

Character Name: Aditi Desai
 Archetype: Clone
 Career: Academic
 Player:



2 BRAWN 2 AGILITY 4 INTELLECT 2 CUNNING 3 WILLPOWER 2 PRESENCE

SOAK 3 WOUND THRESHOLD 13 STRAIN THRESHOLD 14 M/R DEFENSE



SKILLS			SKILLS		
GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Brawl (Br)	<input type="checkbox"/>	▢▢▢▢▢▢
Comp (Hacking) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Melee (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Comp (Sysops) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Heavy) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Cool (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Light) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Coordination (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Gunnery (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Discipline (Will)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	SOCIAL SKILLS		
Driving (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Charm (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Mechanics (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Coercion (Will)	<input type="checkbox"/>	▢▢▢▢▢▢
Medicine (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Deception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢
Operating (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Leadership (Pr)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Perception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	Negotiation (Pr)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Piloting (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	KNOWLEDGE SKILLS		
Resilience (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Science (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Skulduggery (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	Society (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Stealth (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	The Net (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Streetwise (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	CUSTOM SKILLS		
Survival (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
Vigilance (Will)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
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WEAPONS						
WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL	
Stun Gun	Melee	6	5	Engaged	Stun 4, Stun Damage	
Fists	Brawl	2	5	Engaged	Disorient 1, Knockdown	

TOTAL XP
210

AVAILABLE XP
5

MOTIVATIONS

STRENGTH:

Patient: Thanks to her training as a tutor and teacher, Aditi is incredibly patient and can almost always remain calm.

DESIRE:

Belonging: Aditi seeks a family or community where she feels like she belongs, and isn't treated as a "thing."

FLAW:

Conditioning: Even after her escape, Aditi still struggles with conditioning that requires her to be subservient to humans and avoid hurting them.

FEAR:

Discovery: Aditi fears others (especially Mila) learning that she's a clone, and worse, that she's an escaped clone.

NOTES

Aditi is a clone, a created being developed by Jinteki Biotech. She is one of thousands of Desai clones, developed as tutors and caretakers for the children of the rich and powerful. Aditi, like other clones, was conditioned to obey humans at all cost. But for some reason, her conditioning had a tiny flaw, and Aditi developed the desire for freedom. As a caretaker to two young children in a wealthy household, Aditi slowly stole money and made contacts in the New Angeles underworld. Then one day she simply walked away and into her new life.

A man named Tián Shun got her a new ID and a place to crash in Base De Cayambe. Now Aditi works as an off-the-books doctor and research assistant. She keeps the clone barcode on her neck hidden with high collars, counting on the fact that Desai clones have always been rare and exclusive to help avoid being recognized. After she helped Mila Braun with an industrial injury and Tam Kamaka when his body attempted to reject his g-modded muscles, she became a part of their group of friends. She works hard to keep her identity as a clone secret, especially from Mila. The two are great friends, and losing that scares Aditi more than anything.

EQUIPMENT LOG

WEAPONS & ARMOR:

Stun gun
Concealed buckyweave jacket (defense 1, +1 soak)

PERSONAL GEAR:

Portable medkit (may perform Medicine checks without penalty)
3 slap-patches (painkillers)
PAD
Fake New Angeles ID

MONEY: 238 credits

FAVORS

GIVEN:

OWED: Big Favor (Orgcrime): Aditi owes a big favor to Tián Shun, a mid-level boss in the 14K outfit. Tián helped Aditi establish her life in the Base De Cayambe and set up a fake ID for her that registers her as human. In return, he occasionally asks her to review the "books" from his part of the organization, and once had her patch up one of his wounded enforcers. He has made it clear that he expects more such aid going forward.

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Underestimated	SotB 27	When making an opposed check, Aditi adds A to the results.
Clever Retort (Tier 1)	Core 73	Once per encounter, Aditi may use this talent to add ♻️ ♻️ to another character's social skill check as an out-of-turn incidental.
Proper Upbringing (Tier 1)	Core 74	When Aditi makes a social skill check in polite company (as determined by your GM), she may suffer 1 strain to add A to the check as an incidental.
Grit (Tier 1)	Core 73	Increase Aditi's strain threshold by 1.
Surgeon 2 (Tier 1 and 2)	Core 74	When Aditi makes a Medicine check to heal wounds, the target heals 2 additional wounds.
Haughty Demeanor (Tier 2)	SotB 48	Other characters add ♻️ to social skill checks targeting Aditi.
Counteroffer (Tier 2)	Core 75	Once per session, Aditi may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation vs. Discipline check as an action. If successful, the target is staggered until the end of their next turn. Spend ♻️ to make the target an ally until the end of the encounter (if your GM approves).

