INT RE	EF DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
7 10	9	5	7	10	10	7	7	4
Heal Points 35		Armor (HEAI 15 / 1	and BO	DY)	Net A	ctions		Rep
30			J					

STARTING HITS	SEROUSLY WOUNDED	DEATH SAVE
35	18	9

SKILLS	DEX	COOL	Special		Tenue Pare-Balle	
INT	Evasion 5	Bribery 4	Interface	ARMOR	Tête	15
Perception 5	Athletics 4	Interrogation	(NetRunner)	11101110110	Torse	15
Tracking 3	Stealth 4	Persuasion 2			Torse	19
Education 3	Brawling 4	WILL				
	Melee Weapon 6	Concentration 4				
Local Expert 3	TECH	EMP	(NAME	DAMAGE
REF	Basic tech	Conversation		WEAPONS	Pistolet Lourd	3d6
Marksmanship 5	CyberTech	Human P. 5		WEAPONS	Pistolet Lourd	200
Driving 7	First Aid	Instrument				

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

CYBERWARE	GEAR
CyberOptique	Agent
Cablage d'interface (pilotage)	Véhicule (6 places)