

FULL METAL CYBERPUNK

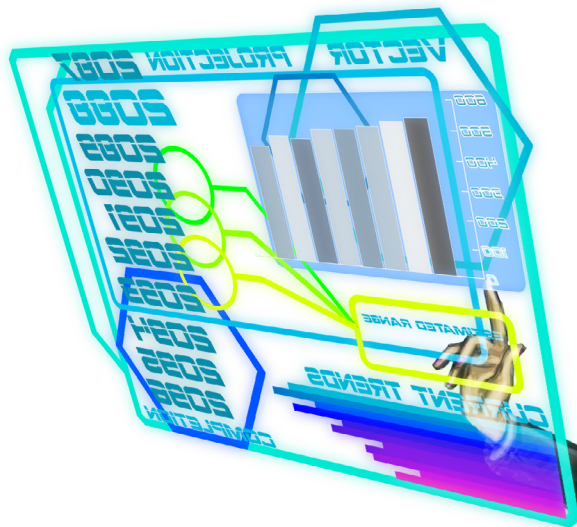
# INTERFACE

# ZERO

```

Status: Resolving address fip.declassified.net
Status: Connecting to 42.33.03.231:86...
...
Connection established, waiting for
...
Response: 230 User Orion@declassified.net has group
access to:
Response: 230 OK. Current restricted directory is
/declassified/zero
Command: SYST
Response: 215 IDSMK Type: xl-MLOC
Command: FEAT
Response: 211-Extensions supported

```



# CHARACTER SHEETS

## PROTOTYPE



# Character Sheets

## Contents

Following are some character sheets tailored for use with the *Interface Zero 2.0* setting for the *Savage Worlds* RPG.

## Guides (p. 2-5)

4 types of sheets with yellow "sticky" notes to give a quick overview of how you can use these fields.

## Main Sheet (p. 6)

A basic all-purpose character sheet in landscape orientation.

## Expanded Gear (p. 7)

This optional sheet provides additional space for greater detail on weapons, gear, augments, and so forth.

## Arcane Backgrounds (p. 8)

For zeeks and cybermonks, there's a separate sheet designed specifically for arcane backgrounds and powers.

## Avatar (p. 9)

Your character can have her own character in virtual reality! How meta is that? This sheet covers VR avatar stats.

## Prototype Heroes (p. 10-22)

A few sample heroes have been included, written using the *Interface Zero 2.0* character creation rules, and assuming a "Street Soldiers" Campaign Power Level (10,000 credits for starting gear + 10,000 credits for augments), starting as O-XP Novice characters.

By default, the stats reflect the Skill Specialization rules recommended for *Interface Zero*. If you'd prefer standard *Savage Worlds* skills, switch off the "**Statistics - Alt Specialization**" layer, and turn on the "**Statistics - Standard**" layer instead. Don't leave both on at once, or the displayed stats won't add up.

These are intended to give an idea of how the sheets might be filled out for typical play. Ultimately, however, use them however they might best accommodate your character and your play style. Character illustrations and filled-in stats can be switched off as separate PDF layers.



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Line Developer: [David Jarvis]  
Publisher: [Gun Metal Games]  
Production Manager: [Jordan Peacock]

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NAME \_\_\_\_\_  
 RACE/SPECIES \_\_\_\_\_  
 OCCUPATION \_\_\_\_\_  
 RANK \_\_\_\_\_ XP \_\_\_\_\_ INCOME \$ \_\_\_\_\_ STREET CRED \_\_\_\_\_



BONUS CREDITS START: 2 START: 2



- BOATING
- DRIVING
- FIGHTING
- LOCKPICKING
- PILOTING
- RIDING
- SHOOTING
- STEALTH
- SWIMMING
- THROWING



- GAMBLING
- HACKING
- HEALING
- HYPER COMBAT
- INVESTIGATION
- NOTICE
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING

KN: KN (BATTLE), KN (DEMOLITIONS), KN (PROGRAMMING), ETC.



- INTIMIDATION
- PERSUASION

FACE  
DEFAULT: 6

RUNNING  
DEFAULT: 06

PARRY  
2 + (FIGHTING DIE / 2)

TOUGH  
2 + (VIGOR DIE / 2) + SIZE

ARMOR  
TORSO ARMOR RATING

CHARISMA  
DEFAULT: +0

GUTS  
SPIRIT DIE TYPE



- CLIMBING

ATHLETICS  
OPTIONAL NEW SKILL TO REPLACE CLIMBING & SWIMMING



- ATHLETICS

NOVICE  
5  
TRACK YOUR ADVANCES  
15

SEASONED  
20  
25  
30  
35

VETERAN  
40  
45  
50  
55

HEROIC  
60  
65  
70  
75

LEGENDARY  
80  
90  
100  
110

WOUNDED  
-1  
-2  
-3  
-4  
-5  
-6  
-7  
-8  
-9  
-10

FATIGUED EXHAUSTED

USE A PAPERCLIP TO TRACK CURRENT WOUNDS/FATIGUE

LOAD -0 STRENGTH DIE X 5  
 LT -1 STRENGTH DIE X 10  
 MED -2 STRENGTH DIE X 15  
 HVY -3 STRENGTH DIE X 20

CARRIED GEAR WORN OR IN HAND  
 PACK STOWED IN BACKPACK, ETC.

STRAIN TOTAL FROM AUGMENTS

CREDITS \$ \_\_\_\_\_

TAP ENGRAMS/APPS

AUGMENTS

CYBERWARE AND BIOWARE: ARTIFICIAL ENHANCEMENTS THROUGH MODERN TECHNOLOGY!

IF YOU DON'T HAVE ROOM HERE TO LIST THEM ALL, USE THE OPTIONAL "EXPANDED GEAR" SHEET

FIREWALL DEFAULT -4  
 TOUGHNESS 2 + (VIGOR DIE / 2)  
 AMS DEFAULT 4  
 ARMOR FROM ENGRAMS

GEAR

WEAPON STATS, ARMOR, PRIMARY GEAR

FOR ALL THE EXTRA STUFF THAT WON'T FIT HERE, USE THE OPTIONAL "EXPANDED GEAR" SHEET

CHARACTER SKETCH OR DESCRIPTION

CONTACTS

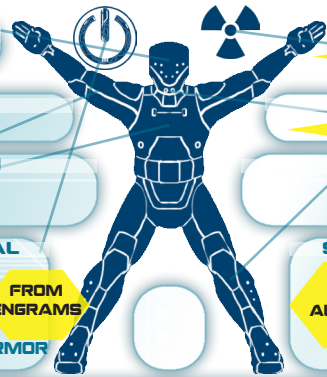
START WITH 2 CONTACTS

# INTERFACE ZERO

FULL METAL CYBERPUNK

NAME

## EXPANDED GEAR REFERENCE SHEET



HEAD PROTECTION

HAZARD SHIELDING/RESISTANCE  
RADIATION SHIELDING, FIRE RESIST, ETC.

ARM PROTECTION

LIFE SUPPORT  
OXYGEN SUPPLY, ETC.

TORSO PROTECTION

LEG PROTECTION

SUPPLEMENTAL PROTECTION

SHIELD, ETC.

