

Corporate Covert Ops

Metatype: Elf; Male; Age: 25; Height: 1.9m; Weight: 80kg
Total Karma: 1; Current Karma: 1; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....4	☐	Essence2.1	☐
Agility4/6	☐	Edge2	☐
Reaction5	☐	Initiative10+1D6	☐
Strength5/7	☐	Inherent Limits	
Willpower4	☐	[8] Physical Limit	
Logic3	☐	[7] Mental Limit	
Intuition.....5	☐	[9] Social Limit	
Charisma.....5	☐		

Movement

12m/24m/+2 Land Movement

7m/+2 Swimming

Active Skills

9 [A] **Automatics 3** (Agi)
(Submachine Guns)

12 [A] **Blades 5 (6)** (Agi)
(Swords +2)

10 [9] **Con*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

10 [9] **Etiquette*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

10 [9] **Impersonation*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

10 [9] **Leadership*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

14 [14] **Locksmith 2** (Agi)

8 [A] **Longarms 1 (2)** (Agi)
(Sniper Rifles +2)

10 [9] **Negotiation*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

10 [8] **Palming 4** (Agi)

7 [7] **Perception 2** (Int)
(Visual +2)

10 [9] **Performance*** (Cha)
Consummate Professional : +2 Dice Pool when interacting with employers

11 [8] **Sneaking 5** (Agi)
Chameleon Suit : +2 to sneaking tests for hiding;
Chameleon Suit : [+2] to sneaking tests to hide

9 [A] **Unarmed Combat 3** (Agi)

1 * Acting Group 1

1 * Influence Group 1

Knowledge Skills

10 [7] **Corporate Manipulation 5** (Log)

10 [7] **Corporate Politics 5** (Log)

9 [7] **Current Events 4** (Log)

8 [7] **Espionage 3** (Log)

9 [7] **Fashion 2** (Int)

10 [7] **Fine Wine 3** (Int)

10 [7] **High Society 5** (Log)

Language Skills

N Japanese

Attribute-Only Tests

9 Composure



Physical Damage

		-1
		-2
		-3

Overflow: ☐☐☐☐

Natural Recovery:

0 (1 day) heal 1 bodykit

Stun Damage

		-1
		-2
		-3

Natural Recovery:

0 (1 hour) heal 1 bodykit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +4

Cougar Fineblade Knife, Long Blade Parry (-5 Interrupt, vs. one melee attack): +6 [8]

Mortimer of Longdon 'Belgrave' Sword Cane Parry (-5 Interrupt, vs. one melee attack): +8 [8]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [8]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 11 [8]

Damage Resistances

22 Armor 15

22 Acid Protection 15 24 Electricity Protection 17

22 Cold Protection 15 24 Fire Protection 17

22 Falling Protection 15 11 Fatigue Resistance

Edge Pool

☐☐

Attribute-Only Tests

10 Judge Intentions

11 Lifting & Carrying

9 Memory

Toxin Resistances

Contact	Toxin	Disease
Ingestion	8	8
Inhalation (5 / 5)	8	8
Injection	Imm	Imm
	8	8

Validation Report (0 issues): Nothing identified

Addiction Resistance

- 8 🧠 Resist Physical Addiction
- 7 🧠 Resist Psychological Addiction

Positive Qualities

Ambidextrous

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off - hand (i.e., firing a gun) suffers a -2 dice pool modifier (see **Attacker Using Off-Hand Weapon** , p. 178).

Blandness

This character blends into a crowd; he's seldom noticed and easily forgotten. He is unremarkable in every aspect of physical appearance. Anyone attempting to describe the character cannot come up with anything more precise than "average height, average build, average hair, etc."

Increase the threshold for anyone to recall specific details about the character by 1. This means a Memory Test with a difficulty of Average (threshold of 2) becomes a Hard test (threshold of 3).

