

EGO

CHARACTER

PLAYER

BACKGROUND	SCUMBORN <i>(EP p.132)</i>
FACTION	ANARCHIST <i>(EP p.132)</i>

BIRTH GENDER	
REAL AGE	

CREDITS 25700 <i>(EP p.137)</i>	EGO APTITUDES <i>(EP p.122)</i>	REPUTATIONS <i>(EP p.285)</i>	MOTIVATIONS <i>(EP p.120)</i>
	COGNITION 8	@-REP 30	
	COORDINATION 20	C-REP 20	
	INTUITION 20	E-REP	
	REFLEX 15	F-REP	
	SAVVY 15	G-REP	
	SOMATIC 20	I-REP	
	WILLPOWER 7	R-REP	

EGO SKILLS *(EP p.176)*

A ANIMAL HANDLING	15
K ART : MUSIC *	60
A BEAM WEAPONS	50
A BLADES	50
A CLIMBING	50
A CLUBS	20
A DECEPTION	80
A DISGUISE	20
A FLIGHT	20
A FRAY	15
A FREE FALL	15
A FREERUNNING	20
A GUNNERY	70
A HARDWARE : ELECTRONICS	8
A IMPERSONATION	15
A INFILTRATION	80
A INFOSEC *	18
K INTEREST : BOT/VEHICLE SPECS *	80
K INTEREST : GUN SPECS *	34
A INTERFACING	8
A INTIMIDATION	15
A INVESTIGATION	20
A KINESICS	15
A KINETIC WEAPONS	60
A NAVIGATION	20
A NETWORKING : AUTONOMISTS	55
A NETWORKING : CRIMINAL	5
A NETWORKING : ECOLOGISTS	5
A NETWORKING : FIREWALL	5
A NETWORKING : HYPERCORPS	5
A NETWORKING : MEDIA	5
A NETWORKING : SCIENTISTS	5
A PALMING	20
A PERCEPTION	20
A PERSUASION	65
A PILOT : AIRCRAFT	15
A PILOT : GROUND CRAFT	15
A PILOT : SPACECRAFT	15
A PILOT : WATERCRAFT	15
K PROFESSION : PIRATE RAIDS *	80
K PROFESSION : SECURITY SYSTEM *	58
A PROTOCOL	15
A PSYCHOSURGERY	20
A RESEARCH	8
A SCROUNGING	30
A SEEKER WEAPONS	20
A SPRAY WEAPONS	20
A SWIMMING	20
A THROWING WEAPONS	20
A UNARMED COMBAT	20

EGO NEG. TRAITS

SHUT-IN *(PAN p.142)*

EGO POS. TRAITS

TACNET SNIPER *(TH p.86)*
 FAST LEARNER *(EP p.146)*
 EXPERT *(EP p.146)*
 HYPER LINGUIST *(EP p.146)*
 MORPH FEVER RESISTANCE *(TH p.85)*

PSI SLEIGHT

SOFT GEARS

SPOOF *(EP p.331)*

AI

STANDARD MUSE
(EP p.332)

INT[20]
 Profession : Accounting(60)
 Hardware : Electronics(30)
 Infosec(30)
 Interfacing(40)
 Perception(30)
 Programming(20)
 Academics : Psychology(60)
 Research(30)

MEMO

TACNET SNIPER	Make indirect fire attacks with only a -10 modifier.
FAST LEARNER	You improve skills and learn new ones in half the time it normally takes.
+10 ON [SKILL] MAXIMUM	The character may raise one learned skill over 80, to a maximum of 90, during character creation.
GOOD WITH LANGUAGES	Get a +10 modifier when attempting to interpret languages you don't know.
POLYGLOT	You require one-third the normal amount of time and experience to learn any language and you learn human language in 1 day.
-10 NETWORKING	Apply a -10 modifier to Networking Tests.
+10 [SKILL]	+10 to a skill of your choice
+30 NETWORKING: AUTONOMISTS SKILL	get a +30 on your Networking: Autonomists skill
+10 PERSUASION / DECEPTION	+10 Persuasion or Deception skill
+10 SCROUNGING SKILL	get a +10 on the Scrounging skill
+20 NETWORKING: AUTONOMISTS SKILL	get a +20 on the Networking: Autonomists skill

MORPH

TYPE

GHOSTS [BIO]

(EP p.140)

NICKNAME

APPARENT AGE

27

LOCATION

PLAYER

GENDER

M

NEG. TRAITS

POS. TRAITS

STATS

(EP p.121)

EGO+MORPH APT.

