

EGO

CHARACTER Zeke Rekkles

PLAYER Corbyn J

BACKGROUND	INFOLIFE <small>(EP p.131)</small>
FACTION	CRIMINAL <small>(EP p.133)</small>

BIRTH GENDER	MALE
REAL AGE	137

CREDITS <small>(EP p.137)</small>	EGO APTITUDES <small>(EP p.122)</small>
5950	COGNITION 30
	COORDINATION 8
	INTUITION 20
	REFLEX 7
	SAVVY 15
	SOMATIC 10
	WILLPOWER 20

REPUTATIONS <small>(EP p.285)</small>
@-REP
C-REP
E-REP
F-REP
G-REP 30
I-REP
R-REP 20

MOTIVATIONS (EP p.120)

STEAL TO GET BY
INCREASE REP IN CREW
BECOME THE BEST HACKER
THERE IS
FURTHER MYSELF AND
LEARN ALL THERE IS

EGO SKILLS <small>(EP p.176)</small>	
K ACADEMICS: PSYCHOLOGY *	80
A ANIMAL HANDLING	15
A BEAM WEAPONS	8
A BLADES	60
A CLIMBING	10
A CLUBS	10
A DECEPTION	45
A DISGUISE	50
A FLIGHT	10
A FRAY	17
A FREE FALL	7
A FREERUNNING	10
A GUNNERY	20
A HARDWARE : ELECTRONICS	70
A IMPERSONATION	15
A INFILTRATION	8
A INFOSEC *	60
K INTEREST : HACKING *	80
A INTERFACING	60
A INTIMIDATION	25
A INVESTIGATION	30
A KINESICS	25
A KINETIC WEAPONS	8
K LANGUAGE : ANY *	70
A NAVIGATION	20
A NETWORKING : AUTONOMISTS	15
A NETWORKING : CRIMINAL	75
A NETWORKING : ECOLOGISTS	15
A NETWORKING : FIREWALL	15
A NETWORKING : HYPERCORPS	15
A NETWORKING : MEDIA	30
A NETWORKING : SCIENTISTS	30
A PALMING	8
A PERCEPTION	50
A PERSUASION	15
A PILOT : AIRCRAFT	7
A PILOT : GROUND CRAFT	7
A PILOT : SPACECRAFT	7
A PILOT : WATERCRAFT	7
K PROFESSION : SECURITY SYSTEM *	80
K PROFESSION : SMUGGLING TRICKS *	80
A PROGRAMMING *	80
A PROTOCOL	15
A PSYCHOSURGERY	20
A RESEARCH	60
A SCROUNGING	20
A SEEKER WEAPONS	8
A SPRAY WEAPONS	8
A SWIMMING	10
A THROWING WEAPONS	8
A UNARMED COMBAT	10

EGO NEG. TRAITS

REAL WORLD NAIVETE (EP p.151)
SOCIAL STIGMA EGO (EP p.151)
POORLY SOCIALIZED (TH p.93)

EGO POS. TRAITS

ALLIES (EP p.145)
DIGITAL GHOST (TH p.83)
FAST LEARNER (EP p.146)

PSI SLEIGHT

SOFT GEARS

HACKING ALERT (TH p.140)
ENCRYPTION (EP p.331)
ANONYMOUS ACCOUNTS (EP p.330)
FAKE BRAINPRINT PLUG-IN (PAN p.156)
DIGITAL VEIL (TH p.139)
AR ILLUSIONS (EP p.331)
INCREASED SPEED (TH p.141)
SPOOF (EP p.331)
TACTICAL NETWORKS (EP p.331)

AI

KAOS AI (EP p.332)

STANDARD MUSE (EP p.332)

REF[20]
Beam Weapons(40)
Blades(40)
Clubs(40)
Hardware : Electronics(40)
Infosec(40)
Interfacing(40)
Kinetic Weapons(40)
Perception(30)
Programming(40)
Research(20)
Profession : Security System(80)
Seeker Weapons(40)
Spray Weapons(40)
Throwing Weapons(40)
INT[20]
Profession : Accounting(60)
Hardware : Electronics(30)
Infosec(30)
Interfacing(40)
Perception(30)
Programming(20)
Academics : Psychology(60)
Research(30)

MEMO

SOCIAL STIGMA	You suffer a -10 to -30 modifier to social skill tests.
ALLIES	You can call your allies 1 per session
DIGITAL GHOST	Once per session, you may prevent a Severe Failure or Critical Failure from downgrading your status on a hacked system.
FAST LEARNER	You an improves skills and learns new ones in half the time it normally takes.
POORLY SOCIALIZED	-10 on all Social Skill Tests whenever the character is interacting with another character for the first time only.
+1 SPEED	give +1 to speed stat
+10 INTIMIDATION SKILL	get a +10 on the Intimidation skill
+30 NETWORKING: CRIMINAL SKILL	get a +30 on the Networking: Criminal skill
+30 INTERFACING SKILL	get a +30 on your Interfacing skill
-50 % INFOSEC SKILL COST	-50 % cp cost on your Infosec skill
-50 % INTERFACING SKILL COST	-50 % cp cost on your Interfacing skill
-50 % PROGRAMMING SKILL COST	50 % cp cost on your Programming skill
-50 % RESEARCH SKILL COST	-50 % cp cost on your Research skill
PSI TRAIT PROHIBITED	You may not purchase Psi trait I or II.