Individuals attempting to shadow or physically locate a character with the Blandness quality in a populated setting receive a -2 dice pool modifier on all tests related to their search. The same penalty applies if they're asking around about the person based on the individual's physical appearance. The modifier does not, however, apply to magical or Matrix searches. If the character acquires any visible tattoos, scars, obvious cyberware, or other distinguishing features, the bonuses from the Blandness quality go away until the distinctive features are removed from the character's appearance. In certain circumstances and specific situations, the gamemaster may determine that Blandness does not apply. For example, a troll with the Blandness quality still towers head and shoulders over a crowd of humans and so still stands out, no matter how average their horns may be. The character only regains his bonus by leaving the situation where he stands out.

This quality decreases Notoriety by 1 (p. 372).

Human-Looking

A metahuman character with the Human-Looking quality can pass for human in most circumstances. Human NPCs respond with neutral attitudes toward such characters when making Social skill tests (p. 82), even those humans who are particularly biased against metahumans. The character may suffer increased animosity from metahuman NPCs who are prejudiced against humans and who either mistake him for human or distrust his motives for trying to look human. Only elves, dwarfs, and orks can take the Human-Looking quality.

Technical School Education

All your schoolbooks focus on the practical and real- life working world. Thanks to time spent being formally educated in a technical school, the character can buy Professional Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Professional Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Negative Qualities

Consummate Professional

The consummate professional knows that the assassin contract involves a great deal of trust between both parties, and he seeks to honor that trust to the fullest. He will never talk about the jobs he takes, even to boost his own reputation. This makes him somewhat more difficult for employers to track down, but those who do find him know that they can trust him not to sell them out.

Advantages: The consummate professional has proven he's worthy of being treated better than a typical assassin. Gain a +2 Dice Pool bonus to social interaction rolls when interacting with employers.

Disadvantages: The flip side to having as much discretion as the consummate professional does is that it's much harder to be known for your work. Divide total Karma by 20 (instead of 10 as normal) and round down in order to determine Street Cred.

SINner (Corporate Limited SIN): Ares

There are four types of SINS that fall under the SINner (Layered) quality: National SIN, Criminal SIN (either Corporate or National), Corporate Limited SIN, or Corporate Born. Individuals with SINS are required by law to always broadcast their SINS. A legal SIN is required for all legal purchases. This makes them very useful things to have, so those who are SINless generally get by with the use of **fake SINS** (p. 367) just so they can participate in society.

Corporate Limited SIN At the 15 Karma level the character has the Corporate Limited SIN; he has somehow gained a position in a megacorporation from the outside. He may have been hired as a wageslave (or been the minor child of a person hired as a wageslave), or perhaps brought in by someone in the megacorp who saw advantage in his skill, talent, area of expertise, or some other useful attribute. Under most circumstances the Corporate Limited SIN replaces any National SIN. His Corporate Limited SIN becomes part of the Global SIN Registry, to which law enforcement agencies and security corporations alike have access. Many of these Corporate Limited SINS record whether or not the character is Awakened. The Corporate Limited SIN allows the character to be employed by the megacorp under most circumstances, and it replaces any National SIN that the character may have had previously. With the Corporate SIN, the character can be gainfully employed by the issuing megacorporation as a wageslave, a low-ranking member of the corporation's security services, or an enlisted member of the corporation's military. Though he could have a secret-level security clearance to perform his duties, he cannot rise to a leadership position, become an officer, or be part of the megacorporation's Special Forces (such as the Red Samurai). As a group, characters that possess Corporate Limited SINS are believed to either know something valuable about the inner workings of the megacorporation or have a skill set rival megacorps would want; as such they are considered valid targets for extraction, even if they are no longer active with the corporation. Characters with the Corporate Limited SIN experience prejudice and hostility from those in the shadows who are SINless. The SINless believe the corporations deliberately keep them poor and powerless so they can be exploited. The character with the Corporate Limited SIN may find himself being personally blamed for his corporation's actions - protesting he has no real authority and no connection with the actions in question usually does little good. To the SINless and neo-anarchists the character with the Corporate Limited SIN has sold out and chosen a corrupt and oppressive system over his own people. The character pays twenty percent of his gross income in taxes to his megacorporation.

