

Ravenna

Background: Coder

At a very young age, due to your incredibly coding skills, you were selected by the megacorporation Rhea International for a “prestigious, cyberdiving program”.

Turns out, you and the other pupils were forced to extract data from lethal daemon infested Old World hard discs. Over the years, you and the other kids were pushed deeper and deeper into the data, and as a result, your numbers dwindled until only a handful remained. You decided it would be better to die trying to escape, rather than in the cyberjacking chairs. Now free, you’ve sworn to use your skills for good, to bring down the tyrants of this world.



Motivation: Bring down the megacorporations, starting with your previous captors: Rhea International.

Weakness: You have an unhealthy obsession with technological gadgets. You collect all the hard disks, computers, and similar technology that you can possibly get your hands on, even if it puts you in mild danger.

Abilities

Edge 1: Hacker. Each round, gain an extra Main Action that can only be used to perform hacking or cyberspace related mental actions.

Edge 2: Prodigy. Your Intelligence score is 18 and gains a +3 instead of a +2.

Focus 1: Alert. Cannot be surprised, nor target of Execution attack. Roll twice and take the highest result when rolling for initiative.

Grel “The Douchebag” Jaxon

Background: Ganger

I grew up in the fighting rings, where my confidence went from solid to sky-high with my increasing wins, cybernetical enhancements and steroid use. When I refused to be the losing part in a predetermined match against the local Chonker boss' cousin, they rigged my next cybernetical upgrade to include a switch they at any point could turn on, frying my system. So now I've been doing their dirty work, grinding to pay off a debt I never owed.

Motivation: Get free of from my Chonker gangster boss' grasp.

Weakness: Short tempered. My ego gets me into fights I should not pick.

Abilities

Edge 1: *Hard to kill.* Gain extra hit points.

Edge 2: *Wired.* You have extra cybernetics.

Foci: *Shocking Assault.* Shock damage of weapons treat all targets as if they were AC 10.



Victoria Wang

Background: *Ex Corpo*

I have looked down on the city from the top of the towers. I had a perfect, luxurious life. I was the head of Rhea Internationals' subsidiary "Jewelette", but they took it from me. Threw me in the gutter when my company was fused with another subsidiary, creating the abomination "MaxLooks". I will show them their mistake.

Motivation: Be the CEO of a hyper successful company to regain my former life and show my ex-bosses, colleagues, and other doubters what they lost.

Weakness: My appearance must be perfect at all times.

Abilities

Edge 1: Masterful Expertise. Once per scene, as an Instant action, reroll a failed check for a non-combat skill.

Edge 2: Operator's Fortune. Once per game session as an Instant action, when something bad happens to you such as an injury, a failed save, or a botched skill check, test your luck and roll 1d6. On a 1 one, the bad event is unaffected. 2-5 you avoid the effect, on a 6 it hits an enemy instead.

Foci: Authority. Once per day, you can make a request from an NPC who is not openly hostile to you, rolling a Cha/Lead skill check at a difficulty of the NPC's Morale score. If you succeed, they will comply with the request, provided it is not harmful or very uncharacteristic.



Jilaxi M2-4039

Background: Corp Security

Jilaxi M2-4039 was born into a world where Morlocks are seen as little more than brute muscle, fit only for manual labour or security roles. She found employment as a security guard using her prodigious marksman skills for the megacorporation Clauberg Services, but the job came with moral conflicts. Witnessing corporate corruption and being ordered to violently suppress a workers' protest led to her resignation. Disillusioned, she sought a new path, and Jilaxi instead embraced the freedom and independence the way of the Operator offered. No longer bound by corporate control, she could choose her missions and fight for causes she believed in. Each mission became a statement of defiance, a chance to demonstrate her worth in a society that had underestimated her.



Motivation: You have a deep desire for justice and redemption, and a strong sense of empathy towards the downtrodden. Every mission is not just a means of survival, but also a step towards creating a fairer society.

Weakness: Your strong sense of justice borders on idealism, often causing you to overlook the practicalities of a situation. Further, years of prejudice have made it difficult for you to trust anyone but yourself.

Abilities

Edge 1: Prodigy. Your Dexterity score is 18 and the modifier is +3.

Edge 2: Killing Blow. Whenever you deal damage, you deal 1 additional. All Trauma Die rolls gain +1.

Foci: Morlock. You are genetically engineered to be stronger and more durable, and can see in low light, though at the cost of being less smart than normal humans.

Dr. Rakowitz

Background: Doctor

"Of course it's ready for humans. It worked for mice, and if we are to get that bonus, we can't afford another testing phase." Cutting corners was a given in Rakowitz' department at Sanguine Sciences, black sun, at all departments, yet this time it was different. The product flopped so hard the government became involved. Somebody had to take the blame, and Rakowitz was that someone. Yet he was too valuable to be killed off, so instead they went for his wife. At the next corpo event, Rakowitz' boss 'randomly' picked his wife amongst the crowd to try their newest anti-wrinkle product. Before she knew it, she had signed a contract forcing her to be test person for that one upcoming product the whole department knew was ridden with side effects. Rakowitz had to get her out of there.

Under his current well-paying job, he could pay her free in about two years, but he had seen the estimated neurodegenerative side effects, and two years would leave her an empty shell. Maybe if he had played nice, they would have let her go early. But Rakowitz was done with the fake smiles and deep bows, and the bosses did not appreciate that. So, Rakowitz had to answer the cries of the streets who are always in need of a good doctor willing to shoot not only injections.

Motivation: Because I cut corners, my wife is legally held captive, tortured daily with neurodegenerative drugs as a guinea pig at the medical department I previously worked at. I will do anything to get her free, be it scoring enough cash to buy her out or acquiring enough firepower to brute force her out of there.

Weakness: I'm desperate, unhinged. I will do dirty, disgusting things to solve my problems.

Abilities

Edge 1: *Focused.* You gain the Healer focus.

Edge 2: *Wired.* You start with extra cybernetics.

Foci 1: *Cyberdoc.* you can implant cyberware even if your Heal skill is level-0. You gain a +2 bonus on all cyber implant surgery skill checks. If you perform cyber maintenance for a person, the delicacy of your adjustments decreases the total System Strain cost of their implants by one point until their next maintenance interval.

Foci 2: *Healer.* You may attempt to stabilize one mortally-wounded adjacent person per round as an On Turn action. When rolling Heal skill checks, roll 3d6 and drop the lowest die.

