

DAMAGE TAKEN

[SPENT]

13

INSIGHT  
[COG, INT]

7

WOUND THRESHOLD

WOUNDS TAKEN

[SPENT]

0

MOXIE  
[SAV, WIL, REP]

35

DURABILITY

☐ Short (1d6) ☐ Short (1d6) ☐ Long (full)

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

1

VIGOR  
[REF, SOM]

53

DEATH RATING

3

FLEX

1

EGO FLEX

Movement Rate: Walker 4/12

Ware: Access Jacks, Biomods, Cold Tolerance, Cortical Stack, Cyberbrain, Grip Pads, Mesh Inserts, Mnemonics, Oracles, Oxygen Reserve, Prehensile Feet, Prehensile Tail, Puppet Sock, Stress Control

Morph Traits:  
Limberness (Level 1), Memory Artifact, Obtuseness

BOUNCER

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 60 55	15 45	20 60	15 45	15 45	10 30 40
Initiative: 7 • Lucidity: 20 • Trauma Threshold: 4 5 • Insanity Rating: 40					

REPUTATION

@-rep 60

g-rep 30

i-rep 30

GEAR

Investigator Pack	Comp/GP	Investigator Pack	Comp/GP
Biometric Matcher	Min/1	Enhanced Hearing	Min/1
Brainprint Scanner	Min/1	Mind Amp	Maj/3
Cuffband	Min/1	Mission Recorder	Min/1
Klar (5 doses)	Min/1	Pocket Lab	Mod/2
Microbug	Min/1	Servitor	Min/1
Oracles	Mod/2	Specimen Container	Min/1
Scout Nanoswarm	Min/1		
Speck	Min/1		
Spy Nanoswarm	Min/1		

ARMOR RATING

4/10

ENERGY / KINETIC

SKILLS

Skill	Total	Skill	Total
Deceive	50	Know: Cartels	60
Fray	60	Know: Current Events	50
Free Fall	50	Know: Drugs	80
Guns	60	Know: Investigation	80
Hardware: Electronics	40	Know: Security Ops	50
Infiltrate	50	Medicine: Forensics	60
Infosec	55	Perceive	70 80
Kinesics	70	Persuade	60
Know: Anarchists	50	Research	65

KILLJOY

GRETA BRAND

ANARCHIST TROUBLESHOOTER

MOTIVATIONS: +Anarchism • +Personal Improvement • -X-Risks  
LANGUAGES: English • German • Skandinaviska  
EGO TRAITS: Danger Sense • Mental Disorder (PTSD) • Pain Tolerance (Level 1)  
BACKGROUND: Underclass  
CAREER: Investigator  
INTEREST: Jack-of-All-Trades  
FACTION: Anarchist  
GENDER: Female  
SEX: Male  
MUSE: Ursula



Weird as it sounds, it looks like our comrade here programmed a nanoswarm to eat their own cortical stack. Now we need to find out why.

Scrabbling with the other poor wretches under the crushing misery of Europe's climate-change food crisis left you scarred, doing whatever it took to survive. Berlin's squatter scene was your first experience of actual community and mutual aid. You threw yourself into a variety of self-organized projects. When the Fall hit, you joined a darkcast tech collective, helping people abandoned by corporations and governments egocast off-world. You found a role in the anarchist habs of the outer system using your eclectic skills to resolve situations beyond the local community's scope: investigations, tracking bad actors, resolving conflicts with neighbors. After derailing an exsurgent outbreak, you were recruited by Firewall.

# KILLJOY

GRETA BRAND

MINDHACKER & NETWORKER



## TRAITS

Danger Sense	+10 <sup>1</sup> to Perceive Tests to avoid surprise.
Limberness	+10 to escape bonds, fit into small spaces, contort, etc.
Memory Artifact	Recall other ego's memory once per session; COG Check or SV 1d6.
Mental Disorder (PTSD)	WIL Check to avoid responding to imagined threats based on traumatic experience with violence. Otherwise treat as anxiety, depression, or phobia as appropriate. Triggered by frustration, helplessness, pain, specific memories, the unknown, violence
Obtuseness	-5 to COG Checks.
Pain Tolerance	Ignore 1 wound modifier.

## WARE

Access Jacks	External sockets for direct interface with Mesh Inserts/Cyberbrains.
Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cold Tolerance	Handle temps as low as -80 C/-112 F.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking, Psi attacks.
Enhanced Hearing	Hear high, low frequencies. +10 <sup>1</sup> hearing-based Perceive.
Grip Pads	+30 climbing Athletics Tests.

Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 <sup>1</sup> Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Oracles	+10 Perceive, negate distraction modifiers.
Oxygen Reserve	Oxygen tank/rebreather with 3 hours of air.
Prehensile Feet	Can use feet as hands. -8 full move.
Prehensile Tail	Can grip with tail. +10 balanced-based Athletics.
Puppet Sock	Allows morph to be remote controlled.
Stress Control	+10 <sup>1</sup> WIL Checks vs. stress, +1 <sup>1</sup> Trauma Threshold.

## GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Mission Recorder	Backs up all mission data.
Pocket Lab	Analyze gases, liquids, materials, Know: Chemistry 60.

Servitor	Common helper/cook/janitor bot.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure comms.

## ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30
Unarmed	DV 1d6

Use Skill: Guns 60
Use Skill: Melee 15 (Defaulting to SOM)

## FIREWALL RIMWARD OPS

**Chi** ► Mindhacker & Networker ► Wafts a cloud of inner-system privilege and walks an ethical line, but their heart is true and you can't slight their curiosity.

**Njál** ► Titanian Hacker ► Is a delight to watch run amok, but whoever taught him to talk using viking poetry was an asshole.

**Zahiri** ► Brinker Security Specialist ► Is solid, though they take themselves too seriously.