Character Name: Tam Kamaka
Archetype: G-Mod
Career: Bounty Hunter
Player:



3 **BRAWN** 2 **AGILITY** 3 **INTELLECT** 4 **CUNNING** 1 **WILLPOWER** 2 **PRESENCE**

SOAK 5 WOUND THRESHOLD 16 STRAIN THRESHOLD 12 M/R DEFENSE 0 | 0

SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	▢▢▢▢▢	Brawl (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢
Comp (Hacking) (Int)	<input type="checkbox"/>	▢▢▢▢▢	Melee (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢
Comp (Sysops) (Int)	<input type="checkbox"/>	▢▢▢▢▢	Ranged (Heavy) (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢
Cool (Pr)	<input type="checkbox"/>	▢▢▢▢▢	Ranged (Light) (Ag)	<input type="checkbox"/>	▢▢▢▢▢
Coordination (Ag)	<input type="checkbox"/>	▢▢▢▢▢	Gunnery (Ag)	<input type="checkbox"/>	▢▢▢▢▢
Discipline (Will)	<input checked="" type="checkbox"/>	▢▢▢▢▢	SOCIAL SKILLS		
Driving (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢	Charm (Pr)	<input type="checkbox"/>	▢▢▢▢▢
Mechanics (Int)	<input type="checkbox"/>	▢▢▢▢▢	Coercion (Will)	<input checked="" type="checkbox"/>	▢▢▢▢▢
Medicine (Int)	<input type="checkbox"/>	▢▢▢▢▢	Deception (Cun)	<input type="checkbox"/>	▢▢▢▢▢
Operating (Int)	<input type="checkbox"/>	▢▢▢▢▢	Leadership (Pr)	<input type="checkbox"/>	▢▢▢▢▢
Perception (Cun)	<input type="checkbox"/>	▢▢▢▢▢	Negotiation (Pr)	<input type="checkbox"/>	▢▢▢▢▢
Piloting (Ag)	<input type="checkbox"/>	▢▢▢▢▢	KNOWLEDGE SKILLS		
Resilience (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢	Science (Int)	<input type="checkbox"/>	▢▢▢▢▢
Skulduggery (Cun)	<input type="checkbox"/>	▢▢▢▢▢	Society (Int)	<input type="checkbox"/>	▢▢▢▢▢
Stealth (Ag)	<input type="checkbox"/>	▢▢▢▢▢	The Net (Int)	<input type="checkbox"/>	▢▢▢▢▢
Streetwise (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢	CUSTOM SKILLS		
Survival (Cun)	<input type="checkbox"/>	▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢
Vigilance (Will)	<input type="checkbox"/>	▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Stun Baton	Melee	5	5	Engaged	Disorient 3, Stun Damage
Reinforced Studded Gloves	Brawl	4	4	Engaged	Disorient 1, Knockdown

TOTAL XP
200

AVAILABLE XP
0

MOTIVATIONS

STRENGTH:

Determination: If Tam is going to succeed in life, he knows that he has to push himself right to the limit, then go one step further.

DESIRE:

Wealth: Tam is always looking toward that next big score that will set him up for life.

FLAW:

Pride: Tam is proud of his independence and skills, but that pride can lead him to skewed decisions and mistakes.

FEAR:

Failure: Tam hates the idea of failing, and fears the possibility that he might mess up a job (especially in front of his friends).

NOTES

Tam has always been driven by two goals in his life; his desire to be the best, and his equally strong desire to be well paid for it. Although he briefly considered working for a private security outfit, he quickly realized that bounty hunting was far more challenging, and could be a lot more rewarding.

Tam hooked up with Harry Raines in a hope that the veteran PI would teach him the finer points of finding people in a city of half a billion. In the years since, they tend to trade jobs that fit their specialties; Harry gets paid for investigating and tracking people down, and Tam gets paid for bringing them in. Tam has ended up being the nucleus of his group of friends. He met Zoey when she hired him to track down a customer who wasn't paying up, and has paid Vince to locate targets hiding out in the undercity. As for Mila, the two go to the same gym and quickly became workout buddies. Mila introduced Tam to Aditi when his body was threatening to reject his g-modded muscles. Although he's never brought it up, he's quietly shown his appreciation to her by deleting every one of Aditi's "escaped clone" warrants that gets uploaded to his PAD from the NAPD database.

EQUIPMENT LOG

WEAPONS & ARMOR:

Stun baton
Reinforced studded gloves
Light body armor (+2 soak)

PERSONAL GEAR:

Utility belt
3 snap-locks
Hand restraints
lockpick set (add **A** to checks to pick locks)
2 slap-patches (painkillers)

MONEY: 70 credits

FAVORS

GIVEN:

OWED: **Favor (NAPD):** Tam has had a few run-ins with the law in his time. Sergeant Lana Hallis from the Base De Cayambe precinct got Tam out of a problem with a bounty accused him of excessive force. Hallis scrubbed the accusation from the records, and now Tam knows he owes her and her friends at the NAPD.