TAP

DEFAULT: STANDARD (-4)

AMS

FIREWALL

RANGE  
DEFAULT  
SMARTS

SPECIAL

DEFAULT  
4

DEFAULT  
-4

ARMAMENTS

WT

NEURAL

STRAIN

LOAD

-1

-2

-3

TOTAL

+ PACK

2 + (VIG / 2)

FROM ENGRAMS

FROM AUGMENTS

LOAD LIMIT:  
STR X 5

LIGHT (-1):  
STR X 10

MED (-2):  
STR X 15

HEAVY (-3):  
STR X 20

MISCELLANEOUS GEAR

WT

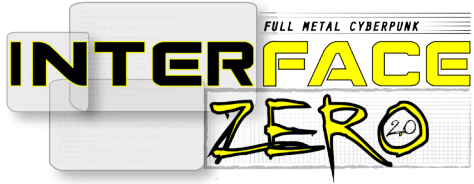
WEAPONS, AMMUNITION, AND ACCESSORIES

AUGMENTATIONS  
PTS  
CYBERWARE AND BIOWARE WITH EFFECTS AND STRAIN POINT COST

ANY OTHER STUFF YOU'RE CARRYING OR WEARING NOT COVERED ELSEWHERE

AMMO TRACKER  
(USE A PAPERCLIP TO KEEP TRACK OF CURRENT TOTAL, TO HELP CONSERVE YOUR ERASER!)

0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5



NAME

# ARCANE BACKGROUND REFERENCE SHEET



AB TYPE

ZEEK  
(PEEK/TWEEK/FREEK)  
OR CYBERMONK

PSIONICS OR  
CYBERMASTERY  
SKILL

POWER  
POWER NAME  
(BOLT, ETC.)

RANK  
NOVICE,  
ETC.

COST  
LISTED  
POWER  
POINT  
COST

MOD  
- (PP  
COST / 2)  
ROUNDED  
DOWN

RANGE DURATION  
AS PER POWER  
DESCRIPTION

HOW YOUR POWER "APPEARS" TO  
OTHERS (IF AT ALL)

TRAPPINGS

PAGE #  
PAGE  
REF

GAME EFFECTS/  
RULES

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

POWER

RANK

COST

MOD

RANGE DURATION

TRAPPINGS

PAGE #

BACKLASH/SPECIAL

NAME

## VR AVATAR REFERENCE SHEET



VR HANDLE

YOUR ONLINE ALIAS/HANDLE/NICKNAME/USERNAME

### VR AGILITY

- BOATING
- DRIVING
- FIGHTING
- LOCKPICKING
- PILOTING
- SWIMMING
- THROWING

AGILITY-BASED SKILLS MUST BE PURCHASED SEPARATELY FOR YOUR AVATAR EVEN IF YOUR CHARACTER HAS THEM IN "REAL LIFE"

### SMARTS

- GAMBLING
- HACKING
- HEALING
- HYPER COMBAT
- INVESTIGATION
- NOTICE
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING

KN: KN (BATTLE), KN (DEMOLITIONS), KN (PROGRAMMING), ETC.

### SPIRIT

- INTIMIDATION
- PERSUASION

### VR STRENGTH

- CLIMBING

### VIGOR

USE CHARACTER'S VIGOR

- ATHLETICS

MISC NOTES

STRENGTH- AND VIGOR-BASED SKILLS MUST BE PURCHASED SEPARATELY FOR YOUR AVATAR EVEN IF YOUR CHARACTER HAS THEM IN "REAL LIFE"

VR PACE  
DEFAULT: **6**

VR RUN  
DEFAULT: **06**

VR PARRY  
2 + (VIR FIGHTING DIE / 2)

VR TOUGH  
NEURAL TOUGHNESS + TAP ARMOR

VR ARMOR  
PURCHASED VR ARMOR

VR CHA  
DEFAULT: **+0**  
IGNORE ATTRACTIVE OR UGLY MOODS - YOU LOOK HOWEVER YOU LIKE IN VR

GUTS  
SPIRIT DIE TYPE

#### VR EDGES

EDGES PURCHASED TO ENHANCE YOUR VR AVATAR

VR ITEMS, ATTACK PROGRAMS (WEAPONS), ETC.

#### TAP ENGRAMS

HACKING POWER  
VIRTUAL POWER PROGRAM

RANK  
NOVICE, ETC.

PP COST  
AS PER POWER

HACK MOD  
PP COST / 2, ROUND DOWN

RANGE  
AS PER POWER

DURATION  
AS PER POWER

PAGE  
PAGE REF

POWER TRAPPINGS, EFFECT

AVATAR SKETCH OR DESCRIPTION

RANGE  
DEFAULT  
SMARTS

SPECIAL

FIREWALL  
DEFAULT  
-4

AMS  
DEFAULT  
4

TOUGHNESS  
2 + (VIGOR DIE / 2)

ARMOR  
FROM ENGRAMS

WOUNDED

-1

-2

FATIGUED EXHAUSTED

USE A PAPERCLIP TO TRACK CURRENT WOUNDS/FATIGUE

NOTES

**NAME** \_\_\_\_\_  
**RACE/SPECIES** \_\_\_\_\_  
**OCCUPATION** \_\_\_\_\_ **INCOME** \$ \_\_\_\_\_ / ADVANCE  
**RANK** \_\_\_\_\_ **XP** \_\_\_\_\_ **STREET CRED** CUR / MAX



- BOATING
- DRIVING
- FIGHTING
- LOCKPICKING
- PILOTING
- RIDING
- SHOOTING
- STEALTH
- SWIMMING
- THROWING



- GAMBLING
- HACKING
- HEALING
- HYPER COMBAT
- INVESTIGATION
- NOTICE
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING

KN: \_\_\_\_\_  
KN: \_\_\_\_\_



- INTIMIDATION
- PERSUASION



- CLIMBING



- ATHLETICS

**PACE** \_\_\_\_\_ **RUNNING**  \_\_\_\_\_ **PARRY** \_\_\_\_\_ **TOUGH** \_\_\_\_\_ **ARMOR** \_\_\_\_\_ **CHARISMA** \_\_\_\_\_ **GUTS**  \_\_\_\_\_

**LANGUAGES** \_\_\_\_\_

**EDGES** \_\_\_\_\_ **HINDRANCES** \_\_\_\_\_

**LOAD** -0 \_\_\_\_\_ **LT** -1 \_\_\_\_\_ **MED** -2 \_\_\_\_\_ **HVY** -3 \_\_\_\_\_ **CARRIED** \_\_\_\_\_ **PACK** \_\_\_\_\_ **STRAIN** \_\_\_\_\_ **CREDITS** \$ \_\_\_\_\_

**TAP ENGRAMS/APPS** \_\_\_\_\_

**FIREWALL** \_\_\_\_\_ **AMS** \_\_\_\_\_ **TOUGHNESS** \_\_\_\_\_ **ARMOR** \_\_\_\_\_

**LOAD** -0 \_\_\_\_\_ **LT** -1 \_\_\_\_\_ **MED** -2 \_\_\_\_\_ **HVY** -3 \_\_\_\_\_ **CARRIED** \_\_\_\_\_ **PACK** \_\_\_\_\_ **STRAIN** \_\_\_\_\_ **CREDITS** \$ \_\_\_\_\_

**TAP ENGRAMS/APPS** \_\_\_\_\_ **AUGMENTS** \_\_\_\_\_

**FIREWALL** \_\_\_\_\_ **AMS** \_\_\_\_\_ **TOUGHNESS** \_\_\_\_\_ **ARMOR** \_\_\_\_\_ **GEAR** \_\_\_\_\_

**NOVICE**  
 5  
10  
15  
20  
25  
30  
35  
**SEASONED**  
 40  
45  
50  
55  
**VETERAN**  
 60  
65  
70  
75  
**HERDIC**  
 80  
85  
90  
95  
100  
105  
**LEGENDARY**  
 110