MORPH

TYPE

AGENT [INFO]

(TH p.142)

NICKNAME

APPARENT AGE

0

LOCATION

PLAYER

CORBYN J

GENDER

N

NEG. TRAITS

POS. TRAITS

STATS

(EP p.121)

EGO+MORPH APT.

(EP p.122)

DAMAGE

DAMAGE BONUS	1
DEATH RATING	
DURABILITY	
INITIATIVE	5
INSANITY RATING	80
LUCIDITY	40
MOXIE	4
SPEED	4
TRAUMA THRESHOLD	8
WOUND THRESHOLD	

COGNITION	35
COORDINATION	8
INTUITION	20
REFLEX	7
SAVVY	15
SOMATIC	10
WILLPOWER	20

WOUNDS

STRESS

EGO+MORPH SKILLS

(EP p.176)

NOTES

K ACADEMICS: PSYCHOLOGY *	85
A ANIMAL HANDLING	15
A BEAM WEAPONS	8
A BLADES	60
A CLIMBING	10
A CLUBS	10
A DECEPTION	45
A DISGUISE	50
A FLIGHT	10
A FRAY	17
A FREE FALL	7
A FREERUNNING	10
A GUNNERY	20
A HARDWARE: ELECTRONICS	75
A IMPERSONATION	15
A INFILTRATION	8
A INFOSEC *	65
K INTEREST: HACKING *	85
A INTERFACING	65
A INTIMIDATION	25
A INVESTIGATION	30
A KINESICS	25
A KINETIC WEAPONS	8
K LANGUAGE: ANY *	70
A NAVIGATION	20
A NETWORKING: AUTONOMISTS	15
A NETWORKING: CRIMINAL	75
A NETWORKING: ECOLOGISTS	15
A NETWORKING: FIREWALL	15
A NETWORKING: HYPERCORPS	15
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A PILOT: WATERCRAFT	7
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K PROFESSION: SMUGGLING TRICKS *	85
A PROGRAMMING *	85
A PROTOCOL	15
A PSYCHOSURGERY	20
A RESEARCH	65
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A SEEKER WEAPONS	8
A SPRAY WEAPONS	8
A SWIMMING	10
A THROWING WEAPONS	8
A UNARMED COMBAT	10

TRAUMA

MOXIE

WEAPONS

ARMORS

GEARS

IMPLANTS

EIDETIC MEMORY	(EP p.301)
MENTAL SPEED	(EP p.308)
MNEMONIC AUGMENTATION	(EP p.307)
BASIC MESH INSERTS	(EP p.300)
MATH BOOST	(EP p.301)
T-RAY EMITTER	(EP p.306)
ULTRAVIOLET VISION	(PAN p.148)
WRIST-MOUNTED TOOLS	(EP p.309)
CORTICAL STACK	(EP p.300)
CHAMELEON SKIN	(EP p.303)
ENHANCED HEARING	(EP p.301)
ENHANCED VISION	(EP p.301)
EMOTIONAL DAMPERS	(EP p.304)

MEMO

+2 SPEED	get +2 on speed stat
+5 COGNITION	+5 on your Cognition
+5 [APTITUDE]	+5 to one aptitude of your choice
NO PHYSICAL FORM	You can not interact directly with the physical world.
+3 INITIATIVE BONUS	Get a +3 Initiative bonus.
EXTRA MENTAL ACTION	You receives an extra Complex Action each turn that may only be used for mental or mesh actions.
+30 ON MATH TEST	Get a +30 modifier on tests involving math calculations.
GOOD TOOLS	Get a +20 modifier to skills involving repairing or modifying devices with mechanical parts, opening locks or disarming alarm systems, or performing first aid.
CHAMELEON SKIN	Get a +20 modifier to Infiltration Tests to avoid being seen or noticed, as long as you are stationary.
+20 HEARING TESTS	Get a +20 modifier to all Perception Tests involving hearing.
GOOD VISION	+20 modifier to all Perception Tests involving vision.

EGO MEMO OVERFLOW

X2 ANIMAL HANDLING SKILL COST	x2 on the cost of Animal Handling skill
X2 DECEPTION SKILL COST	x2 on the cost of Deception skill
X2 IMPERSONATION SKILL COST	x2 on the cost of Impersonation skill
X2 INTIMIDATION SKILL COST	x2 on the cost of Intimidation skill
X2 KINESICS SKILL COST	x2 on the cost of Kinesics skill
X2 PERSUASION SKILL COST	x2 on the cost of Persuasion skill
X2 PROTOCOL SKILL COST	x2 on the cost of Protocol skill