

STABLE CONNECTION

NAME:	Stable Connection		
METATYPE:	Centaur		
GENDER:		HEIGHT:	AGE:
HAIR:		EYES:	WEIGHT:
STREET CRED:	0	NOTORIETY:	0
COMPOSURE:	6	JUDGE INTENTIONS:	6
LIFT/CARRY:	8	LIFT/CARRY WEIGHT:	45 kg / 30 kg
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
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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	4	Hacking LOG +2 (Hosts +2)	6	13			
Running* STR	2	5	Software LOG +2 (Data Bombs +2)	6	13			
Swimming* STR	2	5	Hardware LOG (Jack Out +2)	1	6			
Technical Active			Skill Groups					
Computer LOG +2 (Matrix Perception +2)	6	13	* Athletics 2					
Electronic Warfare LOG +2 (Sensor Operations +2)	6	13						

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

PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
	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

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

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-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.

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
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	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
	Mana	10
	Physical	10
Manipulation Spells	Mental	10
	Physical	8

IMPLANT	ESSENCE	GRADE	
Cybears 1	0.25	Used	SR5 453
Cybears: Ordinarily, cybears replace only the inner ear, although the whole thing can be replaced as well if you like. Cybears 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. 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			
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	NAME	RTG QTY	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) ;			
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.			

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
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

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
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.			

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 security 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.

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
<p>NATURAL WEAPON</p> <p>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.</p> <p>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.</p> <p>Critters without a Natural Weapon may still make an unarmed attack. As with regular characters, the Damage Value is (STR)S.</p>							
Search	Paranormal	P	Complex	Special		Special	SR5 400
<p>SEARCH</p> <p>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.</p> <p>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.</p>							

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
Ware VS Power