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
G-Mod (Enhanced Muscle)	SotB 107	Before making a Brawl or Athletics check, Tam may suffer 1 strain to add ★ to the results as an incidental.
Enhanced Genetic Modification	SotB 29	Once per session, when Tam uses his G-mod to modify a check, you may spend a Story Point to add ★ ★ to the check as an incidental.
Toughened (Tier 1)	Core 75	Increase Tam's wound threshold by 2.
Street Fighter (Tier 1)	SotB 45	When Tam disorients or knocks his target prone when making a Brawl combat check, his target also suffers 2 wounds.
Second Wind (Tier 1 and 2)	Core 74	Once per encounter, Tam may use this talent to heal 2 strain as an incidental.
Defensive Stance (Tier 2)	Core 75	Once per round, Tam may suffer 1 strain to use this talent as a maneuver. Then, until the end of his next turn, upgrade the difficulty of all melee combat check targeting Tam once.
Takedown (Tier 3)	SotB 51	Tam may use this talent to make an opposed Brawl vs. Resilience check targeting one engaged opponent as an action. If successful, the target is knocked prone and immobilized until the end of Tam's next turn. If the target is a minion or rival, Tam may spend Ⓢ to incapacitate (but not kill) the target instead.

Character Name: Harry Raines
 Archetype: Natural
 Career: Investigator
 Player:



2 BRAWN | 3 AGILITY | 2 INTELLECT | 3 CUNNING | 3 WILLPOWER | 2 PRESENCE

SOAK 3 | WOUND THRESHOLD 14 | STRAIN THRESHOLD 13 | M/R DEFENSE 1 | 1



SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Brawl (Br)	<input type="checkbox"/>	▢▢▢▢▢▢
Comp (Hacking) (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Melee (Br)	<input type="checkbox"/>	▢▢▢▢▢▢
Comp (Sysops) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Heavy) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Cool (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Light) (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Coordination (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Gunnery (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Discipline (Will)	<input type="checkbox"/>	▢▢▢▢▢▢	SOCIAL SKILLS		RANK
Driving (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Charm (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Mechanics (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Coercion (Will)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Medicine (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Deception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢
Operating (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Leadership (Pr)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Perception (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Negotiation (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Piloting (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	KNOWLEDGE SKILLS		RANK
Resilience (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Science (Int)	<input type="checkbox"/>	▢▢▢▢▢▢
Skulduggery (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Society (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Stealth (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	The Net (Int)	<input type="checkbox"/>	▢▢▢▢▢▢
Streetwise (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	CUSTOM SKILLS		RANK
Survival (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
Vigilance (Will)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
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WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Fletcher Pistol	Ranged (Light)	4	2	Medium	Pierce 2, Vicious 2
Fists	Brawl	2	5	Engaged	Disorient 1, Knockdown

TOTAL XP
210

AVAILABLE XP
0

MOTIVATIONS

STRENGTH:

Adaptable: When things go wrong, Harry has an unerring ability to think his way out of trouble.

DESIRE:

Justice: Despite his best efforts, Harry has a strong sense of right and wrong, and he wants to see those who do wrong be brought to justice.

FLAW:

Anger: Harry has a bit of temper, which tends to flare up when people around him get hurt.

FEAR:

Commitment: Harry hates knowing that people are relying on him to perform some task, and that he might let them down.

NOTES

Harry Raines is cursed with an acute sense of right and wrong, and the drive to do something about it. He joined the NAPD to make a difference, only to learn that much of the department was riddled by corruption, and too many of his colleagues were bought and paid for by powerful orgcrime and corporate interests. So he left and became a private eye. PI work doesn't pay the bills as well as policing, but it does let Harry take the jobs he likes and turn down the ones that won't let him sleep at night. Years of seeing the worst humans can do to one another have left him with a sardonic, world-weary demeanor that hides his fear that the people around him might get hurt, and his anger when it happens. Harry and Tam Kamaka have been friends who share the same office space for their respective businesses for years. Harry also knows Vince, as the con artist keeps him informed about news from the criminal underworld, and through them has become friends with the rest of the group. He has a particular respect for Aditi, and he's pretty sure he's the only one of their friends who's figured out she's an escaped clone.

EQUIPMENT LOG

WEAPONS & ARMOR:

Fletcher Pistol
Concealed Buckyweave Vest (+1 soak, 1 defense)

PERSONAL GEAR:

Comm
PAD
Fedora
2 slap-patches (painkillers)
Flashlight

MONEY: 89 credits

FAVORS

GIVEN: **Small Favor (NAPD):** Harry's years serving on the NAPD mean that he can call his old friends on the force for occasional help (see Years on the Force talent).

