletics	Basic Tech	Concentration
	(DEX) +3	(TECH) +7	(WILL) +2
SKILLS	Cybertech	Education	Evasion
	(TECH) +5	(INT) +4	(DEX) +5
SKILLS	Interrogation	Local Expert	Marksmanship
	(COOL) +2	(INT) +6	(REF) +3
	Perception	Persuasion	Stealth
	(INT) +6	(COOL) +2	(DEX) +4

	Kevlar		
ARMOR	Head Armor	7	
	Body Armor	7	

	NAME	DAMAGE
WEAPONS	Very Heavy Pistol	4d6
	Knife	1d6

BACKGROUND	Family lost everything to bad management.
MOTIVATION	Friendship.
GOALS	Gain fame and recognition.
FRIENDS	Fixer.
ENEMIES	Former coworker.
ROMANCE	A personal vendetta came between them.
PERSONALITY	Moody, rash, and headstrong.

CYBERWARE	GEAR
Cyberoptic (Low Light) Can see clearly in dim light (faint moonlight, distant street lamps).	Agent A pocket-sized machine which functions as a computer and a phone.
Reflex Boost (Speedware) Adds +3 to Init for three rounds before cutting out and dropping her back down to original Initiative. Must wait 2 rounds before reboosting.	Technical Tool Box & Tools A cute bag filled with a number of tools that allows repairs on basic tech & cybertech.