

STABLE CONNECTION

| | | | |
|--------------------------|----------------------------|----------------------------------|---------------------|
| NAME: | Stable Connection | | AGE: |
| METATYPE: | Centaur | | WEIGHT: |
| GENDER: | | | SKIN: |
| HAIR: | | | PUBLIC AWARENESS: 0 |
| STREET CRED: 0 | HEIGHT: EYES: NOTORIETY: 0 | JUDGE INTENTIONS: 8 | MEMORY: 12 |
| COMPOSURE: 6 | LIFT/CARRY: 6 | LIFT/CARRY WEIGHT: 45 kg / 30 kg | PRIMARY ARM: Left |
| MOVEMENT: 3/12; 4m / hit | SWIM: 3; 1m / hit | KARMA: 0 | CAREER KARMA: 0 |
| NUYEN: 450,000¥ | | | |

| PHYSICAL ATTRIBUTES | MENTAL ATTRIBUTES | SPECIAL ATTRIBUTES | INITIATIVE |
|---------------------|-------------------|------------------------|---|
| BODY: 3 | CHARISMA: 1 | EDGE: 4 | INITIATIVE: 9 + 1D6 |
| AGILITY: 1 (3) | INTUITION: 6 (7) | CURRENT EDGE POINTS: 4 | ASTRAL INITIATIVE: 14 + 3D6 |
| REACTION: 2 | LOGIC: 5 (7) | ESSENCE: 0.01 | RIGGER INITIATIVE: 9 + 1D6 |
| STRENGTH: 3 | WILLPOWER: 5 | MAGIC: 0 | MATRIX AR: 9 + 1D6 MATRIX COLD: 8 + 3D6 MATRIX HOT: 8 + 4D6 |

| PHYSICAL LIMIT: 4 | MENTAL LIMIT: 9 | SOCIAL LIMIT: 3 | ASTRAL LIMIT: 9 |
|-------------------|----------------------|-----------------|-----------------|
| | Zoé: Executive Suite | | |

| ACTIVE SKILLS | | ACTIVE SKILLS | | KNOWLEDGE SKILLS | |
|---|----------|------------------------------|----------|------------------|----------|
| SKILL | RTG POOL | SKILL | RTG POOL | SKILL | RTG POOL |
| Physical Active | | Technical Active | | | |
| Gymnastics* AGI | 2 | Hacking LOG (Hosts +2) | 6 | | |
| Running* STR | 2 | Software LOG (Data Bombs +2) | 6 | | |
| Swimming* STR | 2 | Hardware LOG (Jack Out +2) | 1 | | |
| Technical Active | | Skill Groups | | | |
| Computer LOG (Matrix Perception +2) | 6 | * Athletics | 2 | | |
| Electronic Warfare LOG (Sensor Operations +2) | 6 | | | | |

| QUALITY | PHYSICAL DAMAGE TRACK | STUN DAMAGE TRACK |
|--|-----------------------|-----------------------------------|
| Biocompatibility (Cyberware) | CF 54 | |
| 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. | | |
| Emotional Attachment: Little Hornet | RF 154 | Natural Recovery Pool (1 hour): 8 |
| | | Natural Recovery Pool (1 day): 6 |

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

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-to-date record of the character's SIN, biometrics, person

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.

