

Short (1d6) Short (1d6) Long (full)

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
13	0	1	3
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
7	35	53	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 4/12

Ware: **TMP**Access Jacks, Biomods, Cold Tolerance, Cortical Stack, **TMP**Cyberbrain, Grip Pads, Mesh Inserts, **TMP**Mnemonics, **TGP**Oracles, Oxygen Reserve, Prehensile Feet, **TMP**Prehensile Tail, **TMP**Puppet Sock, **TMP**Stress Control

Morph Traits:
Limberness (Level 1), **TMP**Memory Artifact, Obtuseness

BOUNCER BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 60 55	15 45	20 60	15 45	15 45	10 30 40

Initiative: 7 • Lucidity: 20 • Trauma Threshold: 4 5 • Insanity Rating: 40

REPUTATION

@-rep 60	g-rep 30	i-rep 30
∞ □□□□□	∞ □□□□□	∞ □□□□□

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Investigator Pack	Comp/GP
Enhanced Hearing	Min/1
Mind Amp	Maj/3
Mission Recorder	Min/1
Pocket Lab	Mod/2
Servitor	Min/1
Specimen Container	Min/1

ARMOR RATING

4/10
ENERGY / KINETIC

SKILLS

Skill	Total
Deceive	50
Fray	60
Free Fall	50
Guns	60
Hardware: Electronics	40
Infiltrate	50
Infosec	55
Kinesics	70
Know: Anarchists	50

Skill	Total
Know: Cartels	60
Know: Current Events	50
Know: Drugs	80
Know: Investigation	80
Know: Security Ops	50
Medicine: Forensics	60
Perceive	70 80
Persuade	60
Research	65

KILLJOY
GRETA BRAND ◆ ANARCHIST TROUBLESHOOTER

MOTIVATIONS: +Anarchism • +Personal Improvement • -X-Risks
LANGUAGES: English • German • Skandinaviska
EGO TRAITS: Danger Sense • Mental Disorder (PTSD) • Pain Tolerance (Level 1)
BACKGROUND: Underclass
CAREER: Investigator
INTEREST: Jack-of-All-Trades
FACTION: Anarchist
GENDER: Female
SEX: Male
MUSE: Ursula



Weird as it sounds, it looks like our comrade here programmed a nanoswarm to eat their own cortical stack. Now we need to find out why.

Scrabbling with the other poor wretches under the crushing misery of Europe's climate-change food crisis left you scarred, doing whatever it took to survive. Berlin's squatter scene was your first experience of actual community and mutual aid. You threw yourself into a variety of self-organized projects. When the Fall hit, you joined a darkcast tech collective, helping people

abandoned by corporations and governments egocast off-world. You found a role in the anarchist hubs of the outer system using your eclectic skills to resolve situations beyond the local community's scope: investigations, tracking bad actors, resolving conflicts with neighbors. After derailing an exsurgent outbreak, you were recruited by Firewall.

KILLJOY

GRETA BRAND ◆ MINDHACKER & NETWORKER



TRAITS

Danger Sense	+10 ¹ to Perceive Tests to avoid surprise.
Limberness	+10 to escape bonds, fit into small spaces, contort, etc.
Memory Artifact	Recall other ego's memory once per session; COG Check or SV 1d6.
Mental Disorder (PTSD)	WIL Check to avoid responding to imagined threats based on traumatic experience with violence. Otherwise treat as anxiety, depression, or phobia as appropriate. Triggered by frustration, helplessness, pain, specific memories, the unknown, violence
Obtuseness	-5 to COG Checks.
Pain Tolerance	Ignore 1 wound modifier.

WARE

Access Jacks	External sockets for direct interface with Mesh Inserts/Cyberbrains.
Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cold Tolerance	Handle temps as low as -80 C/-112 F.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking, Psi attacks.
Enhanced Hearing	Hear high, low frequencies. +10 ¹ hearing-based Perceive.
Grip Pads	+30 climbing Athletics Tests.

Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 ² Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Oracles	+10 Perceive, negate distraction modifiers.
Oxygen Reserve	Oxygen tank/rebreather with 3 hours of air.
Prehensile Feet	Can use feet as hands. -8 full move.
Prehensile Tail	Can grip with tail. +10 balanced-based Athletics.
Puppet Sock	Allows morph to be remote controlled.
Stress Control	+10 ¹ WIL Checks vs. stress, +1 ¹ Trauma Threshold.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Mission Recorder	Backs up all mission data.
Pocket Lab	Analyze gases, liquids, materials, Know: Chemistry 60.

Servitor	Common helper/cook/janitor bot.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure comms.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30
Unarmed	DV 1d6

Use Skill: Guns	60
Use Skill: Melee	15 (Defaulting to SOM)

FIREWALL RIMWARD OPS

Chi ► Mindhacker & Networker ► Wafts a cloud of inner-system privilege and walks an ethical line, but their heart is true and you can't slight their curiosity.

Njál ► Titanian Hacker ► Is a delight to watch run amok, but whoever taught him to talk using viking poetry was an asshole.

Zahiri ► Brinker Security Specialist ► Is solid, though they take themselves too seriously.