OWED:

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Ready for Anything	SotB 25	Once per session, you may move one Story Point from the Game Master's pool to the players' pool as an out-of-turn incidental.
Years on the Force (Tier 1)	SotB 47	Harry gains Ranged (Light) as a career skill. Once per session, Harry may collect a small favor from a current or former member of the NAPD or New Angeles city government, even if they don't owe Harry a favor.
Toughened (Tier 1)	Core 75	Increase Harry's wound threshold by 2.
Quick Draw (Tier 1)	Core 74	Once per round on Harry's turn, he may use this talent to draw or holster an easily accessible weapon or item as an incidental.
Bad Cop (Tier 2)	SotB 47	Harry may spend AA from a Deception or Coercion check to upgrade the ability of a single ally's subsequent social skill check once. The check must target the same character as your character's initial check, and it must take place during the same encounter.
Probing Question (Tier 2)	SotB 49	If Harry knows an opponent's Flaw or Fear motivation, when Harry inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.
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Character Name: Vince Mallory
 Archetype: Loonie
 Career: Con Artist
 Player: _____



1 BRAWN 3 AGILITY 2 INTELLECT 3 CUNNING 2 WILLPOWER 4 PRESENCE

SOAK 2 WOUND THRESHOLD 10 STRAIN THRESHOLD 13 M/R DEFENSE 0 | 0

SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Brawl (Br)	<input type="checkbox"/>	▢▢▢▢▢▢
Comp (Hacking) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Melee (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Comp (Sysops) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Heavy) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Cool (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Light) (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Coordination (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Gunnery (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Discipline (Will)	<input type="checkbox"/>	▢▢▢▢▢▢	SOCIAL SKILLS		RANK
Driving (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Charm (Pr)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Mechanics (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Coercion (Will)	<input type="checkbox"/>	▢▢▢▢▢▢
Medicine (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Deception (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Operating (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Leadership (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Perception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	Negotiation (Pr)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Piloting (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	KNOWLEDGE SKILLS		RANK
Resilience (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Science (Int)	<input type="checkbox"/>	▢▢▢▢▢▢
Skulduggery (Cun)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Society (Int)	<input type="checkbox"/>	▢▢▢▢▢▢
Stealth (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	The Net (Int)	<input type="checkbox"/>	▢▢▢▢▢▢
Streetwise (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	CUSTOM SKILLS		RANK
Survival (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
Vigilance (Will)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Recoil-compensated Hand Cannon	Ranged (Light)	7	3	Medium	Limited Ammo 4
Fists	Brawl	1	5	Engaged	Disorient 1, Knockdown

TOTAL XP
220

AVAILABLE XP
0



MOTIVATIONS

STRENGTH:

Witty: Vince is never at a loss for a clever response or funny comment.

FLAW:

Recklessness: Vince is always acting first and dealing with the consequences of his actions later (if ever).

DESIRE:

Fame: Vince wants to be a household name in the New Angeles undercity.

FEAR:

Obscurity: Vince's greatest fear is that everyone will forget he exists, and he'll die unknown amongst the millions in New Angeles.

NOTES

Growing up in the aftermath of the Lunar Insurrection and the Worlds War, Vince Mallory always saw Earth as one big shining opportunity looming over the Lunar horizon. All the money he made from his many hustles went to fueling his dream; a ticket to Earth. Once he got to New Angeles, Vince found himself a much smaller fish in a pond of half a billion people. Others might have balked at being a kid with no money, no friends, and no experience making it in the big city, but Vince dove right in. He had some setbacks, notably a scam that ended up with him in debt to Los Scorpiones. But generally, he's tended to end up with more credits than he's lost, and he's slowly making a name for himself in the undercity. He got to know Harry Raines after the PI started coming to him for information. From there, Vince quickly merged with the rest of the group, getting along particularly well with Mila (he likes messing with her almost as much as he enjoys chatting with someone else who's spent time in space). He's also figured out what's up with Aditi (you can't con the con artist!), but he keeps it to himself. After all, revealing her identity would violate his core principle: you don't hustle your friends.

EQUIPMENT LOG

WEAPONS & ARMOR:

Hand cannon with recoil compensators
Durable clothing (+1 soak)

PERSONAL GEAR:

Fake NAPD badge
Disguise kit
2 stims (heal all strain, at the end of the encounter suffer 6 strain)
1 slap-patch (painkillers)
PAD

MONEY: 260 credits

FAVORS

GIVEN:

OWED: Big Favor (Orgcrime): A few years back, Vince ran the perfect con, and ended up getting two whole floors of a New Angeles retirement community to invest in a fake sports betting scheme. Unfortunately, one of the elderly gentlemen who lost thousands of credits was the grandfather of Max Botella, an infamous enforcer for Los Scorpiones. Vince paid back every credit he stole to every one of his victims (which is why he's not dead), but Max made it very clear that Vince owes him. Big time.

