



HANDLE Fin Diesel **ROLE** Tech

INT 5 **REF** 8 **DEX** 7 **TECH** 8 **COOL** 6

WILL 7 **LUCK** OUT OF 3 **MOVE** 2 **BODY** 10 **EMP** OUT OF 8

HITS OUT OF 55 **SERIOUSLY WOUNDED** 28 **DEATH SAVE** 10 **HUMANITY** OUT OF 80

SKILLS

ROLE ABILITY Maker 4 (Upgrade Expertise 1, Fabrication Expertise 4, Invention Expertise 3)

Skill	STAT	+ LVL	+ BONUS	= TOTAL
Athletics	7	5		12
Basic Tech	8	6		14
Brawling	7	5		12
Conceal/Reveal Object	5	5		10
Concentration	7	2		9
Conversation	5	6		11
Education	5	2		7
Electronics/Security Tech	8	2		10
Endurance	7	2		9
Evasion	7	2		9
First Aid	8	4		12
Forgery	8	4		12
Gamble	5	4		9
Human Perception	5	2		7
Land Vehicle Tech	8	6		14

Skill	STAT	+ LVL	+ BONUS	= TOTAL
Language (English)	5	4		9
Language (Streetslang)	5	2		7
Lip Reading	5	2		7
Local Expert (Your Home)	5	2		7
Perception	5	5		10
Personal Grooming	6	1		7
Persuasion	6	2		8
Shoulder Arms	8	2		10
Stealth	7	2		9
Streetwise	6	5		11
Wardrobe & Style	6	1		7
Weaponstech	8	3		11

CYBERWARE

Name	Category
Gills	Internal Bod
NOTES Can breathe underwater.	

Name	Category
Muscle & Bone Lace	Internal Bod
NOTES Increase BODY by 2.	

Name	Category
Skinweave	External Bod
NOTES Head and body SP11.	

Name	Category
Skinwatch	Fashionare
NOTES LED watch implanted under skin.	

Name	Category
NOTES	

Name	Category
NOTES	

Name	Category
NOTES	

Name	Category
NOTES	

Name	Category
NOTES	

WEAPONS & ARMOR

Armor	SP	Penalty
Light Armorjack (Head)	11	
Light Armorjack (Body)	11	

Weapon	DMG	Ammo	ROF	Notes
Shotgun	5d6	4	1	Alt Fire Mode: Shotgun Shells

PENALTY APPLIES TO DEX, REF & MOVE

PLAYER:



LIFEPATH

CULTURAL ORIGINS

Eastern European

PERSONALITY

Friendly & outgoing

CLOTHING STYLE

"Hellboy look"

HAIR STYLE

Mohawk (under hat)

AFFECTATION

Fingerless gloves

WHAT DO YOU VALUE MOST?

Family

FEELINGS ABOUT PEOPLE?

Every person is valuable

MOST VALUED PERSON

Daughter

MOST VALUED POSSESSION

A tool

FAMILY BACKGROUND

Ganger

CHILDHOOD ENVIRONMENT

Decaying neighborhood

FAMILY CRISIS

Involved in criminal org

LIFE GOALS

Get rid of bad reputation

FRIENDS

Lucky (like a daughter)

TRAGIC LOVE AFFAIRS

PLAYER:

ENEMIES

Who?

What Caused It?

What Can They Throw at You?

What's Gonna Happen?

Ex-partner

Betrayal

Local cops

Murder/maim

ADDITIONAL NOTES

NPC Level: Lieutenant

ROLE SPECIFIC LIFEPATH

What Kind of Tech: Vehicle Mechanic

Partner: Yes. Possible romantic partner as well.

Workspace: Only Finn understands his filing system.

Main Clients: Nomads and local Fixers.

Supplies: Back door into Corp warehouses.

Gunning for Him: Corps who want Finn to work for them exclusively.

