

ROCKERBOY



Forty, Rockerboy

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	5	4	9	8	6	6	10	6
2	5	10	6	3	9	10	6	6	10	4
3	6	10	5	3	9	10	7	5	8	5
4	6	9	5	6	9	9	5	6	8	4
5	5	10	6	3	10	10	6	6	8	4
6	6	10	7	4	8	10	5	7	9	5

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

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

ARMOR

Kevlar	
Head Armor	7
Body Armor	7

WEAPONS

NAME	DAMAGE
Slice & Dice	2d6
Very Heavy Pistol	4d6

BACKGROUND

MOTIVATION

GOALS

FRIENDS

ENEMIES

ROMANCE

PERSONALITY

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.

Slice & Dice
Mono-filament wire mounted in one finger. Cuts through any organic material or plastics. Can be used as a garrote, cutter, or slicewhip.

Guitar
Forty's instrument of choice and most prized possession.

FIXER



Grease, Fixer

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	7	6	6	3	6	6	7	5	6	10
2	9	5	5	5	6	6	8	5	5	10
3	7	5	5	5	6	6	10	5	5	9
4	7	6	7	7	7	7	7	7	6	8
5	10	5	5	5	5	5	10	6	5	9
6	9	5	5	5	7	7	10	7	5	9

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE

SKILLS

Athletics (DEX) +4	Brawling (DEX) +3	Bribery (COOL) +5
Concentration (WILL) +5	Conversation (EMP) +5	Education (INT) +3
Evasion (DEX) +5	Human Perception (EMP) +3	Local Expert (INT) +4
Marksmanship (REF) +3	Perception (INT) +3	Persuasion (COOL) +4

ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6
Medium SMG	2d6

BACKGROUND

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CYBERWARE

Cyberaudio (Amped Hearing)
Adds +1 to any sound-related task check.

Cyberoptics (Low Light)
Can see clearly in dim light (faint moonlight, distant street lamps).

GEAR

100 Euro Bucks in Unmarked Bills

Agent w/ Pseudo AI Secretary
A pocket sized machine which functions as a computer and a phone. This Agent has a secretary program.

SOLO

You were re-born with a gun in your hand—the flesh and blood hand, not the metallic weapons factory that covers most of your other arm.

Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that enforce business deals and the Company's "black operations", you're one of the elite fighting machines of the Age of the Red. Most Solos put in military time during the 4th Corporate War in a Corporate army or one of the Government's current "police actions" around the country. As the battle damage piles up, you start to rely more and more upon tech—cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go ronin—freelancing your lethal talents as a killer, bodyguard or enforcer to whoever can pay your very high fees. Sounds good? There's a price—a heavy one. You've lost so much of your original meat body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. There are few people you can trust anymore. One night you might sleep in a penthouse condo in the City, the next in a filthy alley on the Street. But that's the price of being the best. And you're willing to pay it. Because you're a Solo.

MOVER



NOMAD



Racer, Nomad

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	10	9	4	7	9	7	7	5	6
2	5	9	7	5	9	9	9	7	7	3
3	6	8	8	4	7	8	8	5	7	4
4	7	9	7	5	8	8	8	7	7	4
5	7	10	9	5	7	10	10	7	7	4
6	6	8	9	6	8	7	8	7	5	3

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE

SKILLS

Athletics (DEX) +4	Brawling (DEX) +4	Concentration (WILL) +4
Driving (REF) +7	Education (INT) +2	Evasion (DEX) +5
Local Expert (INT) +2	Marksmanship (REF) +5	Melee Weapon (DEX) +6
Perception (INT) +5	Persuasion (COOL) +2	Tracking (INT) +3

ARMOR

Heavy Armorjack

Head Armor	15
Body Armor	15

WEAPONS

NAME	DAMAGE
Rippers	2d6
Shotgun	5d6
Very Heavy Pistol	4d6

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CYBERWARE

Cyberoptic (Low Light)
Can see clearly in dim light (faint moonlight, distant street lamps).

Rippers
Three inch carbo-glass claws in your fingers for cutting and stabbing.

GEAR

Agent
A pocket-sized machine which functions as a computer and a phone.

Groundcar
A sedan-style ground card with enough room to hold 6 people.

NETRUNNER



Redeye, Netrunner

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	10	7	8	4	10	5	5	3
2	7	10	8	6	10	3	10	7	6	4
3	7	9	10	7	8	6	8	7	7	5
4	5	10	7	7	10	4	7	7	5	3
5	6	9	8	6	8	5	8	6	5	6
6	5	9	7	7	8	6	7	6	5	4

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE

SKILLS

Athletics (DEX) +2	Basic Tech (TECH) +3	Brawling (DEX) +4
Concentration (WILL) +6	Education (INT) +6	Evasion (DEX) +3
Interface (—) +7	Local Expert (INT) +2	Marksmanship (REF) +3
Perception (INT) +4	Persuasion (COOL) +2	Stealth (DEX) +6

ARMOR

Bodyweight Suit	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6

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CYBERWARE

Interface Plugs

Sockets that allow user to interface with machines and cybertech.

GEAR

Agent

A pocket-sized machine which functions as a computer and a phone.

Cyberdeck & Cables

A pocket-sized machine used for Netrunning.

Three Programs

Speedy Gonzalvez
Banhammer
Flack

One Black ICE

Hellhound