**WOUNDED** -1  
**EXHAUSTED** -2  
**INCAPACITATED** X  
**FATIGUED** -1

**CONTACTS**

FULL METAL CYBERPUNK  
**INTERFACE**  
**ZERO**

NAME

**EXPANDED GEAR REFERENCE SHEET**



HEAD PROTECTION

HAZARD SHIELDING/RESISTANCE

ARM PROTECTION

LIFE SUPPORT

SUPPLEMENTAL PROTECTION

TORSO PROTECTION

LEG PROTECTION

TAP

AMS

FIREWALL

RANGE

SPECIAL

ARMAMENTS

WT

NEURAL

STRAIN

LOAD

-1

-2

-3

TOTAL

+ PACK

TOUGH + ARMOR

MISCELLANEOUS GEAR

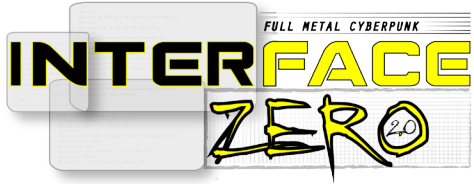
WT

AUGMENTATIONS

PTS

0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5





NAME

# ARCANE BACKGROUND REFERENCE SHEET



AB TYPE  SKILL

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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**BACKLASH/SPECIAL**

NAME

**VR AVATAR REFERENCE SHEET**



VR HANDLE

**VR AGILITY**

- BOATING
- DRIVING
- FIGHTING
- LOCKPICKING
- PILOTING
- RIDING
- SHOOTING
- STEALTH
- SWIMMING
- THROWING

**SMARTS**

- GAMBLING
- HACKING
- HEALING
- HYPER COMBAT
- INVESTIGATION
- NOTICE
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING

KN:

KN:

**SPIRIT**

- INTIMIDATION
- PERSUASION

**VR STRENGTH**

- CLIMBING

**VIGOR**

- ATHLETICS

VR PACE  VR RUN  VR PARRY  VR TOUGH  VR ARMOR  VR CHA  GUTS

**VR EDGES**

**VR GEAR**

**TAP ENGRAMS**

RANGE	TAP	SPECIAL
FIREWALL	TAP	AMS
TOUGHNESS	NEURAL	ARMOR

HACKING POWER	RANK	PP COST	HACK MOD	RANGE	DURATION	PAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HACKING POWER	RANK	PP COST	HACK MOD	RANGE	DURATION	PAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FATIGUED EXHAUSTED INCAPACITATED WOUNDED  
 -1 -2 -3 X -2 -1

**NOTES**

# INTERFACE ZERO

FULL METAL CYBERPUNK

**NAME** Shiro  
**RACE/SPECIES** Human  
**OCCUPATION** Bodyguard  
**RANK** Novice **XP** 0  
**INCOME** \$ 5000  
**STREET CRED** 2 / 2



- BOATING**
- DRIVING**
- FIGHTING** 8  
long blade, martial (karate)
- LOCKPICKING**
- PILOTING**
- RIDING**
- SHOOTING** 6  
pistol, smg
- STEALTH** 6  
disguise, sneaking
- THROWING** 4  
knife

- GAMBLING**
- HACKING**
- HEALING**
- INVESTIGATION**
- NOTICE** 6  
audio, body lang, visual
- REPAIR**
- STREETWISE** 4  
corporate zone
- SURVIVAL**
- TAUNT**
- TRACKING**
- KN:**
- KN:**

- INTIMIDATION** 6  
mental
- PERSUASION** 6  
diplomacy

- ATHLETICS**

**PACE** 6 **RUNNING** 6 **PARRY** 6 **TOUGH** 5 **ARMOR** +2 **CHARISMA** 0 **GUTS** 6

**LANGUAGES** (1+3) Japanese, English, Chinese, Int'l Sign Language

**EDGES**  
 Increased Agility, Strength  
 Bodyguard

**HINDRANCES**  
 Unplugged (maj)  
 Quirk (min; distrustful of virtual/hyper reality, holograms, "false" reality)  
 Vow (min; values honor above all; follows code of Bushido)



**LOAD** -0 40 LB **LT** -1 80 LB **MED** -2 120 LB **HVY** -3 160 LB **CARRIED** 14 LB **PACK** 0 LB **STRAIN** 2 **CREDITS** \$0

**TAP ENGRAMS/APPS**

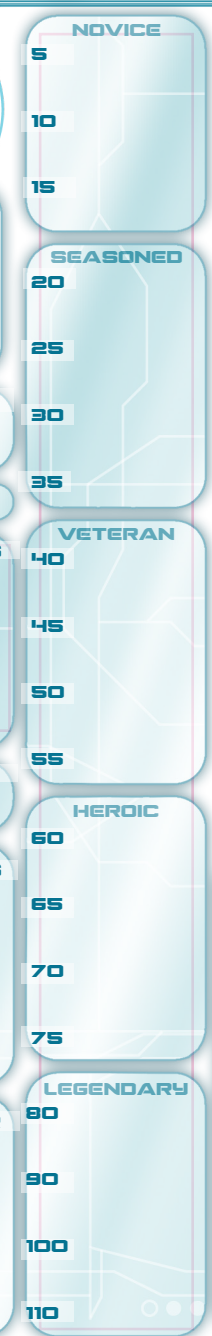
**FIREWALL** — **AMS** —

**TOUGHNESS** — **ARMOR** —

**NEURAL TAP**

**AUGMENTS**  
 Cyber-ears (1 module: Amplified Hearing - +2 Notice to hearing); strain: 1  
 Cyber-optics (1 module: Night Optics - ignore dim/dark penalties); strain: 1

**GEAR**  
 Vibro-Katana (Str+d8+2 dam; AP 4, 8 lb; \$5000)  
 Vibro-Wakizashi (Str+d4+2 dam; AP 2, 1 lb; cannot be thrown; \$2500)  
 White Formal Wear (+2 Armor to torso, arms, legs; 5 lb; \$2500)



**FATIGUED** -1  
**EXHAUSTED** -2  
**INCAPACITATED** X  
**WOUNDED** -1  
**DEAD** -2

- CONTACTS** (3: 2 + 1 - bodyguard)
- Shimozawa Kei (distant cousin, hacker)
  - Old Jake (taxi driver, former wasteland racer)
  - Yamaji Akiko (businesswoman with Kenta Cyber Dynamics; former employer)

**NAME** "Crisi" Unit 490137286-3  
**RACE/SPECIES** Bioroid (Japanese synth, customized)  
**OCCUPATION** Programmer **INCOME** \$ 5000  
**RANK** Novice **XP** 0 **STREET CRED** 2 / 2



**AGILITY**  
6

- BOATING
- DRIVING
- FIGHTING blunt 4
- LOCKPICKING electronic 4+2
- PILOTING
- RIDING
- SHOOTING pistol 4
- STEALTH sneaking 4
- SWIMMING
- THROWING

**SMARTS**  
10

- GAMBLING
- HACKING all (6) 8
- HEALING
- INVESTIGATION archives, gdnets 6
- NOTICE searching 6
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING
- KN: Programming 8
- KN:

**SPIRIT**  
6

- INTIMIDATION
- PERSUASION diplomacy 4+2

**STRENGTH**  
4

**PACE** 6 **RUNNING** 6 **PARRY** 4 **TOUGH** 5 **ARMOR** +3 **CHARISMA** +2/0 **GUTS** 6

**LANGUAGES** (1+5) Japanese, English, Chinese, Hindi, Portuguese, Swahili

**DUAL PROCESSOR; PRIMARY PROTOCOL** **EDGES** EMP Vulnerability  
**UNNATURAL** (-2 to be affected by psionics)  
**ATTRACTIVE, JACK OF ALL TRADES**  
**HINDRANCES** Marked (-2 Cha with some people)  
 Owned (maj; by megacorporation)  
 Pacifist (min; violence is last resort)  
 Quirk (min; invariably polite manners)

