

ROCKERBOY

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and a rebel of the Age of The Red.

With the advent of digital portastudios and garage music mastering, every Rockerboy with a message can take it to the street; put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really want to run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, playing kick-ass rock n' roll to get the people away from the TV sets and into the Streets, firing up the crowd with speeches, or composing fiery writings that shape the minds and hearts of millions. You have a proud history as a Rockerboy. Dylan, Springsteen, the Who, Elvis, the Stones—the legions of hard-rock heroes who told the truth with screaming guitars or gut-honest lyrics. You have the power to get the people up; to lead, inspire, and inform.

Your message can give the timid courage, the weak strength, and the blind vision. Rockerboy legends like Johnny Silverhand and Kerry Eurodyne have led armies against Corporations and Governments. Rockerboys have exposed corruption and brought down dictators. It's a lot of power for someone doing gigs every night in another city. But you can handle it. After all: you came to play!

Forty



ROCKERBOY



Forty, Rockerboy

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	5	4	9	8	6	6	10	6
2	5	10	6	3	9	10	6	6	10	4
3	6	10	5	3	9	10	7	5	8	5
4	6	9	5	6	9	9	5	6	8	4
5	5	10	6	3	10	10	6	6	8	4
6	6	10	7	4	8	10	5	7	9	5

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +3	Brawling (DEX) +2	Concentration (WILL) +4
Education (INT) +2	Evasion (DEX) +5	Human Perception (EMP) +5
Local Expert (INT) +5	Marksmanship (REF) +4	Melee Weapon (DEX) +3
Perception (INT) +3	Persuasion (COOL) +6	Play Instrument (EMP) +6

ARMOR

Kevlar	
Head Armor	7
Body Armor	7

WEAPONS

NAME	DAMAGE
Slice & Dice	2d6
Very Heavy Pistol	4d6

BACKGROUND

MOTIVATION

GOALS

FRIENDS

ENEMIES

ROMANCE

PERSONALITY

CYBERWARE

GEAR

Cyberaudio (Amped Hearing)
Adds +1 to any sound-related task check.

Agent
A pocket-sized machine which functions as a computer and a phone.

Slice & Dice
Mono-filament wire mounted in one finger. Cuts through any organic material or plastics. Can be used as a garrote, cutter, or slicewhip.

Guitar
Forty's instrument of choice and most prized possession.

Now your deals have moved past the nickel-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies. Perhaps you're a skill broker acting as an agent for high priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals, and political groups. You use your contacts and allies as part of a vast web of intrigue and coercion. If there's a hot nightclub in the City, you've bought into it. If there are military-class weapons on the Street, you smuggled 'em in. If there's a faction war going down, you're negotiating between sides with an eye on the main chance. But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the streets are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts Al Capone. In the past, they would have called you a crime-lord. But this is the fragmented, nasty, deadly Time of the Red. So now they call you a Fixer.

GREASE



FIXER



Grease, Fixer

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	7	6	6	3	6	6	7	5	6	10
2	9	5	5	5	6	6	8	5	5	10
3	7	5	5	5	6	6	10	5	5	9
4	7	6	7	7	7	7	7	7	6	8
5	10	5	5	5	5	5	10	6	5	9
6	9	5	5	5	7	7	10	7	5	9

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +4	Brawling (DEX) +3	Bribery (COOL) +5
Concentration (WILL) +5	Conversation (EMP) +5	Education (INT) +3
Evasion (DEX) +5	Human Perception (EMP) +3	Local Expert (INT) +4
Marksmanship (REF) +3	Perception (INT) +3	Persuasion (COOL) +4

ARMOR

Light Armorjack

Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6
Medium SMG	2d6

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CYBERWARE

GEAR

Cyberaudio (Amped Hearing)
Adds +1 to any sound-related task check.

100 Euro Bucks in Unmarked Bills

Cyberoptics (Low Light)
Can see clearly in dim light (faint moonlight, distant street lamps).

Agent w/ Pseudo AI Secretary
A pocket sized machine which functions as a computer and a phone. This Agent has a secretary program.

