INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
10	7	5	10	4	3	7	6	5	5
25			11 / 1	O and BO	/				

STARTING HITS	SEROUSLY WOUNDED	DEATH SAVE
25	13	5

SKILLS	DEX	COOL	Special
INT	Evasion 5	Bribery	Interface 4
Perception 4	Athletics 2	Interrogation 3	(NetRunner)
Tracking	Stealth 5	Persuasion 3	
Education	Brawling 2	WILL	
	Melee Weapon 3	Concentration 4	4
Local Expert 4	TECH	EMP	
REF	Basic tech 7	Conversation	
Marksmanship 3	CyberTech 5	Human P. 3	
Driving	First Aid	Instrument	

	Tenue Pare-Balle	
	Légère	
ARMOR	Tête	11
7/ 1/2	Torse	11

	NAME	DAMAGE
WEAPONS	Pistolet Lourd	3d6
	Super Poingts	2d6

BACKGROUND	Issu d'un gang	
MOTIVATION	Sensations fortes	
Goals	Laisser les démons derrières	
Friends Partages d'intérêts		
ENNEMIES	Anciens Concurrents	
ROMANCE	Amante devenue folle (causé par	
	employeur)	
PERSONNALITY	Stable et réfléchi	

CYBERW	ARE		$\mathbf{GEAR}$
$\operatorname{Interface}$	$_{ m neurale}$	$_{ m de}$	$oxed{Agent}$
connexion			Boite à outils
CyberBras			