GRAND GUARD V2

NAME:	Grand Guard V2			
METATYPE:	Centaur		AGE:	
GENDER:		HEIGHT:	WEIGHT:	
HAIR:		EYES:	SKIN:	
STREET CRED:	0	NOTORIETY: 0	PUBLIC AWARENESS: 0	
COMPOSURE:	6	JUDGE INTENTIONS: 6	MEMORY: 10	
LIFT/CARRY:	8	LIFT/CARRY WEIGHT: 45 kg / 30 kg	PRIMARY ARM: Right	
MOVEMENT:	2/8; 4m / hit	SWIM: 2.5; 1m / hit		
NUYEN:	140,000¥	KARMA: 0	CAREER KARMA: 0	

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 1	EDGE: 1	INITIATIVE: 7 + 1D6
AGILITY: 2	INTUITION: 5	CURRENT EDGE POINTS: 1	ASTRAL INITIATIVE: 10 + 3D6
REACTION: 2	LOGIC: 5	ESSENCE: 5.36	RIGGER INITIATIVE: 7 + 1D6
STRENGTH: 3	WILLPOWER: 5	MAGIC: 4	MATRIX AR: 7 + 1D6 MATRIX COLD: 6 + 3D6 MATRIX HOT: 6 + 4D6

PHYSICAL LIMIT: 5	MENTAL LIMIT: 7	SOCIAL LIMIT: 4 Zoé: Executive Suite	ASTRAL LIMIT: 7

ACTIVE SKILLS

SKILL	RTG	POOL
Physical Active		
Gymnastics* AGI	2	4
Running* STR	2	5
Swimming* STR	2	5
Technical Active		
Computer LOG +2 (Matrix Perception +2)	6	13

ACTIVE SKILLS

SKILL	RTG	POOL
Technical Active		
Electronic Warfare LOG +2 (Sensor Operations +2)	6	13
Hacking LOG +2 (Hosts +2)	6	13
Software LOG +2 (Data Bombs +2)	6	13
Skill Groups		
* Athletics	2	

KNOWLEDGE SKILLS

SKILL	RTG	POOL

QUALITY

Adept   SR5 69

ADEPTS
• Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
• Adepts never astrally project (p. 313).
• Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
• Adepts can learn the Assensing skill only if they have the Astral Perception power.
• Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
• Adepts can follow mentor spirits (p. 320).
• Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

Down the Rabbit Hole   KC 77

DOWN THE RABBIT HOLE
BONUS: 2 KARMA (MAX 4)
The character is a sucker for clickbait, even when it's obvious that it has nothing to do with the search they're pursuing. They'll start searching for building schematics for a heist, and end reading rumors about Dunkelzahn's assassination. How did the search lead them there? No idea, but at least they learned a lot of rubbish along the way.
For each level of Down the Rabbit Hole (maximum 4), reduce the number of 1s necessary to roll a glitch by one whenever the character attempts to search the Matrix (so that on a roll of 8 dice with two levels of the quality, the character can glitch with only three 1s, instead of the normal five).
The gamemaster may also require the character to make Matrix Search tests that would otherwise succeed automatically to see whether or not a glitch occurs.

PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
	Down	OVR
OVR	OVR	OVR
OVR	Dead	

Natural Recovery Pool
(1 day): 10

STUN DAMAGE TRACK

		-1
		-2
		-3
	Down	

Natural Recovery Pool
(1 hour): 10

Emotional Attachment: Little Hornet   RF 154
 EMOTIONAL ATTACHMENT
 BONUS: 5 KARMA
The character has an irrational emotional attachment to a piece of gear. The character will always use this item, even if presented with a "better" option. Furthermore, if lost in some manner, the character will do everything in his power, up to and including risking his life and that of his teammates, to retrieve his item. If the piece of gear is irretrievably lost or damaged, the player must either immediately spend Karma to buy off the quality or suffer a −1 penalty on all tests that would have used that piece of gear for a six-month period. After that time, they learn to love a replacement piece of gear, and the quality transfers to that item.

Escaped Custody: Aztechnology   KC 99
 ESCAPED CUSTODY
 BONUS: 5 KARMA
 Prerequisite: Records on File.
A character with this quality escaped a megacorporate experiment, and they have the scars to prove it. These scars are not necessarily physical, and while they've done their best to heal and move on, when faced with their former captors they have a tendency to lose control. The player selects any megacorporation with which the character has Records on File; when dealing with that megacorporation, they receive a −2 dice pool penalty on Composure Tests.
This quality can only be taken once.

