



Snitch Rich, Nomad

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
8	7	7	8	7	10	10	7	8	7

Rich was born a CorpKid. His parents were Arasaka and he was immediately thrown into the company's machinery, trained to become a good drone in the banking division. Things didn't work out. Rich was terminated but managed to get out alive, where he hooked up with his new family, a Nomad Pack.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	8

	Athletics	Brawling	Concentration
	(DEX) +2	(DEX) +3	(WILL) +2
CVII I C	Driving	Education	Evasion
	(EMP) +6	(INT) +4	(DEX) +2
SKILLS	Human Perception	Local Expert	Marksmanship
	(EMP) +5	(INT) +5	(REF) +5
	Perception	Persuasion	Tracking
	(INT) +5	(COOL) +4	(INT) +5

	Light Armorjack		
ARMOR	Head Armor	11	
	Body Armor	11	

	NAME	DAMAGE
WEAPONS	Assault Rifle	5d6
	Big Knucks	2d6

BACKGROUND	Family exiled from Corporation.
MOTIVATION	Vengeance.
GOALS	Hunt down enemies and make them pay.
FRIENDS	Partners.
ENEMIES	Corporate exec.
ROMANCE	Lover mysteriously vanished.
PERSONALITY	Sneaky and deceptive.

CYBERWARE	GEAR
Cyberaudio (Amped Hearing) Adds +1 to any sound-related task check.	Agent A pocket-sized machine which functions as a computer and a phone.
Cyberarm w/ Big Knucks Big Knucks concealed in a cyberarm.	Groundcar A sedan-style ground card with enough room to hold 6 people.







Tres, Rockerboy

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
7	8	10	7	9	10	10	7	9	8

Tres was born into a family that made a living through copyright theft and litigation, suing musicians for their own songs. Wanting to make music and not steal it, he left his family and struck out on his own. They didn't take kindly to it, though, and murdered his girlfriend and manager.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
45	23	9

SKILLS	Athletics (DEX) +2	Brawling (DEX) +5	Concentration (WILL) +2
	Conversation (EMP) +5	Education (INT) +2	Evasion (DEX) +5
	Interrogation (COOL) +4	Local Expert (INT) +3	Marksmanship (REF) +4
	Perception (INT) +4	Persuasion (COOL) +6	Play Instrument (EMP) +6

	Light Armorjack		
ARMOR	Head Armor	11	
	Body Armor	11	

	NAME	DAMAGE
WEAPONS	Shotgun	5d6
	Heavy Pistol	3d6

BACKGROUND	Family involved in large organization.
MOTIVATION	Having a good time.
GOALS	Fame and recognition.
FRIENDS	A relative.
ENEMIES	A relative.
ROMANCE	Lover was killed.
PERSONALITY	Friendly and outgoing.

CYBERWARE	GEAR
Cyberoptic (Low Light) Can see clearly in dim light (faint moonlight, distant street lamps).	Agent A pocket-sized machine which functions as a computer and a phone.
Cyberlegs w/ Jump Boosters Tres can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.	Guitar Musical instrument.







Doctor Weiss, MedTech

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
10	7	6	10	7	3	10	10	8	9

Weiss's family put a lot of money into his education, hoping his ascent into the Corporate medical ranks would profit them all. Unfortunately, his social anxiety and phobias meant he couldn't hack the Corp life. He got out and, with the help of his Tia Lucia, started his own ripperdoc clinic and drug den.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	8

SKILLS	Athletics (DEX) +2	Basic Tech (TECH) +5	Brawling (DEX) +2	
	Concentration (WILL) +2	Cybertech (TECH) +6	Education (INT) +6	
	Evasion (DEX) +4	First Aid (TECH) +7	Local Expert (INT) +3	
	Marksmanship (REF) +4	Perception (INT) +5	Persuasion (COOL) +2	

	Light Armorjack		
ARMOR	Head Armor	11	
	Body Armor	11	

	NAME	DAMAGE
WEAPONS	Heavy Pistol	3d6
	Rippers	2d6

BACKGROUND	Family involved in conspiracy.
MOTIVATION	Money.
GOALS	Try to forget the past.
FRIENDS	A relative.
ENEMIES	Booster gang member.
ROMANCE	Lover mysteriously vanished.
PERSONALITY	Intellectual and detached.

CYBERWARE	GEAR
Cyberarm w/ Rippers Rippers concealed in a cyberarm.	Agent A pocket-sized machine which functions as a computer and a phone.
Interface Plugs Sockets that allow user to interface with machines and cybertech.	Doctor's Bag A bag filled with a number of supplies for first aid and cybertech repairs.







Soup Kitchen, Fixer

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
8	5	6	4	9	7	3	5	5	8

Soup entered the world saddled with debt and it put him straight onto the streets. Through smarts, luck, and a willingness to do anything but break his word, he's clawed his way up from the gutter and into position as a low-level Fixer. He has no intention of stopping there.

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
25	13	5

SKILLS	Athletics (DEX) +2	Brawling (DEX) +3	Bribery (COOL) +5
	Conversation (EMP) +3	Education (INT) +4	Evasion (DEX) +4
	Human Perception (EMP) +4	Local Expert (INT) +8	Marksmanship (REF) +3
	Perception (INT) +6	Persuasion (COOL) +2	Stealth (DEX) +4

	Leathers		
ARMOR	Head Armor	4	
	Body Armor	4	

	NAME	DAMAGE
WEAPONS	Heavy Pistol	3d6
	Knife	1d6

BACKGROUND	Inherited family debt.
MOTIVATION	Your word.
GOALS	Get off the streets not matter what it takes.
FRIENDS	A mentor.
ENEMIES	None.
ROMANCE	Just didn't work out.
PERSONALITY	Friendly and outgoing.

CYBERWARE	GEAR
Cyberaudio (Amped Hearing) Adds +1 to any sound-related task check.	Agent w/ Pseudo Al Secretary A pocket sized machine which functions as a computer and a phone. This Agent has a secretary program.
Cyberoptic (Camera) Images can be recorded on the built-in chip and downloaded.	100 Euro Bucks in Unmarked Bills











Art by Andrés Romero (Instagram: @romcova)



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