

## Klikk

Agi	App	Bld	Cre	Fit	Inf	Kno	Per	Psy	Wil
+2	0	+1	+2	+1	0	+2	+1	+1	0

System Shock				

Str	Hea	Sta	U.D.	A.D.
+3	+1	35	9	7

Injury	Score	Armour	Penalty	#
Flesh Wound	18	10	-1	
Deep Wound	35	20	-2	
Instant Death	70	40	Dead	

**Skills:** Combat Sense (3\2), Defence (2\2), Small Arms (3\3), Hand-to-Hand (Kung Fu) (1\2), Heavy Weapons (1\1), Gunnery (1\1), Notice (1\1), Stealth (1\2), Street Etiquette (1\2), Interrogation (1\1), Negotiation (Bargain) (1\2), Pilot: Land (1\1), Tech. Sci.: Electronics (1\1), Social Sci.: Philosophy (1\2), Language: Mandarin (1\1), Language: Cantonese (1\1), Trivia: Chinese Culture (1\2), Trivia: Classical Music (1\2)

**Aspects:** Long-Suffering Leader, Of Course I Can Shoot That, Discretion At A Price, Pistolero

**Description:** A tall, well-built Anglo man in expensive yet non-descript clothes and a long black coat. He sports a shaved head, goatee and mirror shades.

**Cyberware:** Muscle Replacement 2 (+2 to Strength, factored in), Wired Reflexes 2 (+2 and 2 extra dice to Combat Sense), Smartlink (+1 when shooting), Cybereyes (Flare Comp, Low-light, Thermo, Optical Mag. 3), Storage Tooth

**Equipment:** 2 x Ares Predator II (Acc 0, Dam x19, BR 6, RoF 0, Ammo 15, Smartgun system), Walther Palm Pistol (Acc 0, Dam x9, BR 3, RoF 0, Ammo 2), Ranger Arms SM-3 (Acc +1, Dam x29, BR 100, RoF 0, Ammo 6, Smartgun system, collapsible), Secure Long Coat, tres chic suit, mirrored shades

## David Lemper

Agi	App	Bld	Cre	Fit	Inf	Kno	Per	Psy	Wil	System Shock				
0	+1	0	+1	-1	-1	+1	0	0	+1					

  

Str	Hea	Sta	U.D.	A.D.	Injury	Score	Armour	Penalty	#
0	0	25	4	3	Flesh Wound	13	13	-1	
					Deep Wound	25	25	-2	
					Instant Death	50	50	Dead	

**Skills:** Combat Sense (2\1), Defence (1\2), Small Arms (1\2), Hand-to-Hand (1\1), Sorcery (3\2), Conjuring (1\2), Aura Reading (2\1), Corporate Etiquette (1\2)

**Aspects:** More Money Than Sense, Sarcasm Is The Soul Of Wit, Gullible, Highly-Developed Sense Of Self-Preservation

**Description:** Sharply-dressed Anglo male wearing an expensive suit and hat, chainsmoking constantly.

**Magic:** Fireball 4 [Type: P, Target: 4, Duration: 1, Drain: +1(5xForce + 5), Effect: Intensity=Force ball of fire], Manabolt 4 [Type: M, Target: Wil, Duration: 1, Drain: (DM), Effect: Damage up to 5xForce], Manaball 4 [Type: M, Target: Wil, Duration: 1, Drain: (DM +5), Effect: Damage up to 5xForce], Stunbolt 4 [Type: M, Target: Wil, Duration: 1, Drain: -1 (DM), Effect: Bruise Damage up to 5xForce], Armour 4 [Type: P, Target: 5, Duration: 5, Drain: +2(x10), Effect: Mo5x5 Armour added], Combat Sense 4 [Type: M, Target: 4, Duration: 5, Drain: (x15), Effect: Mo5 dice added to Combat Sense, max=Force], Increase Reaction 4 [Type: M, Target: Per, Duration: 5, Drain: +1(x15), Effect: Mo5 added to Combat Sense, max=Force]

**Equipment:** 3 x sustaining foci (allows Armour, Combat Sense and Increase Reaction to be sustained without concentration), Mossberg SM-CMDT (Acc 0, Dam x24, BR 6, RoF +1, Ammo 8, smartlink system, +1 to Acc, +2 to effective RoF and double target armour for shot rounds, Smartgun system), Ares Predator II (Acc 0, Dam x19, BR 6, RoF 0, Ammo 15, Smartgun system), armoured jacket, Smartgoggles (+1 when shooting), assortment of visors, goggles, masks etc.

## Rip

Agi	App	Bld	Cre	Fit	Inf	Kno	Per	Psy	Wil	System Shock				
0	+1	0	+1	0	+1	+2	+1	0	0					

Str	Hea	Sta	U.D.	A.D.	Injury	Score	Armour	Penalty	#
0	0	25	6	5	Flesh Wound	13	13	-1	
					Deep Wound	25	25	-2	
					Instant Death	50	50	Dead	

**Skills:** Combat Sense (2\1), Defence (2\2), Small Arms (2\2), Melee (1\2), Pilot: Land (2\1), Assessment (2\2), Medicine (AMEC) (2\2), Negotiation (2\1), Natural Sci.: Anatomy & Physiology (1\1), Natural Sci.: Chemistry (2\1), Athletics (1\1), Street Etiquette (2\2), Corporate Etiquette (1\1), Language: Japanese (1\1)

**Aspects:** Life Without Risk Is A Waste Of Oxygen, Seedy Contacts, Never Had A Friend Like Stitch, Gadgetmaster

**Description:** Attractive Central Asian woman with blonde hair tied back in pony-tail. Wears combat trousers and utility vest, with pockets stuffed.

**Cyberware:** Retractable spur (Dam x10), Reaction Enhancer 2 (+1 to Combat Sense), Titanium Bone Lacing (extra armour, extra Unarmed Damage), Air Filtration System 5 (-5 to Potency of inhaled toxin), Cybereyes (Low-Light, Thermo, Retinal Clock), Cyberears (High-Frequency, Low-Frequency, Dampener), Datajack

**Equipment:** AK-97 Carbine (Acc 0, Dam x16, BR 16, RoF +2, Ammo 30), Stun Baton (hit deals Intensity 5+MoS x d6 shock), Medkit, armour clothes, assorted gadgets