Low-Light Vision   SR5 66

Magic Sense   RF 116
 MAGIC SENSE
 COST: 7 KARMA
The character possesses the ability to detect the use of magic in his vicinity. The ability operates similar to a Detect Magic spell (p. 287, SR5), but use Intuition + Willpower [Astral] for the individual's test instead of Spellcasting + Magic [Force]. The range of the ability equals (Magic x 5) meters, with a minimum range of 5 meters (including characters with no Magic Rating).

Natural Weapon: Kick (Centaur)   RF 105

Overclocker   RF 148
 OVERCLOCKER
 COST: 5 KARMA
The character is able to coax more juice out of his gear.
The character may add 1 point of Rating to one of his cyberdeck's ASDF attributes. This point can be reallocated as desired any time the cyberdeck is reconfigured.

Perfect Time   RF 148
 PERFECT TIME
 COST: 5 KARMA
Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

Quick Config   DT 46
 QUICK CONFIG
 COST: 5 KARMA
Maybe you're just nova-hot at moving your fingers around, or maybe your mind is highly organized. Whatever the case, reconfiguring your deck is something you do with freakish rapidity. Whenever you reconfigure your deck (p. 228, SR5), you can make two changes with a single Free Action. So, you may switch two programs for two others, or you can swap two pairs of cyberdeck attributes. You can also swap one program and one attribute pair. Note that a single attribute can only be swapped once, so there is still a limit to how much the new config can achieve.
Example: Trix has the Quick Config quality and is currently running a Novatech Navigator with Attack 6, Sleaze 5, Data Processing 4, and Firewall 3 (6/5/4/3). She could use a Free Action to reconfigure her deck and swap Attack and Sleaze and then Data Processing and Firewall to end up with 5/6/3/4. What she could not do is swap Attack and Sleaze and then Sleaze with Firewall (5/3/4/6).

Records on File: Aztechnology   RF 158

RECORDS ON FILE
BONUS: 1 KARMA PER RATING
(MAX RATING 10)
For every point of Karma spent on this quality, one of the Big 10 megacorps possesses a relatively up-todate record of the character's SIN, biometrics, person

Silence is Golden	KC 76

SILENCE IS GOLDEN
COST: 9 KARMA
It might be anemia from all that soykaf, or perhaps there's something about the character—maybe the Matrix just likes them. Whatever the case, for some reason the ever-present noise of the Matrix is muted near this character.
The noise penalty for the character and anyone within ten meters of them is reduced by 2. Anyone outside the radius who attempts to connect to the character does not benefit from the noise reduction.

Thermographic Vision	SR5 66
Wanted by GOD	DT 49

WANTED BY GOD
REQUIREMENT: MINIMUM HACKING
SKILL OF 3. CANNOT BE
TECHNOMANCER
BONUS: 12 KARMA

Chummer, I don't know what you've done, but you attracted the wrong kind of attention. You have somehow made it on GOD's Most Wanted list. In case you're wondering, that's not good.

You will suffer convergence when your Overwatch Score hits 30, instead of the normal 40. On top of that, seeing as you are a High Value Target, a High Treat Response squad from the authorities of whatever grid you just got kicked out of will always come bearing down on you. They may or may not be out to take you alive—guess you'll find that out when they come for you.

If you didn't have a list of places to go to when bad drek went down, you could count the number of weeks you were likely to survive on one hand.

Jackie had three different spots to lie low between home and the open-air food market near Touristville—a sparsely populated Cuban restaurant, a former repair shop where some older people of the neighborhood gathered to play chess and checkers, and a rickety clinic run by a cranky old ork. They were spaced well enough that if gunfire broke out on the streets or some gang members started throwing unnerving looks in her direction, she could get to a spot in a block or two and generally stay out of trouble. Yeah, if the gunfire got too hot too fast, she might have to duck behind a broken wall before she could get somewhere more sheltered, but that only happened occasionally.

Today, though, everything was going wrong. A big, roided-out human spotted her from a block away, and she could see a combined hunger and mindless rage in his eyes that told her to stay far away. She crossed the street to get away from him, but he crossed too; she took a left away from her normal route, and he followed.

She walked quicker, moving toward a dwarf and a human who seemed to know Roid Boy and not like him.

The two of them started yelling at him as soon as he appeared, and he started yelling back, then a few others nearby heard the voices and popped into the streets, and they were the type of people you couldn't just walk by because when their blood was up. They started asking questions to which there were no right answers, and their fists would get real punchy real fast.

Jackie was left with one option, an alley to her left.