RESISTANCE

POOL

Radiation

8

Judge Intentions

6

RESISTANCE - DAMAGE

STUN

PHYSICAL

TYPE

Damage

15

15

Fire

15

15

Cold

15

15

Electricity

15

15

Acid

15

15

Falling

15

15

Fatigue

8

Sonic

5

RESISTANCE

- TOXINS

CONTACT INGESTION INHALATION INJECTION

PATHOGENS

Toxin

8

8

8

8

Pathogen

8

8

8

8

RESISTANCE - ADDICTION

NOT ADDICTED

ALREADY

ADDICTED

Physiological

6

10

Psychological

10

14

RESISTANCE - SPELLS

POOL

Direct, Mana

5

Combat Spells Direct, Physical

3

Indirect, Defense

9

Detection Spells

12

Decrease Attribute - Body

8

Decrease Attribute - Agility

8

Decrease Attribute - Reaction

7

Decrease Attribute - Strength

8

Health Spells Decrease Attribute - Charisma

6

Decrease Attribute - Intuition

12

Decrease Attribute - Logic

12

Decrease Attribute - Willpower

10

Illusion Spells Mana

12

Physical

14

Manipulation Spells Mental

12

Physical

6

| IMPLANT | ESSENCE | GRADE | | | | |
|---|-------------|---------------|-------------|---------------|-------------|---------|
| Cerebellum Booster 1 | 0.20 | Standard | CF 118 | | | |
| CEREBELLUM BOOSTER | | | | | | |
| This one's a sort of Holy Grail for neuro-amplification. | | | | | | |
| While the cerebral booster's been established for twenty years, increasing the user's instinctive nature has eluded researchers. It was a breakthrough in Aztechnology's research that finally found the key; rather than a focus on the hindbrain, the right target was in the cerebellum. With careful amplification of the lateral cerebellum, the inception of movement and absorption of sensory data can be sped up, resulting in a more intuitive response to external stimuli and an improved joining of thought to action in an expressive sense. That is to say, it makes the user more instinctive and able to respond to stimuli without those pesky higher-functions needing to be involved. | | | | | | |
| The cerebellum booster increases the user's Intuition attribute by its Rating. | | | | | | |
| > This one's still bleeding-edge technology. I expect the cost to drop as it gets more widespread. | | | | | | |
| > Nephrite > You can find some of the beta-testers out in the jungle. It took a while to work out the feral side of things. | | | | | | |
| > Marcos | | | | | | |
| Cerebral Booster 2 | 0.40 | Standard | SR5 460 | | | |
| Cerebral booster: The convolutions and gyri of your cerebrum are augmented and amplified with additional nervous tissue, improving overall brain function. Your cerebral booster increases your Logic attribute by its Rating. | | | | | | |
| Cyberears 1 | 0.18 | Standard | 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, Sound Link; | | | | | | |
| Datajack Plus 1 | 0.11 | Alphaware | 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. Too 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 | | | | | | |
| Genetic Optimization (Intuition) | 0.30 | None | CF 157 | | | |
| 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 3, STR 3) (Left) | 1.10 | Used | SR5 456 | | | |
| Obvious Full Arm (AGI 3, STR 3) (Right) | 0.70 | Alphaware | SR5 456 | | | |
| Obvious Full Leg (AGI 3, STR 3) (Left) | 0.70 | Alphaware | SR5 456 | | | |
| Obvious Full Leg (AGI 3, STR 3) (Left) | 0.70 | Alphaware | SR5 456 | | | |
| Obvious Full Leg (AGI 3, STR 3) (Right) | 0.70 | Alphaware | SR5 456 | | | |
| Obvious Full Leg (AGI 3, STR 3) (Right) | 0.70 | Alphaware | SR5 456 | | | |
| ARMOR | | | | | | |
| 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) | 2 | 4 | 5P | +1 | 1 | RF 105 |
| Unarmed Attack | 2 | 4 | 3S | - | 0 | SR5 132 |
| NAME | RTG QTY | NAME | RTG QTY | NAME | RTG QTY | |
| Agent | 4 1 SR5 246 | Cyberprograms | | Cyberprograms | | |
| | | Browse | - 1 SR5 245 | Signal Scrub | - 1 SR5 245 | |

| | | | | | |
|-------------------------------|---|---|------------|--|--|
| Certified Credstick, Silver | - | 2 | SR5 442 | Browse: This handy browser and search engine cuts the time for a Matrix Search action in half. | Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction. |
| Certified Credstick, Standard | - | 5 | SR5 442 | Edit | Stealth |
| Data Tap | - | 1 | SR5 440 | 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. | Stealth |
| | | | | Encryption | Stealth |
| | | | | Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute. | Stealth: This clever program gives you a +1 bonus to your Sleaze attribute. |
| | | | | Exploit | Toolbox |
| | | | | 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. | Toolbox: The memory management utilities in the Toolbox give you a +1 bonus to your Data Processing attribute. |
| | | | | Fork | Virtual Machine |
| | | | | Fork: You can perform a single Matrix action on two targets with this program. You make a single test, with | Virtual Machine |
| | | | | Hammer | Virtual Machine: This program creates a virtual memory space in your deck, giving you increased program 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. |
| | | | | Hammer | Wrapper |
| | | | | 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. | Wrapper |
| | | | | Mugger | Wrapper: This program overrides the Matrix's protocols 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] | Booster Cloud [Crack File] |
| | | | | Booster Cloud [Data Spike] | Booster Cloud [Data Spike] |
| | | | | Booster Cloud [Edit File] | Booster Cloud [Edit File] |
| | | | | Booster Cloud [Hack on the Fly] | Booster Cloud [Hack on the Fly] |
| | | | | Psyche | Psyche |
| | | | | | 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. | | | | | | |

Description

Base:
BOD 5
Armour 12
Dodge 7

22

Drugs:
Kami
+2 BOD
+2 AGI
+3 STR
+2 WIL
Psyche
+2 INT
+2 LOG
Downer?
-1 REA
+1 INT

+6, +3 armour?

28/31