

ZORA MÖLLER (ANARCHIST SABOTEUR)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	20	15	15	10
Morph Bonus		10		5	5	5	5
Modifiers				10			
Total	15	30	15	35	20	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	9	45	68	100	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Climbing	SOM	50	5	30	85
Deception	SAV	45	5		50
Demolitions	COG	60			60
Disguise	INT	35			35
Fray	REF	70	5	10	85
Free Fall	REF	30	5	10	45
Freerunning	SOM	50	5		55
Hardware: Electronics	COG	35			35
Impersonation	SAV	40	5		45
Infiltration	COO	70	10	20	100
Interests: Anarchist Saboteur Cells	COG	60			60
Interests: Hypercorps	COG	60			60
Interests: Hypercorp Politics	COG	55			55
Interests: Inner System Social Issues	COG	55			55
Interests: Scum Black Markets	COG	40			40
Interfacing	COG	25			25
Kinesics	SAV	35	5		40
Kinetic Weapons	COO	50	10		60
Language: English	INT	65			65
Language: Native German	INT	85			85
Palming	COO	50	10		60
Perception	INT	35		20	55
Persuasion	SAV	25	5		30
Pilot: Aircraft	REF	40	5	10	55
Profession: Security Procedures	COG	55			55
Research	COG	50			50
Unarmed Combat	SOM	55	5		60

Zora is best described as a saboteur. She spends much of her time infiltrating hypercorp society, organizing dissent and engaging in direct action intended to expose or hinder authoritarian social practices. Zora considers herself a libertarian socialist, but is not content to spend her time in autonomist habitats. She feels a responsibility to bring about the downfall of repressive capitalist structures. She was recruited into Firewall several years ago, when an operation to expose a gerontocrat's

corruption unveiled that her target was actually infected by the TITANs-spread exsurgent virus. She's onboard the Scum barge in order to acquire supplies for her cell's next mission.

Roleplaying Tips: Zora is a serious and determined radical, with a keen sense of fairness, justice and social responsibility. She doesn't tolerate people who abuse their authority very well. She can be a bit dry and humorless at times, especially when politics or social inequalities are in the way.



Background: Original Space Colonist

Faction: Anarchist

Sex: Female

Gender Identity: Female

Ghost Morph

Ghost morphs are designed for stealth and combat infiltration. Their genetic profile encourages speed, agility and reflexes, and their minds are modified for patience and problem-solving.

REP

@-rep: 60

c-rep: 40

g-rep: 30

i-rep: 20

EQUIPMENT

Armor: Smart Skin Armor [3/2] ■

Primary Weapon:

Medium Kinetic Railgun Pistol (SA/BF/FA, AP -5, DV 2d10 + 4, ammo 12) with 100 shots regular ammo ■

Starting Credit: 4,000 ■

Implants: Basic BioMods,

Basic Mesh Inserts, Cortical Stack, Adrenal Boost (+10 REF, can ignore 1 wound when activated), Chameleon Skin (+20 Infiltration), Enhanced Vision (+20 to visual Perception Tests), Grip Pads (+30 Climbing) ■

Gear: None ■

"The corps don't listen to reason and they're immune to public pressure.

The only way to get them to listen is to make it worth their while—by raising the costs of business as usual if they don't."

MARTIAN RANGER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	20	20	10
Morph Bonus						5	
Total	15	15	15	15	20	25	10

