INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
7	10	9	5	7	10	10	7	7	4
Heal Po	oints		Armor (HEAI	SP O and BO	DY)	Net A	ctions		Rep
35			7 / 7						

STARTING HITS	SEROUSLY WOUNDED	DEATH SAVE
35	18	9

DEX	COOL	Special		Tenue PareBalle	
Evasion	Bribery 5	Interface		légère	
Athletics 7	Interrogation	(NetRunner)	ARMOR	Tête	7
Stealth 7	Persuasion 2			Torse	7
Brawling 7	WILL				
Melee Weapon 2	Concentration 4				
TECH	EMP				
Basic tech	Conversation			NAME	DAMAGE
CyberTech	Human P. 5		WEAPONS	Métagriffes	5d6
First Aid	Instrument				
	Evasion	Evasion Bribery 5 Athletics 7 Interrogation	Evasion Bribery Interface Athletics 7 Interrogation (NetRunner) Stealth 7 Persuasion 2 Brawling 7 WILL Melee Weapon 2 Concentration 4 TECH EMP Basic tech Conversation CyberTech	Evasion Bribery 5 Interface	DEX COOL Special Evasion

BACKGROUND	Éduquée dans une corporation
BACKGROUND	liée aux Yakuzas
MOTIVATION	L'argent.
Goals	Devenir importante / puissante.
FRIENDS	Yakuzas et gangs.
ENNEMIES	Police et corporations de sécu-
	rité.
ROMANCE	Amant devenu fou.
PERSONNALITY	Lucide et froide.

CYBERWARE	GEAR
MétaGriffes (rétractables).	Agent
	Découpeur (cable monofila-
	ment)