



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 |

SKILLS

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

ARMOR

| Kevlar | |
|------------|---|
| Head Armor | 7 |
| Body Armor | 7 |

WEAPONS

| NAME | DAMAGE |
|--------------|--------|
| 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

Cyberoptic (Camera)
Images can be recorded on the built-in chip and downloaded.

GEAR

100 Euro Bucks in Unmarked Bills

Agent w/ Pseudo AI Secretary
A pocket sized machine which functions as a computer and a phone. This Agent has a secretary program.



Barбора, 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, Barбора 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 |

SKILLS

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

ARMOR

| Heavy Armorjack | |
|-----------------|----|
| Head Armor | 15 |
| Body Armor | 15 |

WEAPONS

| NAME | DAMAGE |
|---------------|--------|
| Assault Rifle | 5d6 |
| Medium SMG | 2d6 |
| Slice & Dice | 2d6 |

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

Interface Plugs

Sockets that allow user to interface with machines and cybertech.

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.

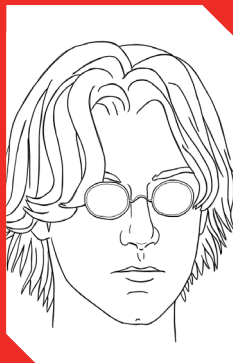
GEAR

Agent

A pocket-sized machine which functions as a computer and a phone.

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 |

SKILLS

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

ARMOR

| Bodyweight Suit | |
|-----------------|----|
| Head Armor | 11 |
| Body Armor | 11 |

WEAPONS

| NAME | DAMAGE |
|--------------|--------|
| 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

Interface Plugs

Sockets that allow user to interface with machines and cybertech.

Cyberoptic (Targeting)

A built in targeting sight allows you to add +1 to Marksmanship.

GEAR

Agent

A pocket-sized machine which functions as a computer and a phone.

Cyberdeck & Cables

A pocket-sized machine used for Netrunning.

Three Programs
Speedy Gonzalez
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 |

SI3z3-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 |

SKILLS

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

ARMOR

| Kevlar | |
|------------|---|
| Head Armor | 7 |
| Body Armor | 7 |

WEAPONS

| NAME | DAMAGE |
|-------------------|--------|
| 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

Cyberoptic (Low Light)

Can see clearly in dim light (faint moonlight, distant street lamps).

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.

GEAR

Agent

A pocket-sized machine which functions as a computer and a phone.

Technical Tool Box & Tools

A cute bag filled with a number of tools that allows repairs on basic tech & cybertech.