

STABLE CONNECTION

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

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 Zoé: Executive Suite	ASTRAL LIMIT: 9
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Physical Active			Technical Active					
Gymnastics* AGI	2	5	Hacking LOG (Hosts +2)	6	13			
Running* STR	2	5	Software LOG (Data Bombs +2)	6	13			
Swimming* STR	2	5	Hardware LOG (Jack Out +2)	1	8			
Technical Active			Skill Groups					
Computer LOG (Matrix Perception +2)	6	13	* Athletics 2					
Electronic Warfare LOG (Sensor Operations +2)	6	13						

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			

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK
<div><div></div><div></div><div>-1</div></div> <div><div></div><div></div><div>-2</div></div> <div><div></div><div></div><div>-3</div></div> <div><div></div><div></div><div>-4</div></div> <div><div></div><div></div><div>-5</div></div> <div><div>Down</div><div>OVR</div><div>OVR</div></div> <div><div>OVR</div><div>Dead</div></div>	<div><div></div><div></div><div>-1</div></div> <div><div></div><div></div><div>-2</div></div> <div><div></div><div></div><div>-3</div></div> <div><div></div><div>Down</div></div> <div>Natural Recovery Pool (1 hour): 8</div>
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 TYPE	STUN	PHYSICAL	
Damage	15	15	
Fire	15	15	
Cold	15	15	
Electricity	15	15	
Acid	15	15	
Falling	15	15	
Fatigue	8		
Sonic	5		
RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION INJECTION
Toxin	8	8	8 8
Pathogen	8	8	8 8
RESISTANCE - ADDICTION	NOT ADDICTED YET	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	
Health Spells	Decrease Attribute - Body	8	
	Decrease Attribute - Agility	8	
	Decrease Attribute - Reaction	7	
	Decrease Attribute - Strength	8	
	Decrease Attribute - Charisma	6	
	Decrease Attribute - Intuition	12	
	Decrease Attribute - Logic	12	
	Decrease Attribute - Willpower	10	
	Mana	12	
	Physical	14	
Illusion Spells	Mental	12	
	Physical	6	
Manipulation Spells			

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.					
> Nephrine > 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, 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			VALUE		
Zoé: Executive Suite			12		
Custom Fit; Newest Model;			RG 61		
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
Kick (Centaur)		2	4	5P	+1
Unarmed Attack		2	4	3S	-
					REACH
					1
					0
					RF 105
					SR5 132
NAME		RTG QTY		NAME	
Agent		4 1		Cyberprograms	
		SR5 246		Browse	
				- 1	
				SR5 245	
				NAME	
				RTG QTY	
				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: This clever program gives you a +1 bonus to your Sleaze attribute.
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.				Encryption	Toolbox
Fake SIN (McLovin - KoH)	3	1	SR5 442	Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.	Toolbox: The memory management utilities in the Toolbox give you a +1 bonus to your Data Processing attribute.
Fake License rating 3 (Adept License) , Fake License rating 3 (Cyberdeck License) , Fake License rating 3 (Vocational License (Spider)) , Fake License rating 3 (Armour) ;				Exploit	Virtual Machine
Little Hornet	-	1	DT 64	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.	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.
Cyberprograms				Fork	Wrapper
Armor	-	1	SR5 245	Fork: You can perform a single Matrix action on two targets with this program. You make a single test, with	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).
Armor: This program works with your firmware as a second firewall, giving you a +2 dice pool modifier to resist Matrix damage.				Hammer	Stims
Baby Monitor	-	1	SR5 245	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.	Booster Cloud [Crack File]
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.				Mugger	Booster Cloud [Data Spike]
Biofeedback Filter	-	1	SR5 245	Mugger: By actively tracking your marks, the bonus damage from them is increased by 1 DV per mark.	Booster Cloud [Edit File]
Biofeedback Filter: This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.				Shell	Booster Cloud [Hack on the Fly]
				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.	Psyche
				Shredder	Pharmaceutical;
				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 Recovery) + Logic [Mental] (18, 1 week) Extended Test, which explains why offline back-ups are quite popular.	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