She didn't know what was down it, which made it a horrible risk, but at present she was way more willing to deal with an uncertain unknown than the sure-thing shitstorm that was about to erupt all around her.

Roid Boy yelled something when she ducked out of view, and she had no desire to hear what it was. This was a rare alley where both buildings near the entrance were intact; one was a burned-out storefront, the other was an apartment building that was falling apart in every respect but still had some residents. Behind the apartment building was an empty lot, but in back of the store was some other old commercial building, with a back door open and a light shining out.

She looked at the door, but four gangers running into the other end of the alley made up her mind for her.

She ran for the door, hoping that whatever was behind it didn't suck.

There were stairs going down, then another door.

The door was unmarked.

She looked up the stairs, worried that Roid Boy might enter the frame at any moment, then knocked on the door.

A voice came from inside. "Hack it or go away." She panicked, and she started yelling and hoped what came out made sense.

"I can't, I don't know what you mean, I can't open the door, but there are people out here that are about to throw down and I don't want to be out here and I can't open the door and there are no places for me to go, please, please, please just open it!" Some muttered voices exchanged words inside, then feet stomped to the door. Mechanisms whirred, the door opened, and an old man with patchy grey hair stood on the other side.

"I've had days like that myself," he said. "Get in here.

If you don't know how to hack, you should. Any advantage in a cold world." She walked in to a room of gear, tools, and chips, random and scattered and all, to her eyes, beautiful. It was a small room, seven meters by seven meters, but it might as well have been a whole new universe.

POWER	RATING	POINTS (TOTAL)	
Improved Ability (skill) (Computer)	2	0.5 (1.0)	SR5 309

IMPROVED ABILITY (SKILL)
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

Improved Ability (skill) (Electronic Warfare)	2	0.5 (1.0)	SR5 309

IMPROVED ABILITY (SKILL)
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

Improved Ability (skill) (Hacking)	2	0.5 (1.0)	SR5 309

IMPROVED ABILITY (SKILL)
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

Improved Ability (skill) (Software)	2	0.5 (1.0)	SR5 309

IMPROVED ABILITY (SKILL)
Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

RESISTANCE	POOL
Radiation	10
Judge Intentions	6

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	17	17
Fire	17	17
Cold	17	17
Electricity	17	17
Acid	17	17
Falling	17	17
Fatigue	10	
Sonic	5	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	10	10	10	10
Pathogen	10	10	10	10

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	8	12
Psychological	8	12

RESISTANCE - SPELLS		POOL
Combat Spells	Direct, Mana	5
	Direct, Physical	5
	Indirect, Defense	7
Detection Spells		10
Health Spells	Decrease Attribute - Body	10
	Decrease Attribute - Agility	7
	Decrease Attribute - Reaction	7
	Decrease Attribute - Strength	8
	Decrease Attribute - Charisma	6
	Decrease Attribute - Intuition	10
	Decrease Attribute - Logic	10
	Decrease Attribute - Willpower	10
Illusion Spells	Mana	10
	Physical	10
Manipulation Spells	Mental	10
	Physical	8

IMPLANT		ESSENCE	GRADE	
Cyberears 1		0.25	Used	SR5 453

Cyberears: Ordinarily, cyberears replace only the inner ear, although the whole thing can be replaced as well if you like. Cyberears offer hearing with normal ranges (like an omni-directional microphone), a sound link, and Capacity for modifications and enhancements.

Antennae, Antennae, Antennae, Sound Link;

Datajack Plus 1	0.19	Used	KC 65

DATAJACK PLUS

Every corp is trying to innovate a little to get a bit more of the market share. And then another corp takes their idea, re-labels it, and eventually, every corp has an offering, too, with almost the exact same features. The datajack plus is the latest in these efforts to get everyone to upgrade or buy the newest tech. Its basic functionality is identical to a standard datajack, offering a DNI link to devices and a filter to handle some of the local interference, but the Plus offers a small cache of memory and a processor system that links up with your commlink (or cyberdeck) with the ability to run programs. The d-plus system comes in a variety of processor speeds and cache sizes to offer a variety of options for the executive with an eye on the top spot or the electronic security specialist that needs an edge because the shadows keep getting faster and more deadly.
> The jack-plus is becoming the crutch of wealthy wannabes, rather than the next step in the hacker evolution. T oo many punks trying to use the myriad of programs instead of a quality deck or genuine skills.
> Respec > That's one point of view. Using these advances isn't a crutch for everyone who gets the plus. Some people just want to have that extra edge, and the plus offers a whole porcupine worth of edges.
> Pistons

