| INT R | REF | DEX | TECH | COOL | WILL | LUCK | MOVE | BODY | EMP |
|-------|-----|-----|--------|----------------|------------|------|------|------|-----|
| 7 9 | | 6 | 4 | 4 | 5 | 6 | 6 | 8 | 4 |
| 40 | | | 15 / 1 | 0 and BO1 5 | <i>D1)</i> | | | | |
| | | | | | | 4 | | | |

| STARTING HITS | SEROUSLY WOUNDED | DEATH SAVE |
|---------------|------------------|------------|
| 40 | 20 | 8 |

| | | | | | Tenue PareBalle | |
|----------------|----------------|-----------------|-------------|---------|-----------------|--------|
| Skills | DEX | COOL | Special | ADMOD | | 1 - |
| INT | Evasion 5 | Bribery | Interface | ARMOR | Tête | 15 |
| Perception 3 | Athletics | Interrogation 3 | (NetRunner) | | Torse | 15 |
| Tracking | Stealth 3 | Persuasion 2 | | | | |
| Education 2 | Brawling | WILL | | | | |
| | Melee Weapon 5 | Concentration | | | | DAMAGE |
| Local Expert 3 | TECH | EMP | | | NAME | DAMAGE |
| REF | Basic tech | Conversation | | WEAPONS | Pistolet Lourd | 3d6 |
| Marksmanship 5 | CyberTech | Human P | | | Fusil d'assaut | 5d6 |
| Driving 7 | First Aid | Instrument 7 | | | | |

| BACKGROUND | Famille Tuée, seule survivante. |
|--------------|---------------------------------|
| MOTIVATION | L'argent |
| GOALS | Être crainte et respectée. |
| FRIENDS | Un mentor (membre d'une cor- |
| | poration). |
| ENNEMIES | Cadre Corporatiste (Yakuza). |
| ROMANCE | Amant mort dans un accident. |
| PERSONNALITY | Stable et réfléchie. |

| CYBERWARE | GEAR |
|---------------------------------|-------|
| Cyber Optique de visée (tir | Agent |
| $\operatorname{pr\'ecis}+1)$ | |
| Prise sd'interface neurale (pi- | |
| lotage). | |
| | |
| | |