**VIGOR**  
6

- ATHLETICS

**NOVICE** 5  
**SEASONED** 20  
**VETERAN** 40  
**HEROIC** 60  
**LEGENDARY** 80  
 100  
 110

**LOAD** -0 20 LB **LT** -1 40 LB **MED** -2 60 LB **HVY** -3 80 LB **CARRIED** 7 LB **PACK** 0 LB **STRAIN** 2 **CREDITS** \$900

**TAP ENGRAMS/APPS**  
 Babylon (Smarts roll to understand lang.)

**TAP** (Advanced Firewall +1)  
 Fingerprint Duplicator/Lockpicking Kit (+2 Lockpicking); Strain: 1  
 ERRS (+2 to Smarts/Spirit when resisting Tests of Will); Strain: 1

**FIREWALL** -5 **AMS** 4  
**TOUGHNESS** 5 **ARMOR** -

**GEAR**  
 Exec Decision Business Suit (+2 Armor, torso, arms, legs, 4 lb; \$5000)  
 Exec Decision Under-Armour (+1 sArmor, torso, arms, legs, 1 lb; \$1500)  
 1 yr membership: Deadlands VRPG (\$50/mo = \$600)  
 Ravenlocke Security Truncheon (Str+d4+1 + Shock, 2 lb; \$900); battery (\$100)



**WOUNDED** -1  
**EXHAUSTED** -2  
**INCAPACITATED** -3  
**FATIGUED** -1

**CONTACTS** (2)  
 • The Regulators (hackers' guild meeting in a virtual "old west" saloon)  
 • MHD-909 (city maintenance robot with a gossipy personality, who has a "crush" on Crisi)

**NAME** Dr. Alfred Watson, MD

**RACE/SPECIES** Human 2.0

**OCCUPATION** Clinic Doc

**RANK** Novice

**XP** 0

**INCOME** \$ 5000

**STREET CRED** 2 / 2



**AGILITY**  
6

**SMARTS**  
8

**SPIRIT**  
8

**STRENGTH**  
6

**VIGOR**  
6

- BOATING**
- DRIVING**  4  
car
- FIGHTING**  4  
martial (brawl)
- LOCKPICKING**
- PILOTING**
- RIDING**
- SHOOTING**  6  
pistol
- STEALTH**  4  
hide, sleight/hand, sneak
- SWIMMING**
- THROWING**

- GAMBLING**
- HACKING**
- HEALING**  8  
cyber, first aid, surgery
- INVESTIGATION**  4  
archives, gdnnet
- NOTICE**  4  
visual
- REPAIR**
- STREETWISE**  4+2  
corporate
- SURVIVAL**
- TAUNT**
- TRACKING**  4  
forensics
- KN: Medicine**  6
- KN:**

- INTIMIDATION**
- PERSUASION**  4+2  
diplomacy

- PERFORMANCE**

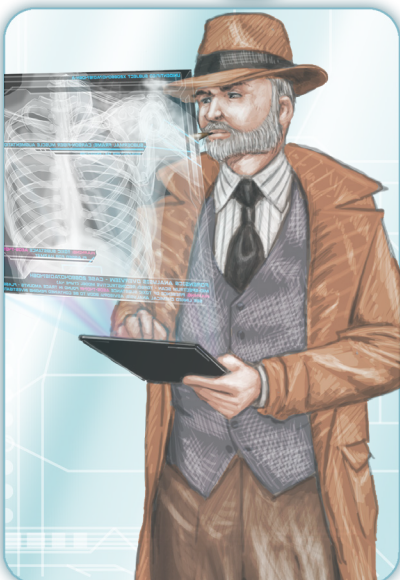
- ATHLETICS**

**PACE** 6   **RUNNING** 6   **PARRY** 4   **TOUGH** 5   **ARMOR** +3   **CHARISMA** +2/0   **GUTS** 8

**LANGUAGES** (1+4) Japanese, English, Spanish, Russian, Chinese

**EDGES**  
Perk (+2 Healing in home clinic)  
Advanced Smarts; Attractive; Savant;  
Superior Immune (+4 to resist disease)  
Street Doc; Increased Spirit

**HINDRANCES**  
Arrogant; Abnormality  
Curious (maj; loves to solve mysteries)  
Quirk (min; adopts "film noir" mannerisms;  
uses "retro" attire/gear)  
Loyal (min; won't leave anyone behind)



**LOAD** -0 30 LB   **LT** -1 60 LB   **MED** -2 90 LB   **HVY** -3 120 LB   **CARRIED** 18.5 LB   **PACK** 0 LB   **STRAIN** 2   **CREDITS** \$125

**TAP ENGRAMS/APPS**

**TAP** (standard)  
Nanoweave Organ System (Vigor die step; 2 strain)

**FIREWALL** -4   **AMS** 4  
**TOUGHNESS** 4   **ARMOR** —

**GEAR**  
PD Future Noir Wear (arms, legs, torso, 50% head; +3 Armor; 8 lb; \$6000)  
(+2 Stealth when shadowing; shoulder holster, -2 for others to Notice gun)  
Crisis Team Responder Kit (+1 Healing; 4 lb; \$2500)  
FA Watchdog Pistol (12/24/48; dam 2d8; 12 shots; Str d6; SA; AP 2; 3 lb; \$1000)  
(2 clips [x12 ea] 10mm ammo; 1 spare bullet in pocket; 2.5 lb total; \$125)  
Databoard ("retro" clipboard look; med records; short-range projector; 1 lb; \$250)

**NOVICE** 5-15  
**SEASONED** 20-35  
**VETERAN** 40-55  
**HEROIC** 60-75  
**LEGENDARY** 80-110

**WOUNDED** -1  
**EXHAUSTED** -2  
**INCAPACITATED** -3  
**FATIGUED** -1

**CONTACTS** (2)  
• The Regulators (hackers' guild meeting in a virtual "old west" saloon)  
• MHD-909 (city maintenance robot with a gossipy personality, who has a "crush" on Crisi)

# INTERFACE ZERO

FULL METAL CYBERPUNK

**NAME** Nikki Maneki  
**RACE/SPECIES** Luxury Simulacrum  
**OCCUPATION** Media Icon  
**INCOME** \$ 5000  
**RANK** Novice **XP** 0 **STREET CRED** 4 / 4



- BOATING**
- DRIVING**  6(+1)  
car, motorcycle
- FIGHTING**  6  
blunt, martial (brawl)
- LOCKPICKING**
- PILOTING**
- RIDING**
- SHOOTING**  6  
rifle
- STEALTH**  6  
sleight-of-hand, sneaking
- SWIMMING**
- THROWING**

- GAMBLING**
- HACKING**
- HEALING**
- INVESTIGATION**
- NOTICE**  4  
visual
- REPAIR**
- STREETWISE**  6+2  
music scene
- SURVIVAL**
- TAUNT**  6  
verbal
- TRACKING**