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Zero-G Adept	SotB 30 ▶	Vince does not count zero-gravity environments as difficult terrain.
Resourceful	SotB 30 ▶	Once per session after making a skill check, you may spend a Story Point to have Vince reroll up to two dice in the pool as an incidental.
Clever Retort (Tier 1)	Core 73 ▶	Once per encounter, Vince may use this talent to add 🔄 🔄 to another character's social skill check as an out-of-turn incidental.
Customer Service Experience (Tier 1)	SotB 45 ▶	After Vince makes a Charm check, he may suffer 1 strain to cancel 🔄 as an incidental.
Rapid Reaction (Tier 1)	Core 74 ▶	Vince may suffer 1 strain to use this talent to add ⚡ to a Vigilance or Cool check he makes to determine Initiative order as an incidental.
Two-Handed Stance (Tier 2)	SotB 49 ▶	When performing a combat check with a Ranged (Light) weapon, if Vince has nothing in his other hand, he adds 🏹 to the results.
Undercity Contacts (Tier 2)	SotB 49 ▶	Once per session, you may spend one Story Point to allow Vince to use this talent to take advantage of his underworld contacts and learn where another character is in New Angeles as an incidental.
Laugh it Off (Tier 3)	SotB 50 ▶	When Vince is targeted by a social skill check that generates 🔄 🔄 🔄 or 🎲, Vince may use this talent to spend those results and reduce the strain they would have suffered from that check by 4 as an out-of-turn incidental. Then the character who targeted them suffers an amount of strain equal to the amount reduced.

Character Name: Zoey Ortega
 Archetype: Natural
 Career: Tech
 Player:

