

Movement Rate: Walker 4/20

Ware: Biomods, Cortical Stack, \*\*GP\*Enhanced Hearing, Enhanced Vision, Mesh Inserts, TGP Neuromodulation,

**TMP**Skinflex

### APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
15 45 ***	10 <sup>30</sup> ↔	15 <sup>45</sup> ∞	20 <del>60</del>	10 <sup>30</sup> ↔	20 <del>60</del>

Initiative: 5 • Lucidity: 40 • Trauma Threshold: 8 • Insanity Rating: 80 Infection Rating: 20

## REPUTATION

**GFAR** 

<b>@-rep</b> 45	<b>c-rep</b> 60	<b>g-rep</b> 50
	$\infty$	$\infty$

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light) AV 4/10, Concealable	Min/1
Fake Ego ID	Maj/R/3
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

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Armor Vest (Light) AV 4/10, Concealable	Min/1
Fake Ego ID	Maj/R/3
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Skill	Total
Athletics	₩30
Deceive	₩80 110
Fray	₩50
Guns	₩45
Infiltrate	₩45
Kinesics	<b>7</b> 0
Know: Black Markets	<b>⊯</b> 75
Know: Drugs	<b></b>
Know: Lunars/Orbitals	<b>₩</b> :45

	02/111
Face Pack	Comp/GP
Enhanced Hearing	Min/1
Guardian Angel	Mod/2
Medium Fabber	Mod/2
Nanodetector	Min/1
Neuromodulation	Mod/2
Smart Hawk	Min/1
Stiff (5 doses)	Min/1

# **ARMOR RATING**

4/10

#### **SKILLS**

Skill	Total
Know: Smuggling	<b></b> ∰55
Know: Mind Hacks	<b>⊯</b> :45
Know: Psychology	<b>⊯</b> 75
Perceive	<b>⊯</b> 40 <b>₫</b> 50
Persuade	₩80
Provoke	<b>₩</b> 50
Psi	<b>7</b> 5
Research	∰35



LUNAR ASYNC FIXER

MOTIVATIONS: \*Expand Influence • \*Independence • \*Thrill-Seeking

LANGUAGES: Korean • Russian

EGO TRAITS: Enemy (Cognite) • Enhanced Behavior: Curiosity (Level 2)

Mental Disorder (Paramnesia) • Psi (Level 2) • Resources (Level 2)







We both know you're going to make this deal.

Cut me in for 25%, and I'll make sure neither of the other parties find out about your indiscretions last week.

You're from the Lost Generation. Your objective age is only five, but subjectively you're in your mid 20s. Around the time others in your crèche started exhibiting psychotic behaviors, you "convinced" a Cognite technician to help you escape. You've been on the run since, using your async talents to carve out a small domain as a black-market fixer. So far only Firewall's gotten close to you. Instead of hunting you down like a rabid animal, they approached you with respect for your talents. You're not as invested in the cause as other sentinels, but the ops are wicked fun, and you've established a quid-pro-quo that you feel preserves your independence.



## **TRAITS**

Enemy (Cognite) Enemy NPC haunts you.

Enhanced Behavior Psychosurgically enhanced behavior, –10 to all actions when resisting.

(Curiosity)

Mental Disorder You recall memories that are not real or not your own,

(Paramnesia) or you may be confused about who, what, or where you are.

Any superior fail on a skill test will result in you confusing important details.

Triggered by Alienation, immersion in water/vacuum, sex, the unknown.

Psi (Level 2) Use Psi Chi and Gamma sleights. (See Psi sheet.)

Resources (Level 2) Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.



Biomods Standard genetic tweaks for health, faster healing, immunities, and more.

Cortical Stack Memory diamond storage unit for ego backups.

Enhanced Hearing Hear high, low frequencies. +10<sup>th</sup> hearing-based Perceive.

Mesh Inserts Cranial computer with wireless transceiver, muse home, and medical sensors.

Neuromodulation Control over neurotransmitters and emotions. +1<sup>1</sup> Moxie. Skinflex Disguise face, skin, hair. +30<sup>1</sup> to related Deceive Tests.

# **GEAR**

Anonymizer Masks your mesh ID. Armor Vest (Light) AV 4/10<sup>®</sup> Concealable.

Fake Ego ID Forged ID and back history, with its own rep scores.

Guardian Angel Personal defense rotorcraft. Small size.

Medium Fabber Fab medium items.

Nanodetector Detects nanobots, Exotic Skill: Nanobot Detection 40 (70 w/active swarm).

Smart Clothing Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.

Smart Hawk Used for surveillance and tracking. (Perceive 50, Fray 50, Melee 40)

Stiff (5 doses) Social drug. +10 to oppose Persuade/Provoke, Enhanced Behavior: Stubborn.

TacNet App Share tactical data in real-time.

VPN App Creates virtual private network for secure communication.

# **ATTACKS**

Medium Pistol DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30 Use Skill: Guns 45 Unarmed DV 1d6 Use Skill: Melee 10

FIREWALL SUNWARD OPS

**Dante** ► Venusian Genehacker

**Qi** ▶ Barsoomian Hacktivist

They're both a bit flippant for your tastes, but they know their stuff and are reliable.

**Sava** ► Freelance Spec Ops ► The type of grim hardass you know to keep your eye on, but you admire their tenacity.