Universal Connector Cord Rating 1

Narco	0.20	None	CF 159

NARCO

This is a set of several minor genetic modifications that have the collective effect of modifying the way your body processes drugs. These genes were discovered through study of survivors of years of heavy substance abuse. While you become more likely to become addicted to drugs, you experience greater effects of drugs and lessened effects when they wear off. Any drug that grants a positive attribute modifier as an effect increases that modifier by +1. Any drug that deals damage when it wears off deals two less damage, and any negative effects that occur when a drug wears off

ARMOR	VALUE	
Equipped		
Zoé: Executive Suite	12	RG 61

Custom Fit; Newest Model;
ZOÉ

The Zoé/Armanté fashion shadow war was a major victory for Armanté in terms of getting the line back in house (though now under the yoke of Aztechnology), but Zoé made quite a stir with some of the things their R&D division popped out in an effort to protect key execs from Armanté retaliation.
> That particular war isn't over, and Zoé has found some megacorporate backing of their own. Both Horizon and Lone Star executives have been seen wearing Zoé in the boardrooms and back offices far more than they had in the past.
> Stone

Total of equipped single highest armor and accessories	12

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Kick (Centaur)	1	5	5P	+1	1	RF 105
Unarmed Attack	1	5	3S	-	0	SR5 132

NAME	RTG	QTY	
Agent	4	1	SR5 246
Certified Credstick, Silver	-	2	SR5 442
Certified Credstick, Standard	-	5	SR5 442
Data Tap	-	1	SR5 440

Data Tap: You use this hacking tool by attaching it to a data cable. Once it's clamped onto the cable, you can use it via universal data connector. Any device directly connected to the data tap also has a direct connection with the devices on either end of the cable (see Direct Connections, p. 232) and vice versa. The tap can be re- moved without damaging the cable.

Fake SIN (McLovin - KoH)	3	1	SR5 442

Fake License rating 3 (Adept License) ,
Fake License rating 3 (Cyberdeck License) ,
Fake License rating 3 (Vocational License (Spider)) , Fake License rating 3 (Armour) ;

NAME	RTG	QTY	
Cyberprograms			
Browse	-	1	SR5 245

Browse: This handy browser and search engine cuts the time for a Matrix Search action in half.

Edit	-	1	SR5 245

Edit: This program makes editing easier with a smart interface that learns your style and can even give you suggestions. Add 2 to the Data Processing limit for any Edit tests made while this is running.

Encryption	-	1	SR5 245

Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.

Exploit	-	1	SR5 245

NAME	RTG	QTY	
Cyberprograms			
Signal Scrub	-	1	SR5 245

Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.

Stealth	-	1	SR5 246

Stealth: This clever program gives you a +1 bonus to your Sleaze attribute.

Toolbox	-	1	SR5 245

Toolbox: The memory management utilities in the Toolbox give you a +1 bonus to your Data Processing attribute.

Virtual Machine	-	1	SR5 245

Little Hornet	-	1	DT 64

Cyberprograms

Armor	-	1	SR5 245

Armor: This program works with your firmware as a second firewall, giving you a +2 dice pool modifier to resist Matrix damage.

Baby Monitor	-	1	SR5 245

Baby Monitor: The Baby Monitor program uses al- gorithms stolen from the Grid Overwatch Division and keeps track of your movements in the Matrix, so you al- ways know your current Overwatch Score.

Biofeedback Filter	-	1	SR5 245

Biofeedback Filter: This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.

Exploit: This program analyzes and scans a target for weaknesses in its Firewall. You receive a +2 bonus to your Sleaze attribute when attempting a Hack on the Fly action.

Fork	-	1	SR5 245

Fork: You can perform a single Matrix action on two targets with this program. You make a single test, with

Hammer	-	1	SR5 246

Hammer: Whenever you cause Matrix damage with an action, this offensive program lets you inflict +2 DV worth of Matrix Damage. This does not apply against targets that take damage from failing an Attack action against you.

Mugger	-	1	SR5 246

Mugger: By actively tracking your marks, the bonus damage from them is increased by 1 DV per mark.

Shell	-	1	SR5 246

Shell: This program uses a set of filtering algorithms to give you a +1 dice pool modifier to resist both Matrix and biofeedback damage. This modifier stacks with sim- ilar modifiers from other programs.

