



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

SKILLS

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

ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
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

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

Cyberarm w/ Big Knucks
Big Knucks concealed in a cyberarm.

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.



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

ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
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

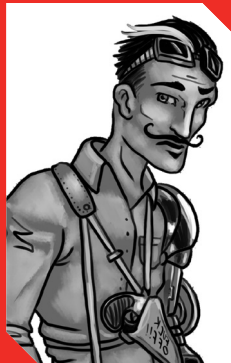
Cyberoptic (Low Light)
Can see clearly in dim light (faint moonlight, distant street lamps).

Cyberlegs w/ Jump Boosters
Tres can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.

GEAR

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

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

ARMOR

Light Armorjack	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
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

Cyberarm w/ Rippers
Rippers concealed in a cyberarm.

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.

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

ARMOR

Leathers	
Head Armor	4
Body Armor	4

WEAPONS

NAME	DAMAGE
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

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

Cyberoptic (Camera)
Images can be recorded on the built-in chip and downloaded.

GEAR

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

100 Euro Bucks in Unmarked Bills



Art by Andrés Romero (Instagram: @romcova)



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CYBERPUNK

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