

TOREN COOKE,
“The Street Samurai”,
age 29

Background: For a none-too-bright street thug, Toren spends a lot of his off-time reading. It is not his fault the books tend to be highly illustrated with prose that rhymes. Unlike most street operatives in the dystopian future of 2090, he genuinely loves his life. He is good at fighting, gets paid well to do it, and is a little too dumb to fully realise how much danger he is usually in. Toren is chatty and enthusiastic when not in a fight, and whoops like a berserker on a carnival ride when the fists, and bullets, start to fly.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d6, Vigor d8.

Skills: Driving d6, Fighting d8, Hacking d6, Intimidation d4, Knowledge (Battle) d4, Notice d6, Shooting d6, Stealth d4, Streetwise d4.

Charisma: -2, **Pace:** 6, **Parry:** 6, **Toughness:** 7, **Sanity:** 4.

Hindrances: Hard of Hearing, Ugly.

Edges: Modification Upgrade (Razor Nails, Str+d4, add d8 with a raise).

Gear: *All-Weather Jumpsuit, Kevlar Helmet, Ingram Mac-44 Machine Pistol (2d6, 12/24/48, Shots 32, RoF 4, AP 1, Automatic), Street Soldier Combat Trench Coat.*

SALLY “MANDER” PRICE,
“The Face”, age 63

Background: Sally Amanda Price is old, fat, and somehow still sexy after forty long, hard years in the escort services of Japan, Macao, Amsterdam, and Las Vegas. After crossing the wrong crime family and getting kicked out of the trade virtually worldwide, she started using her natural powers of persuasion for less honest work. It was her way with words that got her approved for this job, even though her combat skills did not match the position profile. She views the other members of her team like she used to view her girls—talented amateurs in need of looking after.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4.

Skills: Healing d6, Investigation d10, Intimidation d6, Knowledge (German) d6, Knowledge (Thai) d6, Notice d8, Persuasion d10, Shooting d4, Streetwise d4, Taunt d4.

Charisma: +2, **Pace:** 5, **Parry:** 2, **Toughness:** 4, **Sanity:** 7.

Hindrances: Elderly, Obese, Quirk (Flirtatious).

Edges: Charismatic, Danger Sense.

Gear: *All-Weather Jumpsuit, Kevlar Helmet, Assault Shotgun (1-3d8, 15/30/60, Shots 15, RoF 1, Shotgun), Makeup Kit, First Aid Kit.*

PRANDER THET,
“The Ghost”, age 31

Background: Prander Thet was born into a splinter Buddhist sect that lived apart from the technological advancements of the rest of the world. He was never registered, never educated, never took a regular job, never got paid in anything but cash or barter. Nothing in any file anywhere records his existence, other than fleeting images across closed-circuit security cameras. He works hard at being unremarkable; unmemorable except for his reputation as a competent, professional operator. Though he works with his team regularly, nobody knows what he thinks of them (except for the tacit approval implied by his accepting multiple jobs).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Fighting d4, Hacking d4, Healing d4, Investigate d4, Knowledge (German) d6, Knowledge (Thai) d6, Lockpick d4, Notice d6, Shoot d6, Stealth d6, Streetwise d6, Survive d4.

Charisma: +0, **Pace:** 6, **Parry:** 4, **Toughness:** 5, **Sanity:** 5.

Hindrances: Illiterate, Quirk (Speaks very rarely), Unplugged.

Edges: Luck, Alertness.

Gear: *All-Weather Jumpsuit, Kevlar Helmet, Kelvin-12 Assault Rifle (2d8+1, 24/48/96, Shots 36, RoF 3, AP 3, Heavy, 3RB, Auto, Min Str d6), SC Urchin Pistol (2d6, 10/20/40, Shots 16, RoF 2, AP 1, 2RB), Climbing Gear.*

YUUKI CADWALLADER,
“The Grease Monkey”,
age 19

Background: Yuuki is the third of nine children from a sprawl tenement south of Amsterdam; a scrapper and survivor who earned her first meal on her own by repairing a cop's Gyroc pistol. She grew up having to scheme against her own siblings to get enough to eat, and has trust issues on top of her trust issues. Since falling in with Toren, Mander, and Prander Thet, she has finally found a family that takes care of one another, and is ferociously loyal to all of them. Unless it is a promise from one of those three people, she only believes what she can see, rap with a hammer, or take apart and put back together again.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d4.

Skills: Driving d6, Fighting d4, Knowledge (Engineer) d4, Knowledge (German) d6, Knowledge (Mechanics) d6, Knowledge (Thai) d6, Repair d8, Shoot d4, Streetwise d4.

Charisma: +0, **Pace:** 6, **Parry:** 4, **Toughness:** 4, **Sanity:** 5.

Hindrances: Doubting Thomas, Stubborn, Loyal (to party).

Edges: Modification Upgrade (Advanced Cyberarm with Chemical Sniffer).

Gear: *All-Weather Jumpsuit, Kevlar Helmet, ~~Aga~~ Tiger Claw Close Assault Shotgun (1-3d4, 15/30/60, Shots 12, RoF 2, AP 2, Min Str d6), PD Saturday Night Sprawl Special (2d6+1, 12/24/48, Shots 6, RoF 1, AP 2, Revolver), Two High-End Cigars, Tool Kit.*