- INTIMIDATION**
- PERSUASION**  8+2  
bluff, diplomacy, fast-talk

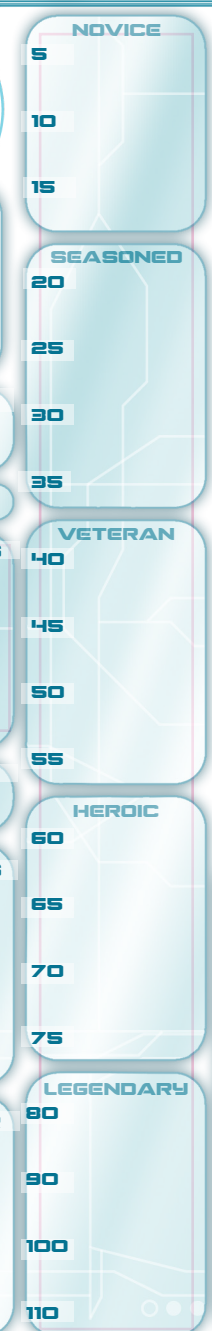
- ATHLETICS**  4  
climbing

**PACE** 6 **RUNNING** 6 **PARRY** 4 **TOUGH** 5 **ARMOR** +3 **CHARISMA** +4/+2 **GUTS** 8

**LANGUAGES** (1+3) Japanese, English, Chinese, German

**Perk** (1d6 Extras)  
 +Smarts; Protocol (Persuasion); Attractive Reputation; Charismatic

**EDGES**  
 Pacifist (min); Borrowed Time  
 Stigma (-2 Charisma where appropriate)  
 Delusional (maj): false memories  
 Appointed Monitor (min): "voyeur" implant  
 Secret (min): actually a sim, not a hybrid



**LOAD** -0 30 **LT** -1 60 **MED** -2 90 **HVY** -3 120 **CARRIED** 25 **PACK** 0 **STRAIN** 2 **CREDITS** \$350

**TAP ENGRAMS/APPS**  
 T-APP Babylon (Smarts roll to understand language)  
 T-APP Multitasker (Reduce multi-action penalties by 1)  
 Estream (1 yr sub; +2 Common Knowledge)

**FIREWALL** -4 **AMS** 4  
**TAP** **NEUTRAL**  
**TOUGHNESS** 4 **ARMOR** —

**TAP** (standard)  
 Vehicle Control Interface (+1 to operate VCI-able vehicles; 2 strain)

**GEAR**  
 SynthSystems Hyper Concert Console (for hyper-real backup music; \$2.5K)  
 "Bubblegun": customized guitar with riot gel gun (12/24/48; 2d6 dam nonlethal; 6 shots; Cone Template; struck target makes Str roll (at -2 per attack raise) or is knocked back 1d4"+1" per raise, and knocked prone; 16 lb; \$1K)  
 --- clip: 5 shots (gel ammo; 1 lb; \$50)  
 Reinforced Biker Jacket (torso, arms; +3 Armor; M3 Impact System; 8 lb; \$1K)

**CONTACTS** (2)  
 "My Agent." No known name, but he arranges for new venues and oddball transportation.  
 "My fans." Usually able to find some place to "crash" for a night.

**NAME** MalBot 1337  
**RACE/SPECIES** Android (VendorBot)  
**OCCUPATION** Fixer  
**RANK** Novice **XP** 0 **INCOME** \$ 11000  
**STREET CRED** 2 / 2



- BOATING
- DRIVING
- FIGHTING (marial (headbutt)) 4
- LOCKPICKING
- PILOTING
- RIDING
- SHOOTING
- STEALTH (sneaking) 4
- SWIMMING
- THROWING (bottles/cans) 4



- GAMBLING
- HACKING (run program) 4
- HEALING
- INVESTIGATION (archives, gdnets) 8+3
- NOTICE (audio, body, search, visual) 8(+2)
- REPAIR (electronic) 4
- STREETWISE (barter/trade, corporate) 8(\*)
- SURVIVAL
- TAUNT (verbal) 6
- TRACKING
- KN:
- KN:



- INTIMIDATION
- PERSUASION (fast-talk) 4(-2)



**PACE** 10 **RUNNING** 6 **PARRY** 2 **TOUGH** 5 **ARMOR** +2 **CHARISMA** 0/-2 **GUTS** 6

**LANGUAGES** (1+4) English, Spanish, Japanese, Chinese, Hindi

**PERK** (+2 Contacts)  
**CONSTRUCT** (+2 recover from Shaken; no wound mods; Repair instead of Healing)  
 +Smarts; Protocol; Unnatural; Armor  
 Fixer, Investigator

**EDGES**  
 EMP Vulnerability  
 Outsider (-2 Charisma with organics)  
 Greed (maj): sell, sell, sell!  
 Quirk (min): advertising jingles

**HINDRANCES**



**LOAD** -0 48 LB **LT** -1 96 LB **MED** -2 144 LB **HVY** -3 192 LB **CARRIED** 30 LB **PACK** 0 LB **STRAIN** 2 **CREDITS** \$ 2000

- TAP ENGRAMS/APPS**
- T-APP Newslink: 1 yr; +1 Investigation
  - Estream: 1 yr, +2 Common Knowledge
  - Babylon: Smarts to understand languages

- TAP** (standard)
- Cyberlegs, "Ligament" (Wheeled Mode! +4" Pace; strain 1)
  - Reinforced Exoskeleton (Str x 8 Load Limit; strain 1)

**FIREWALL** -4 **AMS** 4  
**TOUGHNESS** 4 **ARMOR** —

- GEAR**
- Loftan PersoFab Matter Assembler (10 lb; \$5K)
  - Feedstock (20 lb; \$200); note: costs \$1K to download each object design/license



**CONTACTS** (4)

- MalMart Warehouse Inventory Management AI.
- MalMart Autohailer (Robot Truck) "Big Red."
- Local MalMart Repair Center.
- Bridget Bitwise (amateur hacker).

**NAME** Kagetsume  
**RACE/SPECIES** Cyborg  
**OCCUPATION** Smuggler (Cyber-Ninja)  
**RANK** Novice **XP** 0  
**INCOME** \$ 5000  
**STREET CRED** 2 / 2



- BOATING**
- DRIVING**
- FIGHTING** 8  
long blade, martial (karate)
- LOCKPICKING** 6+2  
electronic
- PILOTING**
- RIDING**
- SHOOTING** 6  
bow, rifle
- STEALTH** 8+2  
hide, sneak
- SWIMMING**
- THROWING** 4  
shuriken



- GAMBLING**
- HACKING**
- HEALING**
- INVESTIGATION**
- NOTICE** 6  
visual
- REPAIR**
- STREETWISE**
- SURVIVAL**
- TAUNT**
- TRACKING**
- KN:**
- KN:**



- INTIMIDATION**
- PERSUASION**



**PACE** 6 **RUNNING** 6 **PARRY** 6 **TOUGH** 5 **ARMOR** +2 **CHARISMA** 0/-2 **GUTS** 4

**LANGUAGES** (1+3) Japanese, English, Chinese, Int'l Sign Language

**Perk** (personal vehicle)  
**Construct** (+2 recover from Shaken; no wound mods; Repair instead of Healing)  
 +2 Armor vs. EMP; +2 Armor  
 Thief; Martial Artist

**EDGES**  
 EMP Vulnerable; Outsider; specialized diet; -2 to fine skills  
 Off the Grid (maj): no public ID  
 Quirk (min): taciturn; speaks rarely.  
 Enemy (min): rival ninjas!



- ATHLETICS** 6+2  
climbing, leaping, zero-g



**LOAD** -0 30 **LT** -1 60 **MED** -2 90 **HVY** -3 120 **CARRIED** 5 **PACK** 0 **STRAIN** 3 **CREDITS** \$0

**TAP ENGRAMS/APPS**

TAP (standard)  
 Fingerprint Duplicator & Lockpicking Kit (+2 Lockpicking; 1 strain)  
 Night Vision Optics (Low Light Vision; 1 strain)  
 Gecko Hands (Wall Walker; 1 strain)

**GEAR**

Laser Ninjato (SW Laser Sword; Str+d6+8; AP 12; 5 lb; \$10K)  
 Cherry Light VTOL (Acc 30; TS 160; T 12(3); Crew 1+2; Auto-Pilot d4; Eject)

**FIREWALL** -4 **AMS** 4  
**TOUGHNESS** 4 **ARMOR** —

**WOUNDED** -1  
**EXHAUSTED** -2  
**INCAPACITATED** -3  
**X**  
**-1**  
**-2**  
**-1**

**CONTACTS 2)**

- Mr. Lung, Noodle hover-cart driver/cook.
- Clancey 8, cyber-repair shop android.