Metatype Abilities

Enhanced Senses: Low-Light Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

Contacts

Corporate Administrator

Connection: 5 Loyalty: 2

Chips: You and the contact are even

Metatype: Ork

Sex: Male

Age: Middle-aged

Preferred Payment Method: Cash (corporate scrip)

Hobbies/Vice: Social Habit (smoking cigarettes)

Personal Life: Family

Type: Legwork

Government Official

Connection: 5 Loyalty: 2

Chips: You and the contact are even

Metatype: Human

Sex: Male

Age: Old

Preferred Payment Method: Service (drek jobs)

Hobbies/Vice: Entertainment (artwork)

Personal Life: None of Your Damn Business

Type: Networking

Pawn Broker

Connection: 3 Loyalty: 4

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Old

Preferred Payment Method: Barter (easy items to sell)

Hobbies/Vice: Social Habit (alcohol)

Personal Life: In a relationship

Type: Swag

Background & Personal Details

Getting caught was the best thing that could have happened to his life. The corp isnt that bad, and they pay for most of his expenses during the job. But those extras... they get ya some time.

Corporate espionage cant be done while hiding in the shadows, you need to be in the board room making those decisions along with the rest of them. Hiding in plain sight is what they call it. Occasionally you hide in a blind from a quarter mile away staring at your quarry through a scope.. but thats few and far between.

Knowing the difference between sneaking through a house stealing valuables, and sneaking through a board meeting twisting the data to show a vulnerability on your corporate master so that the guy your trying to convince will take "the shot" so to speak takes someone who can do both.

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Bioware

Tailored Pheromones (2)

These pheromones are specially tailored to subtly influence others and can be released at will. Tailored pheromones add their Rating as a dice pool modifier to your skill tests for skills in the Acting and Influence skill groups, but only when the person you're using them on is within a comfortable conversation range - if they can't smell you, the pheromones don't work. Tailored pheromones also work on you to make you feel better about yourself; increase your Social limit by the Rating. Tailored pheromones have no effect on magical abilities and tests.

Equipment

Autopicker (6)

This lockpick gun is a quick and effective way of bypassing mechanical locks. The autopicker's rating is added to your limit when picking a mechanical lock.

Wireless: Having access to a huge online database of mechanical locks lets you add the autopicker's rating as a dice pool modifier to your test when picking a mechanical lock.

Ballistic Mask (Customized)

By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless. Ballistic masks can take vision enhancements as well as any modification a helmet can take. Custom jobs are, naturally, more expensive.

Wireless: Fashion Gas Mask : The gas mask analyzes and gives you information about the surrounding air that you're *not* breathing.
Micro-Tranceiver: The micro-transceiver's range becomes worldwide.

Berwick Suit

Not exactly fashion-forward, but classic enough to always stay near the height of fashion. Mortimer has stuck with the classics, anchored around the venerable Berwick line. All pieces are custom tailored and fit, and I especially love that they include custom tailoring to fit "exceptional physical aspects" of their individual customers. Original pieces have to be sat for with a Mortimer certified tailor.

I have a pretty solid stock of "lightly worn" Mortimer from some of his past lines. They lack the custom-cut features, but they can still have the important effect of making you look classier than you really are. The Crimson Sky and Summit lines from back in the early '60s have aged quite well. And though they lack some of the wireless perks of many modern armors, they still stop bullets.

