## **HORSE**

NAME: HORSE METATYPE: Centaur AGE: GENDER: WEIGHT: HEIGHT: HAIR: EYES: SKIN: STREET CRED: 0 NOTORIETY: PUBLIC AWARENESS: 0 COMPOSURE: 6 JUDGE INTENTIONS: 6 MEMORY: 10 LIFT/CARRY: 9 LIFT/CARRY WEIGHT: 60 kg / 40 kg Right PRIMARY ARM: MOVEMENT: 0; 4m / hit SWIM: 3.5; 1m / hit NUYEN: 275,000¥ KARMA: CAREER KARMA: 0 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	MENTAL LIMIT: 7	SOCIAL LIMIT: 3	ASTRAL LIMIT: 7
Ballistic Shield		Zoé: Executive Suite	

ACTIVE SKILLS			ACTIVE SKILLS	5	KNOWLEDGE SKILLS				
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG POOL		
Combat Active			Technical Active						
Automatics* AGI	2	5	Electronic Warfare LOG	5	10				
Longarms* AGI	2	5	(Sensor Operations +2)						
Pistols* AGI	2	5	Software LOG (Data Bombs +2)	3	8				
Physical Active			Cybercombat LOG	1	6				
Sneaking AGI	1	4	Hardware LOG	1	6				
(Urban +2)			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.

PHYSICAL DAMAGE STUN DAMAGE TRACK TRACK -1 -1 -2 -2 -3 -3 -4 Down Natural Recovery Pool **OVR OVR** Down (1 hour): 10 OVR OVR OVR Dead Natural Recovery Pool (1 day): 10

WANTED BY GOD

REOUIREMENT: 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—quess 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	POO	L	RESISTANCE - SPELLS	POOL
Radiation	Radiation 10		Direct, Mana	5
Judge Intentions	6		Combat Spells Direct, Physical	5
RESISTANCE - DAMAGE CTUN PUNCTON			Indirect, Defense	11
TYPE	STUN	PHYSICAL	Detection Spells	10
Damage	27	27	Decrease Attribute - Body	10
Fire	27	27	Decrease Attribute - Agilit	у 8
Cold	27	27	Decrease Attribute - Reaction	11
Electricity Acid	27 27	27 27	Decrease Attribute - Strength	9
Falling Fatigue	27 10	27	Health Spells Decrease Attribute - Charisma	6
Sonic	5		Decrease Attribute - Intuition	10
RESISTANCE - TOXINS			Decrease Attribute - Logic	10
AND CONTACT. PATHOGENS	AND CONTACTINGESTION INHALATION IN		Decrease Attribute - Willpower	10
Toxin 10	10 10	10	Tillusian Challe Mana	10
Pathogen 10	10 10	10	Illusion Spells Physical	10
DECICTANCE	NOT ADDICTED	ALDEADY	Manipulation Mental	10
RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED	Spells Physical	9
Physiological	8	12		
Psychological	8	12		

IMPLANT **ESSENCE GRADE** CF 112 Chemical Gland (Internal Release or Gradual Release) (Gradual 0.13 Used

Bonus is for whether this is Internal Release or Gradual Release, not the cost of the chemical.

Kamikaze with Pharmaceutical;

CF 159 Narco

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

1.25 Obvious Full Arm (AGI 9, STR 6) (Left) Used SR5 456 Armor 3, Customized Agility 6, Customized Strength 6, Enhanced Agility 3; 1.25 Used Obvious Full Arm (AGI 9, STR 6) (Right) SR5 456 Armor 3, Customized Agility 6, Customized Strength 6, Enhanced Agility 3; Used Reaction Enhancers 3 1.12 SR5 455

Reaction enhancers: By replacing specific, isolat- ed vertebrae of your spinal column with segments of superconducting material, your reactions to events be- come 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

SR5 438 **Ballistic Shield** +6

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 in- side so that it can be used to climb over small obstacles.

12 Zoé: Executive Suite 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

NAME	RTG	QTY	,	NAME	RTG QTY		RTG QTY NAME		RTG QTY		
Betameth	-	1	CF 180	Little Hornet	-	1	DT 64	Reloading Rail	-	1	HT 187
Pharmaceutical;											
BETAMETH (BUZZ, RIGGER'S CO Vector: Inhalation Duration: (9 – Body hour Addiction Ty Reaction, +1 Int pseudomethamphet sold as betame suppresses the ap the user's meta processes, making especially among teenagers. Charact energetic and pron the effect wears off suffers 6S damage users tend to suffer disorders and feel u when not on the dri binges. Habitual u from malnutrition, susceptible to infecteeth, gums, and me	Speed: ) hours, m pe: Both uition A amine der ith. This petite and bolism ar it a popula adolesc ers on be er to jumpi the the user (unresisted r from atte nable to pr ug, leading sers are which re ttion, espe	Effernum ivativ si spend ar die centse crass crass crass croper to e ofter nder	ect: +2 aber of ves are timulant eeds up thought et drug, s and eth are s. When hes and etameth n-deficit rly focus xtended n gaunt s them								

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;

CRITTER POWER CATEGORY TYPE ACTION RANGE RATING DURATION

Natural Weapon (Kick: DV ({STR} + 2)P, Mundane P Complex Touch Instant SR5 399

AP +1, +1 Reach)

## 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
SFARCH

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.