**NAME** Harry Xiang  
**RACE/SPECIES** Human 2.0  
**OCCUPATION** Reader  
**RANK** Novice **XP** 0  
**INCOME** \$ 8000  
**STREET CRED** 2 / 2



- BOATING
- DRIVING
- FIGHTING martial (brawling) 4
- LOCKPICKING
- PILOTING
- RIDING pistol, smg 4
- SHOOTING sneaking 4
- STEALTH 4
- SWIMMING
- THROWING



- GAMBLING
- HACKING
- HEALING
- INVESTIGATION archives, gdnnet 6
- NOTICE audio, body language 8
- REPAIR
- STREETWISE corporate zone 4+2/4
- SURVIVAL
- TAUNT
- TRACKING
- PSIONICS peek 12+2
- KN:



- INTIMIDATION interrogation 4
- PERSUASION bluff, diplomacy, seduction 4+2/4



**PACE** 6 **RUNNING** 6 **PARRY** 4(5) **TOUGH** 5 **ARMOR** +2 **CHARISMA** +2/4 **GUTS** 6

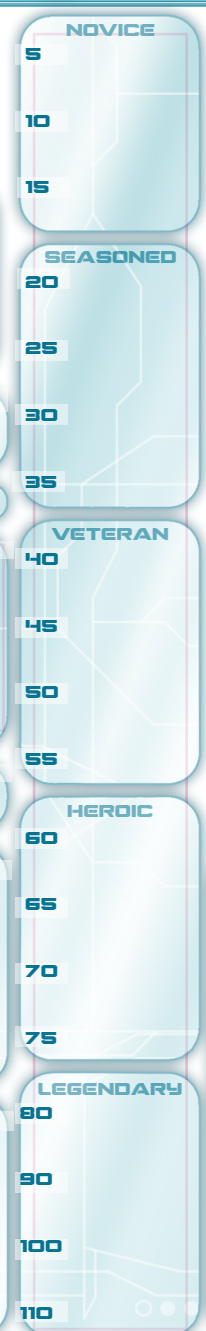
**LANGUAGES** (1+5) English, Chinese, Japanese, Russian, Portuguese, Hindi

**PERK** (+2 Streetwise for local info)  
**ATTRACTIVE**; **SAVANT**; +4 to resist disease  
**ARCANE BACKGROUND** (Psionics); **PEEK**

**EDGES**  
**ARROGANT**  
**CURIOS (maj)**: Can't resist a mystery.  
**GREEDY (min)**: Flashy, likes to live the "good life."  
**LOYAL (min)**: Won't abandon allies.



- ATHLETICS



**LOAD** -0 30 LB **LT** -1 60 LB **MED** -2 90 LB **HVY** -3 120 LB **CARRIED** 20<sup>3</sup>/<sub>4</sub> LB **PACK** 0 LB **STRAIN** 2 **CREDITS** \$50

**TAP ENGRAMS/APPS**  
 Multi-Tasker: reduce multi-action penalty to -1; \$3.5K  
 Babylon: Smarts roll to understand language

**FIREWALL** -4 **AMS** 4  
**TOUGHNESS** 4 **ARMOR** —

**TAP** (standard)  
 Tailored Pheromones (+2 Charisma with sentient organic beings; 1 strain)  
 ERRD (+2 to Smarts/Spirit in Tests of Will; 1 strain)

**FLASHY FORMAL WEAR** (+2 Armor; torso, arms, legs; 5 lb; \$2.5K)  
**ARMORED BRIEFCASE** (SW buckler; 8 lb; +1 Parry; \$250); **DISPLAY TABLET** (0.5 lb; \$250)  
**BRIEFCASE SMG** (9mm; 12/24/48; 2d6-1 dam, AP 2; RoF 3; Shots 36; Auto, 3RB; 3 lb; \$2K); **MAG** (36 shots) + 14 extra bullets; 3 lb; \$100  
**STUN GLOVES** (no dam; touch attack (+2); Shock (Vig -2 or be Shaken); 1 lb; \$250)  
**BATTERY** (48 hrs constant use; \$100; ¼ lb)

**FATIGUED** -1  
**EXHAUSTED** -2  
**WOUNDED** -1  
**INCAPACITATED** X  
**DEAD** -1

**CONTACTS** (2)  
 • "Honest" Oswald: "discount" cyber supply (fixer).  
 • Hans Decker: Ravenlocke investigator.



NAME Harry Xiang



### ARCANE BACKGROUND REFERENCE SHEET



AB TYPE Psionics (Peek)

Psionics SKILL 12 +2 (Peek powers)

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
Detect/Conceal Arcana	Novice	2	-1	sight	3 or 1 hr	User mentally perceives "hyper tags" that indicate psionic aptitude, etc.	111

Peek Power: perceive or conceal arcane/psionic auras (see SW rules).

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
Fear	Novice	2	-1	20"	instant	Victims are barraged by a sudden burst of "sensory spam."	113

Peek Power: cause fear against everyone in Large Burst Template (see SW rules).

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
Mind Reading	Novice	3	-1	10"	1 rd	User mentally perceives "thought balloons" over the target.	115

Peek Power: Opposed by Smarts; mentally "ask" a question of target by prying into memories.

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
			-				

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
			-				

POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
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POWER	RANK	COST	MOD	RANGE	DURATION	TRAPPINGS	PAGE #
			-				

#### BACKLASH/SPECIAL

Apply mod to Psionics roll. Can spend a round concentrating ahead of time to negate up to -2 in penalties. Failure means failure of all currently maintained powers, and Shaken.

Backlash: "1" on skill die (ignoring Wild Die) means 2d6 damage to all within Large Burst Template centered on caster.

# INTERFACE ZERO

FULL METAL CYBERPUNK

**NAME** Piotr Urusov  
**RACE/SPECIES** Hybrid (Tough / Bear)  
**OCCUPATION** Mob Soldier  
**INCOME** \$ 3000  
**RANK** Novice **XP** 0 **STREET CRED** 2 / 2



- BOATING**
- DRIVING**
- FIGHTING** 6(-1)  
blunt, martial (brawling)
- LOCKPICKING**
- PILOTING**
- RIDING**  
shotgun, heavy, vehicle
- SHOOTING** 6  
sneaking
- STEALTH** 4
- THROWING** 4



- GAMBLING**
- HACKING**
- HEALING**
- INVESTIGATION**
- NOTICE** 4  
searching
- REPAIR**
- STREETWISE**
- SURVIVAL** 4  
mountain
- TAUNT**
- TRACKING**
- KN:**
- KN:**



- INTIMIDATION** 6+2  
physical
- PERSUASION**



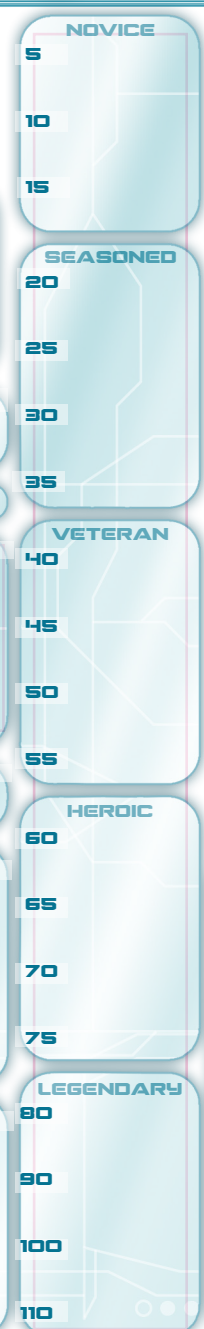
**PACE** 6 **RUNNING** 6 **PARRY** 4(3) **TOUGH** 10 **ARMOR** +2 **CHARISMA** -2 **GUTS** 6