(EP p.122)

DAMAGE

DAMAGE BONUS	3
DEATH RATING	68
DURABILITY	45
INITIATIVE	10
INSANITY RATING	48
LUCIDITY	24
MOXIE	1
SPEED	4
TRAUMA THRESHOLD	5
WOUND THRESHOLD	9

COGNITION	8
COORDINATION	30
INTUITION	20
REFLEX	30
SAVVY	15
SOMATIC	25
WILLPOWER	12

WOUNDS

STRESS

TRAUMA

MOXIE

EGO+MORPH SKILLS

(EP p.176)

NOTES

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WEAPONS

[MELEE] WASP KNIFE	DV: 1D10 + 2 + (SOM/10)	AP : 1 (EP p.334)
[KINETIC] SNIPER RIFLE RAILGUN	DV: 2D10 + 12	AP : 15 (EP p.336)
[KINETIC] LIGHT PISTOL	DV: 2D10	AP : 0 (EP p.335)

ARMORS

GEARS

IMPLANTS

ADRENAL BOOST	(EP p.302)
BASIC BIOMODS	(EP p.300)
BASIC MESH INSERTS	(EP p.300)
CHAMELEON SKIN	(EP p.303)
CORTICAL STACK	(EP p.300)
ENHANCED VISION	(EP p.301)
GRIP PADS	(EP p.305)
BIOWEAVE ARMOR LIGHT	(EP p.302)
ENHANCED HEARING	(EP p.301)
EMOTIONAL DAMPERS	(EP p.304)
ENDOCRINE CONTROL	(EP p.304)
ENHANCED RESPIRATION	(EP p.305)
ENHANCED RESPIRATION (SPE)	(GC p.152)
NANOTATS	(EP p.310)
NEURACHEM I	(EP p.305)
NEURACHEM II	(EP p.305)
POISON GLAND	(EP p.305)
POLARIZATION VISION	(PAN p.148)

MEMO

+10 COORDINATION	get a +10 bonus on Coordination
+5 REFLEX	get a +5 bonus to Reflex
+5 SOMATIC	get a +5 bonus on Somatic
+5 WILLPOWER	get a +5 bonus on Willpower
+5 [APTITUDE]	+5 to one aptitude of your choice
ADRENAL BOOST	Ignore the modifiers from 1 wound and temporarily increases REF by +10.
CHAMELEON SKIN	Get a +20 modifier to Infiltration Tests to avoid being seen or noticed, as long as you are stationary.
GOOD VISION	+20 modifier to all Perception Tests involving vision.
GOOD CLIMBER	Get a +30 modifier to Climbing Tests.
+20 HEARING TESTS	Get a +20 modifier to all Perception Tests involving hearing.
ENDOCRINE CONTROL	Get a +30 modifier against the effects of hunger, fear, and any forms of emotional manipulation.
GOOD LIAR	Get a +20 modifier to Deception Tests.
IGNORE 1 WOUND MODIFIER	Ignore the -10 modifier from 1 wound.
+1 SPEED	give +1 to speed stat

IMPLANT OVERFLOW

REFLEX BOOSTERS

(EP p.308)

ULTRAVIOLET VISION

(PAN p.148)

WINGS

(SW p.166)

GHOSTS MEMO OVERFLOW

+2 SPEED

get +2 on speed stat

+1 SPEED

give +1 to speed stat

+10 REFLEX

get a +10 bonus to Reflex