STYLE & SUBSTANCE

FASHION

Leisurewear Pants x1, Businesswear Hat x1

HOUSING

Cargo Container

RENT 1,000eb

LIFESTYLE Kibble

IMPROVEMENT POINTS

OUT OF

REPUTATION

GEAR

CASH

Name	Notes
Binoculars	
Personal CarePak	
Flashlight	
Inflatable Bed	
Road Flares	
Techtool	
Tech Bag	
Agent	+2 to Library Search





HANDLE Anne Bonny (Lucky) **ROLE** Nomad

INT 5	REF 8	DEX 7	TECH 2	COOL 7
WILL 8	LUCK <small>OUT OF</small> 7	MOVE 7	BODY 4	EMP 4 <small>OUT OF</small> 7
HITS <small>OUT OF</small> 40	SERIOUSLY WOUNDED 20	DEATH SAVE 4	HUMANITY 43 <small>OUT OF</small> 70	

SKILLS

ROLE ABILITY Moto 4 (Compact Ground Car w/ NOS, Bulletproof Glass, Comm Center, Smuggling Upgrade, and Heavy Chassis)

Skill	STAT	+ LVL	+ BONUS	= TOTAL
Archery	8	4		12
Athletics	7	4		11
Brawling	7	5		12
Bribery	7	4		11
Concentration	8	6		14
Conversation	4	3		7
Dance	7	2		9
Drive Land Vehicle	8	6	4	18
Education	5	2		7
Endurance	8	5		13
Evasion	7	6		13
First Aid	2	2		4
Gamble	5	3		8
Human Perception	4	2		6
Language (English)	5	4		9

Skill	STAT	+ LVL	+ BONUS	= TOTAL
Language (Streetspeak)	5	4		9
Local Expert (Your Home)	5	2		7
Perception	5	2		7
Persuasion	7	5		12
Resist Torture/Drugs	8	4		12
Stealth	7	5		12
Tracking	5	5		10
Trading	7	3		10
Wilderness Survival	5	2		7

CYBERWARE

Name	Category
Cyberlegs x2	Cyberlimbs
NOTES Digitigrade. 3 Option Slots each.	
Name	Category
Jump Boosters	Cyberlimbs
NOTES Negates MOVE penalty when jumping.	
Name	Category
Cyberaudio Suite	Cyberaudio
NOTES 3 Option Slots.	
Name	Category
Amplified Hearing	Cyberaudio
NOTES +2 to Perception Checks for hearing.	
Name	Category
Audio Recorder	Cyberaudio
NOTES Records audio to memory chip or Agent.	
Name	Category
NOTES	
Name	Category
NOTES	
Name	Category
NOTES	
Name	Category
NOTES	

WEAPONS & ARMOR

Armor	SP	Penalty
Light Armorjack (Head)	11	
Light Armorjack (Body)	11	

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Crossbow	4d6	N/A	1	Arrows
Medium Melee Weapon	2d6	N/A	2	Reinforced brass knuckles

PLAYER:



LIFEPATH

CULTURAL ORIGINS North African

PERSONALITY Arrogant, proud & aloof

HAIR STYLE Neat and short

WHAT DO YOU VALUE MOST? Honesty

MOST VALUED PERSON Mentor

FAMILY BACKGROUND Nomad (The Cottontails)

FAMILY CRISIS Lost it all to betrayal

FRIENDS

→ Finn (like an older brother)

→

→

CLOTHING STYLE Afro-punk

AFFECTATION Chunky platforms

FEELINGS ABOUT PEOPLE? People are tools. Use them.

MOST VALUED POSSESSION Piece of jewelry

CHILDHOOD ENVIRONMENT Megabuilding in City

LIFE GOALS Make them pay.

TRAGIC LOVE AFFAIRS

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→

→

ROLE SPECIFIC LIFEPATH

Pack Size: Couple dozen members

Pack Type: Land: Passenger transport

Pack Role: Driver

Pack Philosophy: Will bend rules to get what the Pack needs.

Gunning for Her: Boostergangs

STYLE & SUBSTANCE

FASHION
Nomad Leathers Bottoms x1, Nomad Leathers Top x1, Nomad Leathers Jacket x1, Nomad Leathers Footwear x1, Nomad Leathers Jewelry x1, Nomad Leathers Glasses x1

HOUSING Cargo Container

RENT 1,000eb

LIFESTYLE Kibble

IMPROVEMENT POINTS OUT OF

REPUTATION

GEAR

Name	Notes
Agent	+2 to Library Search



PLAYER:

ENEMIES	Who?	What Caused It?	What Can They Throw at You?	What's Gonna Happen?
→				
→				
→				

ADDITIONAL NOTES NPC Level: Lieutenant