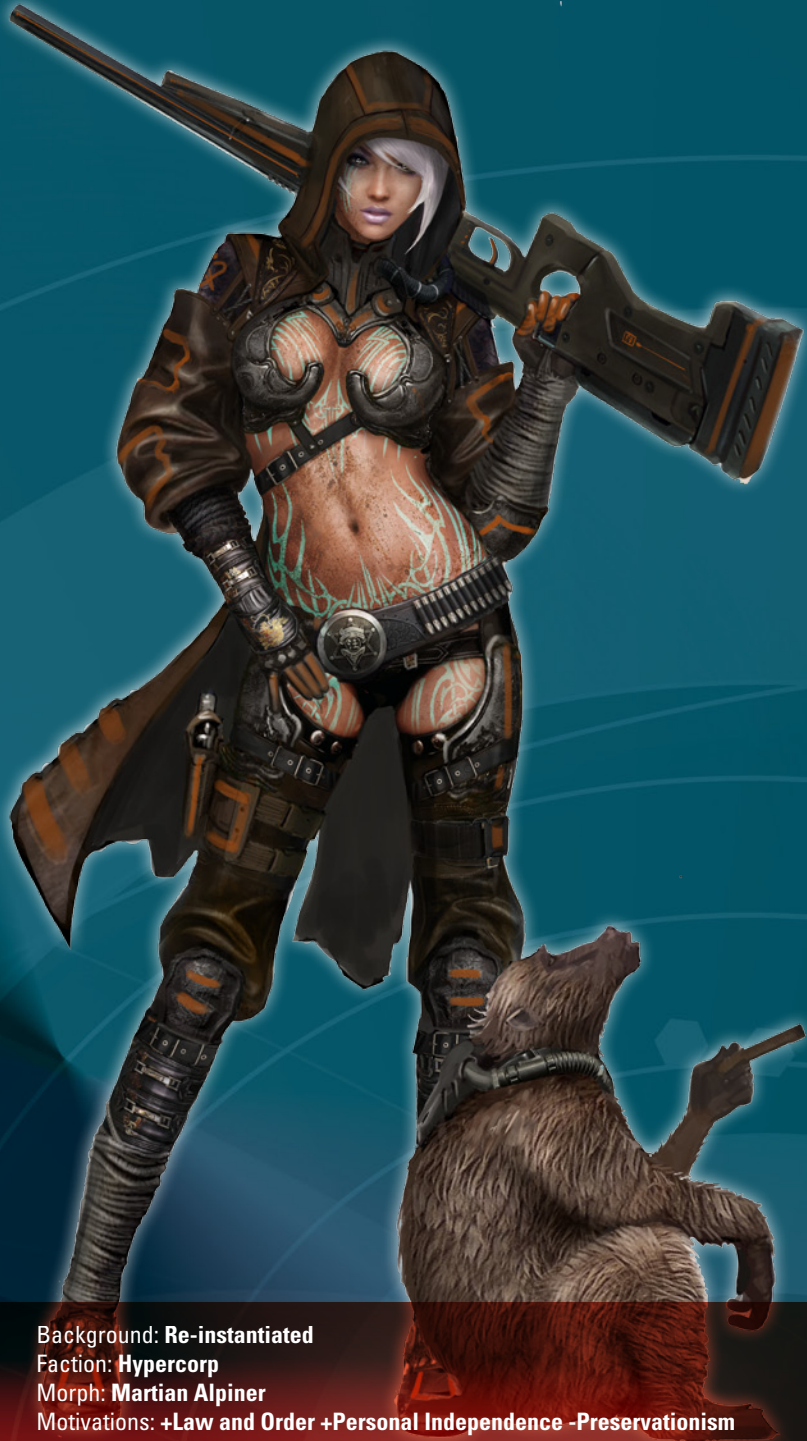
STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	4	20	40	8	40	60	60	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Animal Handling	SAV	55	0	55
Blades	SOM	40	5	45
Climbing	SOM	60	5	65
Clubs	SOM	45	5	50
Deception	SAV	30	0	30
Fray	REF	50	0	50
Freerunning	SOM	55	5	60
Interests: Drug Dens	COG	25	0	25
Interests: Mountaineering	COG	50	0	50
Interests: Smuggling Routes	COG	50	0	50
Interests: Tharsis League	COG	60	0	60
Intimidation	SAV	35	0	35
Investigation	INT	65	0	65
Kinetic Weapons	COO	55	0	55
Language: English	INT	85	0	85
Language: Cantonese	INT	40	0	40
Language: Mandarin	INT	45	0	45
Medicine: Paramedic	COG	40	0	40
Networking: Criminals	SAV	40	0	40
Networking: Ecologists	SAV	60	0	60
Networking: Hypercorps	SAV	65	0	65
Perception	INT	60	0	60
Pilot: Groundcraft	REF	60	0	60
Profession: Law Enforcement	COG	70	0	70
Profession: Survival	COG	70	0	70
Programming	COG	25	0	25
Protocol	SAV	50	0	50
Research	COG	30	0	30
Swimming	SOM	35	5	40
Throwing Weapons	COO	35	0	35
Unarmed Combat	SOM	40	5	45

As a Martian Ranger, your job is to uphold the law in the remote areas of the Martian frontier. Though you work for the Tharsis League, you must deal with blurred jurisdictions and the gray areas where your authority intersects with the power and influence of the Consortium, Barsoomian rednecks, and even crime syndicates. You operate with great independence and autonomy, though you are sleeved in a morph that requires periodic genetic therapy (a leash to ensure the Rangers' loyalty). Trained to operate in all regions of Mars no matter the environmental conditions, you patrol looking for signs of illicit activity or people in danger. Some of the threats you deal with aren't even transhuman, like dealing with wild artificials or TITAN remnants from the TOZ.



Background: **Re-instantiated**

Faction: **Hypercorp**

Morph: **Martian Alpiner**

Motivations: **+Law and Order +Personal Independence -Preservationism**

TRAITS

Ego: Addiction (Klar, Moderate), Edited Memories, Situational Awareness ■

Morph: Fast Metabolism, Planned Obsolescence ■

REP

@-rep: 15

c-rep: 70

e-rep: 45

g-rep: 50

EQUIPMENT

Armor: Light Body Armor (with Offensive Armor) [10/10] ■

Primary Weapon: Medium Pistol (100 rounds regular ammo, 100 bug) ■

Starting Credit: 600 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Grip Pads, Low Pressure Tolerance, Respirocytes, Oxygen Reserve, Temperature Tolerance (Improved Cold) ■

Gear: Backup Insurance (1 month), Cold Weather Gear (Basic), Cuffband (3), Fiber Eye, Klar (4 doses), Muse, Maker, Prisoner Mask, Portable Lidar/Radar Sensor, Radio Booster, Submachine Gun (100 rounds accushot, 100 rounds zap), Utilitool ■

"I know this hinterland like the back of my hand, and there is no stone under which you can crawl that I can't reach."