Name, Cla	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
10	7	5	10	4	3	7	6	5	5
25	25			(HEAD and BODY)   11 / 11					

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	(
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	Torse	11

	NAME	DAMAGE
WEAPONS	Pistolet Lourd	3d6
	Super Poingts	2d6

BACKGROUND	Famille ruinée.	
MOTIVATION	Vengeance.	
GOALS	Traquer un traitre (une opéra-	
	tion ratée).	
FRIENDS	_	
ENNEMIES	Un ancien partenaire	
ROMANCE	Amant mort dans un accident.	
PERSONNALITY	Stable et réfléchi.	

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