

HORSE

NAME:	HORSE			AGE:	
METATYPE:	Centaur			WEIGHT:	
GENDER:		HEIGHT:		SKIN:	
HAIR:		EYES:		PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	1	MEMORY:	10
COMPOSURE:	6	JUDGE INTENTIONS:	6	PRIMARY ARM:	Right
LIFT/CARRY:	9	LIFT/CARRY WEIGHT:	60 kg / 40 kg		
MOVEMENT:	0; 4m / hit	SWIM:	3.5; 1m / hit		
NUYEN:	275,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 1	EDGE: 4	INITIATIVE: 11 + 1D6
AGILITY: 1 (3)	INTUITION: 5	CURRENT EDGE POINTS: 4	ASTRAL INITIATIVE: 10 + 3D6
REACTION: 4 (6)	LOGIC: 5	ESSENCE: 2.05	RIGGER INITIATIVE: 11 + 1D6
STRENGTH: 3 (4)	WILLPOWER: 4 (5)	MAGIC: 0	MATRIX AR: 11 + 1D6 MATRIX COLD: 5 + DP + 3D6 MATRIX HOT: 5 + DP + 4D6

PHYSICAL LIMIT: 7 Ballistic Shield	MENTAL LIMIT: 7	SOCIAL LIMIT: 3 Zoé: Executive Suite	ASTRAL LIMIT: 7
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Technical Active					
Automatics* AGI	2	5	Electronic Warfare LOG (Sensor Operations +2)	5	10			
Longarms* AGI	2	5	Software LOG (Data Bombs +2)	3	8			
Pistols* AGI	2	5	Cybercombat LOG	1	6			
Physical Active			Hardware LOG	1	6			
Sneaking AGI (Urban +2)	1	4	Skill Groups					
Technical Active			* Firearms	2				
Computer LOG (Matrix Perception +2)	6	11						
Hacking LOG (Hosts +2)	6	11						

QUALITY	
Cyber-Singularity Seeker	CF 54
Driven: Revenge on the scientists	RF 154
DRIVEN	
BONUS: 2 KARMA	
The character has an obsession, something that drives them forward. Everything they do is designed to bring them one step closer to solving the enigma in their life. This can be finding a disappeared loved one, discovering a hidden truth about themselves, or even getting revenge on an old enemy. Whatever the cause, when faced with a clue or opportunity to advance their quest, the character must make a Willpower + Logic (4) Test to not immediately drop everything and pursue this new information. Unless the character succeeds, they will sacrifice anything and anyone to get closer to the truth. On the other hand, such single-minded obsession makes the character a tough nut to crack. As long as the character is actively working a lead, he gains +1 to his Willpower.	
Gremlins	SR5 81

GREMLINS

BONUS: 4 KARMA

PER LEVEL (MAX 4)

Characters with the Gremlins quality don't get along with technology. Devices malfunction inexplicably, software crashes unexpectedly, vehicles refuse to start, components become unusually fragile at his touch, and wireless links suffer faltering connections and odd interference whenever he's involved.

For each level (maximum of 4), reduce the number of rolled 1s necessary to get a glitch (p. 45) by 1 whenever the character is attempting to use a moderately sophisticated device. For example, a character with a dice pool of 8 and Gremlins level 2 (8 Karma) would trigger a glitch if two or more 1s result from the test (instead of the normal 4). The gamemaster may also require the character to make a test for operation that would otherwise succeed automatically to see whether or not a glitch occurs.

When describing the effects of a Gremlin-induced glitch, gamemasters should play up the notion of a particularly weird mechanical or electronics malfunction.

Some examples of Gremlin-induced glitches include:

the magazine falling out of a pistol when attempting a critical shot, a keypad inexplicably burning out while entering a code to disarm an alarm system, or the commlink interface converting to Sperethiel mid-sentence when attempting to access a restricted node.

Note that Gremlins is a Negative quality—its effects hinder the character (and probably entertain others). The character cannot use his Gremlins quality to damage an opponent's high-tech equipment merely by touching it.

Anything the character attempts to sabotage using only Gremlins will function flawlessly. (Obviously, he can try any ordinary means of sabotage, but Gremlins will haunt his efforts.) The effect only applies to external equipment and does not affect cyberware, bioware, or other implants.

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.

Thermographic Vision SR5 66

Vendetta: idk yet RF 159

VENDETTA

BONUS: 7 KARMA

This is some Hatfield and McCoy-level drek. The character is entangled in a blood feud with an individual or group, and no matter the initial cause, the vendetta is now as much an issue of honor and reputation as revenge. The quality means the character has extreme difficulty resisting a confrontation with her foe.

Whenever the character encounters the target of her ire, she must make a Composure (3) Test or else have no choice but to incite a violent confrontation. If the character should ever neutralize their nemesis, they have two options. They can buy off the quality, or someone new will pick up the vendetta, giving the character gets a new nemesis.

Wanted by GOD

DT 49

PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
		-4
Down	OVR	OVR
OVR	OVR	OVR
Dead		

STUN DAMAGE TRACK

		-1
		-2
		-3
	Down	

Natural Recovery Pool
(1 hour): 10

Natural Recovery Pool
(1 day): 10

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.

RESISTANCE		POOL	
Radiation		10	
Judge Intentions		6	
RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL	
Damage	27	27	
Fire	27	27	
Cold	27	27	
Electricity	27	27	
Acid	27	27	
Falling	27	27	
Fatigue	10		
Sonic	5		
RESISTANCE - TOXINS AND PATHOGENS		CONTACT	INGESTION
Toxin	10	10	10
Pathogen	10	10	10
RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED	
Physiological	8	12	
Psychological	8	12	

RESISTANCE - SPELLS		POOL	
Direct, Mana		5	
Combat Spells	Direct, Physical	5	
	Indirect, Defense	11	
Detection Spells		10	
Health Spells	Decrease Attribute - Body	10	
	Decrease Attribute - Agility	8	
	Decrease Attribute - Reaction	11	
	Decrease Attribute - Strength	9	
	Decrease Attribute - Charisma	6	
	Decrease Attribute - Intuition	10	
	Decrease Attribute - Logic	10	
	Decrease Attribute - Willpower	10	
	Mana	10	
	Physical	10	
Manipulation Spells	Mental	10	
	Physical	9	

IMPLANT	ESSENCE	GRADE	
Chemical Gland (Internal Release or Gradual Release) (Gradual Release)	0.13	Used	CF 112
Bonus is for whether this is Internal Release or Gradual Release, not the cost of the chemical.			
Kamikaze with Pharmaceutical;			
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			
Obvious Full Arm (AGI 9, STR 6) (Left)	1.25	Used	SR5 456
Armor 3, Customized Agility 6, Customized Strength 6, Enhanced Agility 3;			
Obvious Full Arm (AGI 9, STR 6) (Right)	1.25	Used	SR5 456
Armor 3, Customized Agility 6, Customized Strength 6, Enhanced Agility 3;			
Reaction Enhancers 3	1.12	Used	SR5 455
Reaction enhancers: By replacing specific, isolated vertebrae of your spinal column with segments of superconducting material, your reactions to events become quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative and Physical limit accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.			

ARMOR	VALUE	
Equipped		
Ballistic Shield	+6	SR5 438
Ballistic shield: This large opaque shield is used by SWAT teams and in urban combat. It features a clear plastic window and a built-in ladder frame along the inside so that it can be used to climb over small obstacles.		
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	22	

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Ballistic Shield	0	4	6S	-	0	SR5 438
Kick (Centaur)	2	7	6P	+1	1	RF 105
Unarmed Attack	2	7	4S	-	0	SR5 132