Shredder	-	1	DT 56

Shredder: Designed to assist in erasing files and all their redundant back-up options that might be around inside a host and grid that the host inhabits, Shredder adds 2 to a cyberdeck's Data Processing attribute for the purpose of deleting a file with the Edit File action. It functions by entering a large amount of random junk data into designated files, overwriting them repeatedly to help deter attempts at recovering them. A nice secu- rity option that is legal for users to use. Recovering a file that has been Shredded (or destroyed by a Data Bomb, for that matter) requires constant access to the host or grid the file was originally on, and a Computer (File Re- covery) + Logic [Mental] (18, 1 week) Extended Test, which explains why offline back-ups are quite popular.

Virtual Machine: This program creates a virtual memory space in your deck, giving you increased pro- gram capacity at the cost of system stability. Your deck can run two additional programs, but whenever your persona takes Matrix damage, it takes an additional box of Matrix damage that cannot be resisted.

Wrapper	-	1	SR5 246

Wrapper: This program overrides the Matrix's proto- cols for icons. While this program is running, your icons can be anything you want them to be when you use the Change Icon action. From the lens of the Matrix, your Hammer program could look like a music file, your Ares Predator icon could look like a credstick, and your own persona could look like a Mitsubishi Nightsky. Another persona can see what the disguised icon really is with a Matrix Perception Test, but they need to at least suspect enough to check (Matrix Perception, p. 241).

Stims

Booster Cloud [Crack File]	-	1	KC 56
Booster Cloud [Data Spike]	-	1	KC 56
Booster Cloud [Edit File]	-	1	KC 56
Booster Cloud [Hack on the Fly]	-	2	KC 56
Psyche	-	1	SR5 412

Pharmaceutical;

PSYCHE
Vector: Ingestion Speed: 10 minutes Duration: (12—Body) hours, minimum of 1 hour Addiction Type: Psychological Effect: +1 Intuition, +1 Logic, +1 Mental limit This designer stimulant is especially prized by magicians and technomancers alike. In addition to the effects noted above, Awakened users also only suffer a −1 dice pool modifier for each sustained spell (rather than the standard −2). Psyche users are simultaneously hyper-aware and detached, easily absorbed by detail and obsessive about certain facts or problems.

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
Little Hornet	Cyberdecks	2	5	4	1	1	DT 64

Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Sim Module, Hot, Universal Connector Cord rating 1;

PROGRAMS

Agent 4; Armor; Baby Monitor; Biofeedback Filter; Browse; Edit; Encryption; Exploit; Fork; Hammer; Mugger; Shell; Shredder; Signal Scrub; Stealth; Toolbox; Virtual Machine; Wrapper;

LIFESTYLE	LEVEL	COST	DURATION	
Placeholder)	Low	5,000¥	1 Month	SR5 369

Grid Subscription (Public Grid);

CRITTER POWER	CATEGORY	TYPE	ACTION	RANGE	RATING	DURATION	
Natural Weapon (Kick: DV ({STR} + 2)P, AP +1, +1 Reach)	Mundane	P	Complex	Touch		Instant	SR5 399

NATURAL WEAPON

Type: P Action: Auto Range: Touch Duration: Instant Claws. Sharp, pointy teeth. A spiked tail. Whatever form it takes, the critter possesses some means of inflicting Physical damage. The description of this power describes the nature of the attack, as well as its Damage Value and Armor Penetration modifiers where applicable. Natural weapons may be either melee or ranged attacks, and critters follow standard combat rules when using them. Critters use the Unarmed Combat skill to attack with natural melee weapons, and the Exotic Ranged Weapon skill to attack with natural ranged weapons. Most natural weapons are considered normal weapons for purposes of the Immunity to Normal Weapons power; exceptions are noted in individual critter descriptions.

A dual-natured critter with a melee Natural Weapon can use this power against astral targets that are within its reach. Use the critter's normal Unarmed Combat skill and physical Damage Value for this attack. Ranged Natural Weapons, like other ranged combat, do not work on the astral plane.

Critters without a Natural Weapon may still make an unarmed attack. As with regular characters, the Damage Value is (STR)S.

Search	Paranormal	P	Complex	Special		Special	SR5 400

SEARCH

Type: P Action: Complex Range: Special Duration: Special Seek, and ye shall find, but it goes a lot faster with this power. To find a target, the critter makes a Magic + Intuition (5, 10 minutes) Extended Test. Lots of things can make this harder; apply the appropriate modifiers from the Search Modifiers Table.

The critter must have seen the thing it's searching for at some time before the search begins. Spirits may search for anything for which their summoner can provide them a mental image. Critters who can enter astral space may use this power there and do not have to materialize while searching, even if the target is in the physical world.