Wireless: +1 dice pool bonus to Social Tests
Argentum Coat : +1 dice pool bonus to Social Tests
Biomonitor: The biomonitor shares information with other wireless devices you designate and can auto-alert DocWagon or another ambulance service if your life signs reach certain thresholds.
Concealable Holster : Wireless sensors and a smart-fabric coated weave allow the holster to alter color and texture in real time adding an additional -1 to the item's Concealability.
Electrochromic Modification : Changing your clothes' settings is a Free Action, and while it's not good enough to be camouflage, it can display images, text files, or flat video from your commlink.
Thermal Dampening : The suit uses the extra information about your surroundings and also gives you its rating as a dice pool bonus to Sneaking tests against heat-based detection.

Bug Scanner (1)

Also called a radio signal scanner, this device locates and locks in wireless devices within 20 meters. The scanner can also measure a signal's strength and pinpoint its location. To operate a bug scanner, roll Electronic Warfare + Logic [Rating]. A device that is running silent (like a Stealth tag) can use its Logic + Sleaze to defend against the scan. If you get any net hits at all, you find the device.

Wireless: You may substitute the scanner's Rating for your Electronic Warfare skill when you use it.

Equipment

Chameleon Suit

This full-body suit has a smart ruthenium polymer coating supported by a sensor suite; the technology allows it to scan its surroundings and replicate the images at the proper perspectives. Add 2 to your limit when you make Sneaking tests to hide. A chameleon suit is also armored for the wearer's protection.

Wireless: The suit uses the extra information about your surroundings and also gives you a +2 dice pool bonus to Sneaking Tests for hiding.

Thermal Dampening : The suit uses the extra information about your surroundings and also gives you its rating as a dice pool bonus to Sneaking tests against heat-based detection.

Hermes Ikon

Basic Persona : Business person

Base Theme : Office

Device Icon : Office building

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro tri-d projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Ingram Smartgun X

Grade-A bang bang. Famous as the weapon of choice for many legendary street samurai since the 2050s, the Ingram Smartgun comes tricked out with a gas-vent 2 system, a smartgun system, and an integral sound suppressor.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Equipment

Remington 950

This high-powered bolt-action hunting rifle features classic wooden furniture and a top-mounted imaging scope that have kept it popular with hunters for several decades. It cannot mount underbarrel accessories.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Imaging Scope : The scope's "line of sight" can be shared, allowing you to share what your scope sees with your team (and yourself if you're using it to look around a corner).

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Es

Sequencer (4)

An electronic device required to defeat keypad-maglocks. See **Maglocks**, p. 363.

Wireless: The sequencer receives a +1 bonus to its Rating.

Transys Avalon

Basic Persona : Monarch

Base Theme : Castle

Device Icon : Castle

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

White Noise Generator (5)

This device creates a field of random noise, masking the sounds within its area and preventing direct audio surveillance. All Perception Tests to overhear a conversation within (Rating) meters of a white noise generator receive a negative dice pool modifier equal to the generator's Rating. If more than one generator is in use, only count the highest rating. A white noise generator is redundant in a noisy environment (such as a nightclub or a firefight) and does not help to curtail video surveillance or jam wireless signals.

Wireless: The white noise generator's effective radius is tripled.

Hyundai Equus

Hyundai Equus

Attributes

Handling	3	☐	Device Rating	2	☐
Handling (Off-Road)	3	☐	Initiative	4+4D6	☐
Speed	4	☐	Inherent Limits		
Speed (Off-Road)	3	☐	[3] Mental Limit		
Acceleration	2	☐			
Body	12	☐			
Pilot	2	☐			
Sensor	3	☐			
Seating	4	☐			
Data Processing ..	2	☐			
Firewall	2	☐			

Damage Resistances

22 [10] Armor 10	
22 Acid Protection 10	22 Electricity Protection 10
22 Cold Protection 10	22 Fire Protection 10



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	-4
☐	☐	-5
☐	☐	-6

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 2

Melee attacks against you are at : +0
 Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 2 [3]

Gear (Cash: 2,740¥)

Dropped to Ground

Programs

Linguistics: English (local language)
 Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified