

Handle Xan Name Xanadune Player Rob M Background Hyperelite Career Hacker Interests Fighter Faction Criminal Languages English, Japanese

MIND STATS

RNK

COG 20 60 INT 10 30 REF 20 60 SAV 10 30 SOM 15 45 WIL 15 45

SKILLS

Athletics

Deceive

Exotic: [-]

Fray

Freefall

Guns

Hardware: [Electronics]

Infiltrate

Infosec

Interface

Kinesics

Medicine: [-]

Melee

Perceive

Persuade

Pilot: [-]

Program

Provoke

Psi

Research

Survival

Know: [Computer Science]

Know: [Cryptography]

Know: [Engineering]

Know: [Nanotechnology]

Know: [Fencing]

Know: [Sec Ops]

Know: [Criminal]

MOTIVATIONS

+ Criminal Interests

+ Anarchist

+ One big hack

Rests Short ☒ Short ☐

Import / Export Game Data

Choose File no file selected

Reset Game

Export Game

Lucidity

30

Trauma Threshold

6

Insanity Rating

60

Vigor

1

0

+

-

Insight

1

0

+

-

Moxie

0

0

+

-

Flex

6

0

+

-

COMBAT

Shots

0

+

-

0

0

+

-

0

Initiative

6

Fray/2

40

Arm(En)

4

Arm(Kin)

10

DAMAGE

Stress Taken

0

+

-

Traumas

0

+

-

0

Damage Taken

30

+

-

Wounds

1

+

-

0

HARDENING ( -10 WIL check per track )

Alienation

☐

Helplessness

☐

Violence

☐

MORPH

Bouncer

Durability

35

Type

Biomorph

Wound Threshold

7

Size

Normal

Death Rating

53

Movement

Walker 4/12

MAIN-ID

FAKE-ID

@-rep

0

c-rep

0

f-rep

0

g-rep

40

i-rep

60

r-rep

0

x-rep

0

Min

☐☐☐

Mod

☐

Maj

☐

MUSE

ORAC

INT

15 (45)

APT

10 (30)

INIT

5

LUC

20

TT

4

IR

40

Hardware: [Electronics]

30

Program

30

Infosec

30

Research

30

Interface

60

Know: [Accounting]

60

Medicine: [Psychosurgery]

30

Know: [Psychology]

60

Percieve

30

Know: [???]

40

EGO TRAITS

DESCRIPTION

Adjusted Memory

Given by GM as -ve trait

Resources

Wealth to acquire gear, 3mp 3gp, 5gp/week

MORPH TRAITS

DESCRIPTION

Limberness (Lvl 1)

+10 to escape bonds, fit into tight spaces, contort etc

Lethal

+1d6 DV in melee

Rapid Healing

Heal twice as fast biomorphs only 1d10 per 6 hours 1 Wound per 1.5 days

GEAR

DESCRIPTION

QTY

EQP

Anonymizer

Masks your mesh ID

1

☐

Fake Ego ID

Forged ID and back history, with its own rep scores

1

☐

Smart Clothing

Can change colour, texture and cut. +10 Infiltrate, +30 covered and stationary

1

☐

TacNet App

Share tactical data in real time

1

☐

VPN App

Create virtual private network (-30 sniffing)

1

☐

Exploit App

A hacker library/tool for taking advantage of known software vulnerabilities. Required for hacking

1

☐

Spoofers App

Fake transmissions and mesh IDs

1

☐

Sniffer App

Collect/view traffic between two systems

1

☐

Scout Hive

Scout Swarm - Maps area, collects forensic evidence, Know: Chemistry 60, Medicine: Forensics 60

1

☐

Spy Hive

Spy Swarm - Surveillance, Perceive 60

1

☐

Flex Cutter

1d10+3 DV, The blade of this machete-like weapon is made of a memory polymer

1

☐

Comfort x5

+5 LUC, +1 TT, +5 IR (Duration: 12 Hrs) [Addiction: -10/Mental]

5

☐

ARMOUR

EN

KIN

DESCRIPTION

QTY

EQP

Armour Vest (Light)

4

10

AV 4/10. Concealable

1

☐

WEAPONS

DAMAGE

MODES

RANGE

AMMO

DESCRIPTION

EQP

Medium Pistol Firearm

2d10

SA/BF/FA

30

15+1

DV 2d10, SA/BF/FA, Ammo 15+1, Range 30

☐

MORPH WARE

DESCRIPTION

Biomods

Genetic tweaks for health, faster healing, immunities and more

Cold Tolerance

Handle temps as low as -80C / -112F

Cortical Stack

Memory diamond storage unit for ego backups

Grip Pads

+30 climbing Athletics checks

Mesh Inserts

Cranial computer, wireless tranceiver, muse home, medical sensors

Oxygen Reserve

Oxygen tank / rebreather with 4Hrs of air

Prehensile Feet

Can use feet as hands. -8 full move

SkinLink

Create a "hardwired" mesh link by touch. (Min/1)

Chameleon Skin

Change skin color. +10 Infiltrate, +30 still and covered

Medichines

Ignore 1 wound, heal faster (1d6/hour, 1 Wound/day), drug/toxin effect/duration halved

https://robmaskell.github.io/ep.html

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