**LANGUAGES** (1+2) English, Russian, Chinese

**PERK** (+1 Benny/session for Intimidate)  
**EDGE** Size +3: Tough, Brawny, Up-Sized  
**HINDRANCES** Up-Sized (4x cost for augments, armor, etc.; -2 Charisma)  
 Overconfident (maj); Loyal (min)  
 Quirk (min): braggart; prone to exaggeration or outright fabrication about his exploits



- ATHLETICS** 8  
climbing, swimming



**LOAD** -0 144 LB **LT** -1 288 LB **MED** -2 432 LB **HVY** -3 576 LB **CARRIED** 40 LB **PACK** 0 LB **STRAIN** 4 **CREDITS** \$0

**TAP ENGRAMS/APPS**

TAP (standard)  
 Nanoweave Organ System (Gutterware, x4 cost, 4 strain)

**GEAR**

Ballistic Armor (+2 Armor; torso, arms, legs; \$2500 x 4 = \$10000; 20 lb)  
 Scrap Bludgeon (Large Improvised Weapon; Thrown 1/2/4; Dam Str+d8; Min Str d8; -1 attack and Parry; 20 lb; \$0)

**FIREWALL** -4 **AMS** 4  
**TOUGHNESS** 4 **ARMOR** —

**WOUNDED** -1  
**INCAPACITATED** -2  
**X**  
**FATIGUED** -1  
**EXHAUSTED** -2

**CONTACTS** (2)

**NAME** Raul Castillo  
**RACE/SPECIES** Human  
**OCCUPATION** Gear Head  
**INCOME** \$ 3000  
**RANK** Novice **XP** 0 **STREET CRED** 2 / 2



- BOATING**  4  
powered
- DRIVING**  8  
car, jump board, truck
- FIGHTING**  6  
blades
- LOCKPICKING**
- PILOTING**  6  
golemmech, plane, vtol
- RIDING**  4  
horse
- SHOOTING**  6  
pistol, vehicle
- STEALTH**  4  
sneaking
- SWIMMING**
- THROWING**



- GAMBLING**
- HACKING**
- HEALING**
- INVESTIGATION**
- NOTICE**  4  
visual
- REPAIR**  4  
mechanical
- STREETWISE**
- SURVIVAL**
- TAUNT**
- TRACKING**
- KN:**
- KN:**



- INTIMIDATION**
- PERSUASION**  4  
fast-talking



- PACE** 6
- RUNNING**  6
- PARRY** 5
- TOUGH** 5
- ARMOR** +4
- CHARISMA** +0
- GUTS**  8



- ATHLETICS**

**LANGUAGES** (1+3) English, Spanish, Portuguese, Chinese

**PERK** (VCI / 1 Strain)  
 Ace; +Spirit; Beast Master

**EDGES**  
 Heroic (maj)

**HINDRANCES**  
 Vengeful (min): easily goaded into dares/races; determined to prove mettle; gets "even" via pranks, stunts if disrespected.  
 Quirk (min): spoils/fusses over pet ferret.

**LOAD** -0 30 LB  
**LT** -1 60 LB  
**MED** -2 90 LB  
**HVY** -3 120 LB  
**CARRIED** 11 LB  
**PACK** 0 LB  
**STRAIN** 3  
**CREDITS** \$0

**TAP ENGRAMS/APPS**

**TAP** (standard)  
 Vehicle Control Interface I (1 slot; Range 150"; +1 Piloting, 1 strain [gear head])  
 Enhanced Articulation (inc. Agility; 2 strain)

**PET**  
 "Crash" (ferret): Agi d8, Sma d6(A), Spi d10, Str d4, Vi d6; Climbing d6, Notice d6, Stealth d8; Pace 6, Parry 3, Toughness 6(3); Acrobat, Bite (Str), Low Light Vision, Size -2; ferret-sized impact suit (+3 Armor; -1 die from collision; \$1K)

**GEAR**  
 Shinryu Impact Suit (+3 Armor, all; -1 die damage from collision; 5 lb; \$6K)  
 ED UnderArmour (+1 sArmor, all; 1 lb; \$1.5K)  
 JUMP Board (Acc 30; TS 60; Toughness 3; Crew 1; standing jump 6"; running jump up to 15" horizontal/vertical (Driving check); \$1K)  
 Ironfang Spring Blade (Str+d4 dam; free action to draw; \$250)  
 Toolkit, basic (repair; 5 lb; \$250)

**FIREWALL** -4  
**AMS** 4  
**TOUGHNESS** 4  
**ARMOR** —



**WOUNDED** -1  
**INCAPACITATED** -2  
**X**  
**FATIGUED** -1  
**EXHAUSTED** -2  
**CONTACTS** (2)



### Kurosawa Shiro • Human • Street Ronin (Bodyguard)

Shiro is (or envisions himself to be) a relic of a bygone era: a neo-samurai from the Techno-Shogunate who tries to follow the Code of Bushido in his own way. He lost his young son in the madness of the Flare of 2089, when network security collapsed and he lost all sense of reality under a deluge of malware infecting his TAP. He does not speak of the details; he is estranged from his wife, and blames himself for the resulting tragedy. In the wake of this, he distrusts all manner of augmented, hyper, or virtual reality, and has taken the extreme step of having his own TAP surgically removed. He's pragmatic enough, however, to still rely on augmented eyesight and hearing—a necessity for his line of work.

Now, he is driven by the need to prove himself and reclaim his honor, even if it costs him his life. He has particular hatred for the makers of malware and spam and other such sludge of the Global DataNet, and a general dislike of swaggering self-styled “hackers.” All the same, he takes his job as a bodyguard seriously, and will put his life on the line even for such rabble if the job demands it.



### “Crisi” Unit 490137286-3 • Bioroid • Security Systems Consultant (Programmer)

Crisi is a loyal “corporate drone” originally created to serve as an executive assistant for a Japanese network security firm, TOPsys. During the mayhem that followed the Flare of 2089, TOPsys was forced to repurpose several of its androids and bioroids to supplement its taxed system operator teams; Crisi was one of the bioroids to undergo extensive reprogramming to fit the bill.

TOPsys underwent significant upheaval in the wake of the disaster (as it lost its top-paying clients for failing to somehow work miracles), and was bought out and parceled out several times over. Now, it's unclear just who or what is the ultimate owner of this security firm, or where its main offices are based. For the time being it would seem that its interests are in line with those of the rest of our heroes, so Crisi is “on loan” to assist the team.

Though her work may call for “grey” or even outright illegal activity in the name of getting the job done, she still retains her core personality and implanted memories, playing the part of an invariably polite Japanese professional woman, extremely reluctant to personally resort to violence, even when the bullets are already flying.



### Dr. Alfred Watson, MD • Human 2.0 • Doctor, General Practitioner (Clinic Doc)

Dr. Watson is an exemplar of what can go right and what can go very, very wrong with the genetic tweaking that makes “neo-humanity” possible. If his datafile is to be believed, he's old enough to have lived through the Death and the Floods ... but in truth, he's only in his thirties. A genetic flaw resulted in apparent accelerated aging; while many of the physical defects have been offset through medical technology, he's opted not to undergo radical cosmetic surgery to try to roll back his apparent age. Instead, he plays up the part of being wiser and more distinguished than he really is, even to dressing and acting in a decidedly “retro” style (even if his adopted style overshoots his apparent age by a century or so).