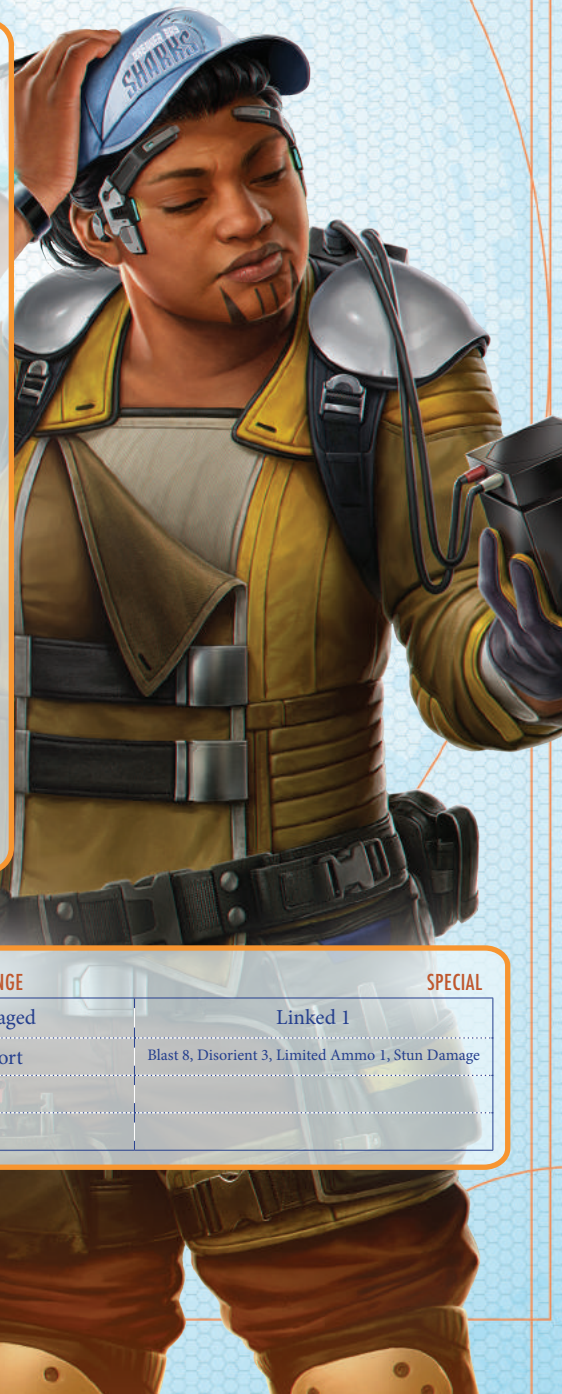


3 BRAWN 2 AGILITY 4 INTELLECT 2 CUNNING 3 WILLPOWER 2 PRESENCE

SOAK 4 WOUND THRESHOLD 13 STRAIN THRESHOLD 13 M/R DEFENSE 0 | 0

SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Brawl (Br)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Comp (Hacking) (Int)	<input type="checkbox"/>	▢▢▢▢▢▢	Melee (Br)	<input type="checkbox"/>	▢▢▢▢▢▢
Comp (Sysops) (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Ranged (Heavy) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Cool (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢	Ranged (Light) (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Coordination (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Gunnery (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢
Discipline (Will)	<input type="checkbox"/>	▢▢▢▢▢▢	SOCIAL SKILLS		
Driving (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	Charm (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Mechanics (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Coercion (Will)	<input type="checkbox"/>	▢▢▢▢▢▢
Medicine (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Deception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢
Operating (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	Leadership (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Perception (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	Negotiation (Pr)	<input type="checkbox"/>	▢▢▢▢▢▢
Piloting (Ag)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢	KNOWLEDGE SKILLS		
Resilience (Br)	<input type="checkbox"/>	▢▢▢▢▢▢	Science (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Skulduggery (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	Society (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Stealth (Ag)	<input type="checkbox"/>	▢▢▢▢▢▢	The Net (Int)	<input checked="" type="checkbox"/>	▢▢▢▢▢▢
Streetwise (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢	CUSTOM SKILLS		
Survival (Cun)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢
Vigilance (Will)	<input type="checkbox"/>	▢▢▢▢▢▢		<input type="checkbox"/>	▢▢▢▢▢▢



WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Chromecrushers	Brawl	6	4	Engaged	Linked 1
2 Homemade Stun Grenades	Ranged (Light)	8	5	Short	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage

TOTAL XP
210

AVAILABLE XP
0

MOTIVATIONS

STRENGTH:

Curious: Zoey never met a problem she didn't want to unravel, or a piece of tech that she didn't want to take apart.

DESIRE:

Ambition: Zoey wants to have her own repair shop or maintenance business.

FLAW:

Greed: Zoey is always struggling to gain more and accomplish more, and is never satisfied with what she has.

FEAR:

Poverty: Zoey's worried that her fledgling business is going to fail, and that she's going to end up poor in the undercity.

NOTES

At one point, Zoey Ortega's life was all mapped out. She went to Levy University paid for by the Space Elevator Authority's "Young Builders" program, and upon graduating took a job in the SEA's Infrastructure Support department. She worked their happily for five years, at which point she was downsized and fired to balance the department's expenses. Even worse, the SEA then sued her to recoup her education expenses. In debt and out of work, Zoey would have been in serious trouble if she hadn't found Humanity Labor's retraining and rehiring programs. They helped her restructure her debt, fight her suit, and get established as a freelance tech for hire. Now she might struggle to make a living, but at least she has a chance of success. Zoey has been good friends with Mila Braun since they met at a Humanity Labor meeting, and the two occasionally spar in the boxing ring. Tam helped her out of a jam by finding a customer who owed her a few thousand, and if Vince is going to run a scam on a corporation, she's always willing to offer some support on the Network. She met a couple other Desai clones at the SEA but keeps quiet about Aditi's identity (she likes Aditi and sees her emancipation as another middle finger to the corps).

EQUIPMENT LOG

WEAPONS & ARMOR:

Durable clothing (+1 soak)
Chromecrushers (a pair of power-augmented brass knuckles)
2 homemade stun grenades

PERSONAL GEAR:

Portable rig (a computer that allows Zoey to access the Network and perform runs. Hosts up to two icebreakers and two pieces of ice).
Crypsis (a strength 3 icebreaker, must perform a maneuver after using it)
Ice Wall (a strength 5 piece of ice protecting her rig)
Portable Toolkit

MONEY: 81 credits

FAVORS

GIVEN: **Small Favor (SEA):** Zoey's work at SEA mean that she can call on her former colleagues for occasional help (see Corporate Drone talent).

OWED: **Big Favor (Humanity Labor):** After Zoey got fired by the SEA, she took a series of Humanity Labor job retraining and small business entrepreneurship classes. Those classes helped her start her freelance tech business in Base De Cayambe. Zoey doesn't agree with Humanity Labor's anti-android stance (she got fired even though she couldn't be replaced with an android, and figures corporations will be ruthless no matter what), but she can't deny that she owes the union a huge debt.

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Ready for Anything	SotB 25	Once per session, you may move one Story Point from the Game Master's pool to the players' pool as an out-of-turn incidental.
Corporate Drone (Tier 1)	SotB 44	Zoey gains Knowledge (Society) as a career skill. Once per session, Zoey may collect a small favor from a current member of the Space Elevator Authority, even if they don't owe Zoey a favor.
Custom Code (Tier 1)	SotB 44	Whenever Zoey uses Crypsis to break a piece of ice, she adds A to the results.
Net Search (Tier 1)	SotB 45	When Zoey has access to the Network, she can use this talent to upgrade the ability of the next Knowledge check she makes that turn twice, and the difficulty of the check once as a maneuver. ⊗ means that she learns some seemingly relevant and believable information that turns out to be completely (and possibly maliciously) false.
Durable 2 (Tier 1 and 2)	Core 73	Zoey reduces any Critical Injury result she suffers by 20, to a minimum of 1.
Quick Fix (Tier 2)	SotB 49	You may spend a Story Point to allow Zoey to use this talent to temporarily repair one damaged item she is engaged with as a maneuver. For three rounds, the item may be used without penalty even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and can't be fixed.
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Character Name: Mila Braun
 Archetype: Cyborg
 Career: Roughneck
 Player:

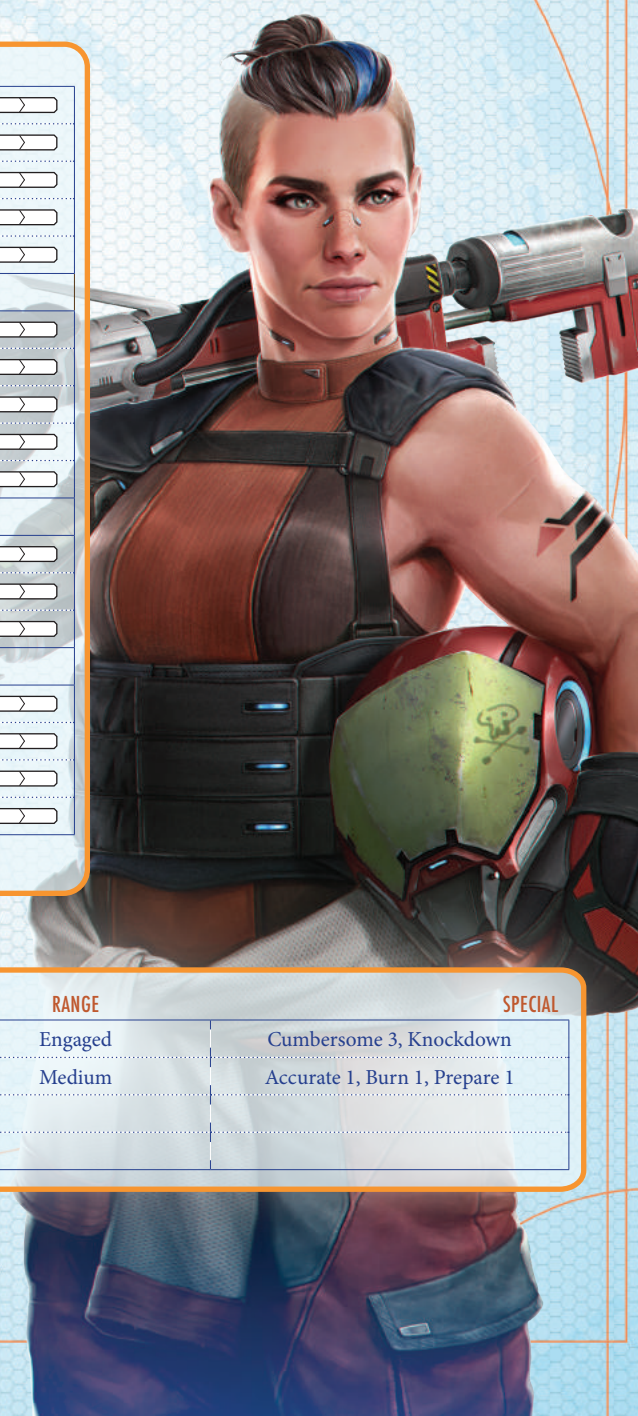


5 BRAWN 3 AGILITY 2 INTELLECT 2 CUNNING 2 WILLPOWER 1 PRESENCE

SOAK 6 WOUND THRESHOLD 15 STRAIN THRESHOLD 10 M/R DEFENSE 0 | 0

SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Athletics (Br)	<input checked="" type="checkbox"/>		Brawl (Br)	<input type="checkbox"/>	
Comp (Hacking) (Int)	<input type="checkbox"/>		Melee (Br)	<input type="checkbox"/>	
Comp (Sysops) (Int)	<input type="checkbox"/>		Ranged (Heavy) (Ag)	<input checked="" type="checkbox"/>	
Cool (Pr)	<input type="checkbox"/>		Ranged (Light) (Ag)	<input type="checkbox"/>	
Coordination (Ag)	<input type="checkbox"/>		Gunnery (Ag)	<input checked="" type="checkbox"/>	
Discipline (Will)	<input type="checkbox"/>		SOCIAL SKILLS		RANK
Driving (Ag)	<input type="checkbox"/>		Charm (Pr)	<input type="checkbox"/>	
Mechanics (Int)	<input checked="" type="checkbox"/>		Coercion (Will)	<input type="checkbox"/>	
Medicine (Int)	<input type="checkbox"/>		Deception (Cun)	<input type="checkbox"/>	
Operating (Int)	<input checked="" type="checkbox"/>		Leadership (Pr)	<input type="checkbox"/>	
Perception (Cun)	<input type="checkbox"/>		Negotiation (Pr)	<input type="checkbox"/>	
Piloting (Ag)	<input checked="" type="checkbox"/>		KNOWLEDGE SKILLS		RANK
Resilience (Br)	<input checked="" type="checkbox"/>		Science (Int)	<input type="checkbox"/>	
Skulduggery (Cun)	<input type="checkbox"/>		Society (Int)	<input type="checkbox"/>	
Stealth (Ag)	<input type="checkbox"/>		The Net (Int)	<input type="checkbox"/>	
Streetwise (Cun)	<input type="checkbox"/>		CUSTOM SKILLS		RANK
Survival (Cun)	<input type="checkbox"/>			<input type="checkbox"/>	
Vigilance (Will)	<input checked="" type="checkbox"/>			<input type="checkbox"/>	



WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Macro-Wrench	Melee	9	4	Engaged	Cumbersome 3, Knockdown
Laser Rifle (Converted Laser Cutter)	Ranged (Heavy)	8	3	Medium	Accurate 1, Burn 1, Prepare 1

TOTAL XP
200

AVAILABLE XP
0

MOTIVATIONS

STRENGTH:

Courageous: Whether it's piloting an orbital transfer vehicle at high speeds through a construction zone or diving into a fight to drive off strikebreakers, nothing phases Mila.

DESIRE:

Love: Mila doesn't let her desire show, but she'd like to meet someone nice to settle down with and be her spotter when she's benching.

FLAW:

Intolerance: Mila dislikes clones and bioroids, seeing them as "things" that have taken jobs from her friends.

FEAR:

Change: Mila has a solid and comfortable life. She likes its stability and fears things that might upend it.

NOTES

There aren't too many jobs that require you to lift girders, weld deck plating, and rivet impact armor for 10 hours while piloting a spacecraft and calculating orbital transfer mechanics on the fly. But that's what Mila wanted to do with her life, and why she became a roughneck. Now she spends two-weeks up-Stalk building and repairing space stations, then a week in New Angeles spending her hard-earned credits. It's a hard life and Mila wouldn't want to change a minute of it.

However, her time off wouldn't be nearly as fun if she couldn't spend it with her best friend Aditi. The two met when Mila broke her wrist and was worried she might never regain full mobility in her non-cybernetic hand. Aditi patched her up perfectly, however, and the two started hanging out on Mila's off shifts. Although they have very different interests, Mila likes being dragged to art galleries and day trips to Machalilla Park, and she thinks Aditi enjoys nights out at Base De Cayambe's best dive bars. Whether it's arm wrestling with Tam, talking shop with Zoey, or rolling her eyes at Vince's jokes, Mila loves her life and her friends.

EQUIPMENT LOG

WEAPONS & ARMOR:

Macro-Wrench
Laser Rifle (converted laser cutter)
Heavy spacesuit (+1 soak)

PERSONAL GEAR:

Cybernetic arm (+1 Brawn)
Cybernetic respiratory augmentations (no benefit)
PAD
Union member card
1 slap-patch (painkillers)

MONEY: 90 credits

FAVORS

GIVEN: **Small Favor (Humanity Labor):** Mila's Union membership means she can call on other members of the Union for occasional help (see Union Member talent).

OWED:

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Adjusted to Cybernetics	SotB 28 ▶	Once per session, you may spend a story point to have Mila heal 2 strain as an out-of-turn incidental.
Union Member (Tier 1)	SotB 45 ▶	Mila gains Operating as a career skill. In addition, once per session, Mila may collect a small favor from a member of Humanity Labor or Human First, even if they don't owe Mila a favor.
Grit (Tier 1)	Core 73 ▶	Increase Mila's strain threshold by 1.
Resourceful Mechanic (Tier 1)	SotB 45 ▶	When Mila makes a Mechanics check to repair system strain or hull trauma on a vehicle, she repairs one additional system strain or hull trauma.
Big Guns (Tier 2)	SotB 47 ▶	Mila's encumbrance threshold is 15, instead of 10. Mila reduces the Cumbersome rating of any weapon she carries by 1, to a minimum of 3.
Determined Driver (Tier 2)	SotB 48 ▶	You may spend a Story Point to use this talent to have Mila heal system strain on a vehicle they are currently driving, piloting, or operating, equal to their ranks in Driving, Piloting, or Operating (depending on the skill required to direct the vehicle) as an incidental.
Body Guard (Tier 3)	SotB 49 ▶	Once per round, Mila may suffer 1 strain to use this talent as a maneuver. She chooses one ally engaged with her, until the end of Mila's next turn, she upgrades the difficulty of all combat checks targeting that ally once.
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