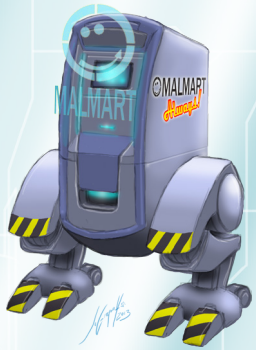
“Private Dick” in particular is one of his favorite brands, and he's really into the whole “noir” look and lifestyle—even to the point of branching beyond being a mere street doc to dabbling in back-alley forensics and sticking his nose into mysteries that might be better off left unsolved. Presenting him with an unsolved case with the potential makings of an old pulp detective thriller is a sure way to get him to sign onto a job.



### Nikki Maneki • Luxury Simulacrum (“Cat Hybrid”) • Street Performer (Media Icon)

Nikki is a street-rocker who inspires her fans to fight the System, while avoiding attacks from cyber-ninjas and corporate thugs, engaging in high-speed car chases, and surviving gratuitous explosions on a nearly-daily basis. She’s a loud and crazy “cat-girl,” always living on the edge and yet somehow miraculously escaping death time and again—merely being “knocked out” after all.

Or that’s how it seems to her, anyway. In truth, Nikki is only the latest in a line of very expendable simulacra playing the title role in a “reality show” gone berserk, with her TAP constantly streaming her experiences; the “best parts” are edited into virtual experiences for a secret audience of high-paying subscribers. Her implanted memories are incomplete, and she has little sense of the passage of time; she’s effectively incapable of noticing the discrepancies in her own fabricated “back-story” (such as the suspiciously long amount of time she has spent being “18” years old). Her agency occasionally arranges “helpful strangers” to get her to her next gig ... but it’s just as likely to rig up a disaster to thrill the subscribers if things are too safe and “boring”—or as a distraction if her compatriots are getting a little too nosy about her past.



### MalBot 1337 • Android (Rogue MALMART VendorBot) • Salesbot (Fixer)

Roaming vendorbots are a common site in commercial and industrial areas, loaded up with drinks and snacks, or else equipped with a fabricator and a supply of stock material to churn out small products via downloaded licensed patterns. MalBot 1337 is the forgotten side-effect of an abandoned project to equip a set of MalBots with a new “entrepreneurial” engram in the hopes of opening up new possibilities. When the robots’ newfound mercantile creativity manifested in the manufacturing of (especially) shoddy goods or acquisition and dispensing of bootlegs, and other questionable practices, the programmer responsible was fired, and the bots rounded up and reprogrammed ... except for 1337, who escaped notice due to a *clerical error*.

MalBot 1337 is a wheeler-dealer, looking to make a profit thanks to more “clerical errors” and his connections with warehouse and transport bots. His income, such as it is, consists largely of forged fabricator licenses and products that “fell off the truck.” He sticks with the heroes because his “salesman’s instinct” indicates that there’s profit to be made ... even if it’s just by selling overpriced fabricated bandages to anyone shot in a firefight. He sounds like the voice-over announcer for a commercial, frequently interrupting himself with snippets of ad jingles, product mottos and rapidly-recited disclaimers (“... side effects may include ... void where prohibited ...”).



### Kagetsume • Cyborg • Cyber-Ninja (Smuggler)

Kagetsume is a full-conversion cyborg crafted to be a modern-day “ninja” for the Black Salamander Clan. As part of his own indoctrination, he lost most of his pre-cyborg memories, including any trace of his former life and identity. He is effectively “off the grid.” Nonetheless, some spark of humanity remained within him; he rebelled against the clan, deliberately botching a job to assassinate a politician’s son (to send a “message” on behalf of a mob client). With the assistance of a back-alley chop-doc who owed him a favor, he had his “suicide pill” implant removed (lest he be “terminated” by remote) and fled the clan.

Now, Kagetsume is forced to find his own way, without any true identity to call his own (at least, that he can remember). He runs odd jobs as a courier and smuggler, using a light VTOL car or his own wall-crawling abilities to get just about anywhere. Alas, now and again an assassin with the Black Salamanders tracks him down and seeks to settle the score, so he must be ever-wary.



### Harry Xiang • Human 2.0 • Consultant (Con Artist, Psionicist)

Mr. Xiang is a consultant occasionally called in to assist with negotiations (and occasionally interrogations) for a number of corporate clients. While it's not a secret in the strictest sense, he doesn't outright advertise his curious mental powers; as far as most of his employers are (officially) concerned, he's just a shrewd negotiator with keen insights and an occasionally intimidating demeanor. He takes his jobs as much for the intrigue and mystery as for the pay and prestige. Although in theory his jobs shouldn't involve any combat, his armored attache case can serve as a shield if the guns come out, and he has a bullpup SMG hidden inside for personal defense.

His main weakness would be that he's grown very attached to "the good life," and so he's prone to take more high-paying risks that might be strictly necessary to get by. Also, like so many neo-humans, he's more than a little proud of his "superior" tailored genetic stock, and might even dare to say as much (rather than just slyly hinting at it) if his tongue is loosened up by a few too many drinks at a party. Despite such "superior" feelings and the occasionally-blurted politically-incorrect observation, he values camaraderie and is loyal to the last if a friend is in danger or in need.



### Piotr Urosov • Tough Hybrid (Bear) • Muscle (Mob Soldier)

Piotr and his "brothers" were products of a Russian experiment into hybridization as a means to provide an alternative to standard combat simulacra; unlike the typical hybrid who started as human and underwent genetic modifications, these "chimeras" were vat-grown, modified from the start, with "flash-training" in the requisite skills. The outcome wasn't quite as dazzling as hoped (too dumb, too clumsy, too hungry); Piotr never saw "real" action beyond training before being "retired" and sold off as surplus.

Piotr was imported to serve as a Bratva bodyguard, until his boss was executed by a higher-up for disloyalty. Piotr, suddenly ownerless, borrowed one of his boss's many aliases for his own name. He doesn't keep his true origins a secret, per se; he simply enjoys fabricating a colorful history for himself as a retired (human!) Russian veteran who had volunteered to test an experimental "gene tonic" intended to make for better soldiers to fight the Chinese. It just went awry, he says, and ended up being "a little too much to bear." He plays the part of a loud, boisterous, back-slapping braggart, afraid of nothing and over-selling his own capability. He's so eager to fit in with humankind (as unlikely as that may be) that he is more comfortable around them than with "fellow" hybrids.



### Raul Castillo • Human • Heavy Equipment Operator (Gear Head)

Castillo's regular job is as a licensed construction golemmech operator at building sites, moving earth and support beams as required. However, he doesn't make the sort of credits that allow him to have his own golemmech—or even a car, for that matter. Instead, he relies like most city-dwellers on the public transit to get from place to place ... and on his JUMP board when he wants to get there in a hurry.

In addition to his affinity with vehicles, Raul has a gift for working with animals; for some reason, they just seem to love him. He has a pet ferret, "Crash," which he takes with him practically everywhere; he dotes on the furry little creature, even going so far as to get it its own tiny customized "crash suit," just in case. Despite this "softer" side to Raul, he's a hot-head whenever someone challenges his skill, his manhood, or "yo mama," for that matter; he feels a need to "get even," whether it be to beat the naysayer in a race, or to pull some sort of prank or "gotcha" to show him up later. This sort of attitude doesn't mix well with heavy equipment, and has cost him a few jobs and more than a few advancements. Hence, he's often on the lookout for side-jobs to supplement his modest pay.