SOLO



Mover, Solo

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	5	4	9	8	6	6	10	6
2	5	10	6	3	9	10	6	6	10	4
3	6	10	5	3	9	10	7	5	8	5
4	6	9	5	6	9	9	5	6	8	4
5	5	10	6	3	10	10	6	6	8	4
6	6	10	7	4	8	10	5	7	9	5

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +5	Brawling (DEX) +4	Concentration (WILL) +4
Education (INT) +2	Evasion (DEX) +5	Interrogation (COOL) +3
Local Expert (INT) +3	Marksmanship (REF) +6	Melee Weapon (DEX) +5
Perception (INT) +5	Persuasion (COOL) +2	Stealth (DEX) +3

ARMOR

Heavy Armorjack

Head Armor	15
Body Armor	15

WEAPONS

NAME	DAMAGE
Assault Rifle	5d6
Cyberarm	1d6
Knife	1d6
Rippers	2d6

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GEAR

Cyberarm w/ Rippers

Rippers concealed in a cyberarm.

Agent

A pocket-sized machine which functions as a computer and a phone.

Cyberleg w/ Jump Boosters

You can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.

Cyberoptic (Targeting)

A built in targeting sight allows you to add +1 to Marksmanship.

NOMAD



Racer, Nomad

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	10	9	4	7	9	7	7	5	6
2	5	9	7	5	9	9	9	7	7	3
3	6	8	8	4	7	8	8	5	7	4
4	7	9	7	5	8	8	8	7	7	4
5	7	10	9	5	7	10	10	7	7	4
6	6	8	9	6	8	7	8	7	5	3

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +4	Brawling (DEX) +4	Concentration (WILL) +4
Driving (REF) +7	Education (INT) +2	Evasion (DEX) +5
Local Expert (INT) +2	Marksmanship (REF) +5	Melee Weapon (DEX) +6
Perception (INT) +5	Persuasion (COOL) +2	Tracking (INT) +3

ARMOR

Heavy Armorjack

Head Armor	15
Body Armor	15

WEAPONS

NAME	DAMAGE
Rippers	2d6
Shotgun	5d6
Very Heavy Pistol	4d6

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GEAR

Cyberoptic (Low Light)

Can see clearly in dim light (faint moonlight, distant street lamps).

Agent

A pocket-sized machine which functions as a computer and a phone.

Rippers

Three inch carbo-glass claws in your fingers for cutting and stabbing.

Groundcar

A sedan-style ground card with enough room to hold 6 people.

**You're a brain burning
computer hacker & master
of the Post-NET cyberverses
in the Age of the Red.**

At three, your parents bought you an old Kirama LPD-12 cyberdeck with Zetatech 526 optical goggles (you were too young for interface plugs), and your life was changed. By fifth grade, you were already using REFRAME-G1s meta-programming to crack into the school district's system and change your grades. When you were thirteen, you shifted enough funds out of unprotected Trans-American Bank accounts to finance your first neural interface plugs. You couldn't wait to run high and fast with the other Gods of the Net—Bartmoss, Magnificent Curtis, and the rest. Then the 4th Corp War blew the Old NET apart. The R.A.B.I.D.S. made NET travel a suicide run; the Nodes were fragmented or corrupted. But there were still places to run. You just had to go there and jack in the hard way. You traded in sitting on the couch for a Bodyweight Combat bodysuit and Virtuality 5 interface goggles to mesh NET with meatspace. The systems you cracked were smaller, but even deadlier. Now you're really part of a team, with Solos to cover your back, Medtechs to restart your heart if the ICE gets you, and Techs to help you hot-wire your cyberdeck for more speed and software deployment. Now, nothing can stop you. As an electronic wraith, you slip into the "hardest" mainframe systems with ease, stealing, trading, and selling their deepest secrets at will. The black ICE may still kill you in the end but until the ride runs out, you'll be there, bare-brained and headfirst in the New NET.

REDEYE



NETRUNNER



Redeye, Netrunner

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	6	7	10	7	8	4	10	5	5	3
2	7	10	8	6	10	3	10	7	6	4
3	7	9	10	7	8	6	8	7	7	5
4	5	10	7	7	10	4	7	7	5	3
5	6	9	8	6	8	5	8	6	5	6
6	5	9	7	7	8	6	7	6	5	4

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE

SKILLS

Athletics (DEX) +2	Basic Tech (TECH) +3	Brawling (DEX) +4
Concentration (WILL) +6	Education (INT) +6	Evasion (DEX) +3
Interface (—) +7	Local Expert (INT) +2	Marksmanship (REF) +3
Perception (INT) +4	Persuasion (COOL) +2	Stealth (DEX) +6

ARMOR

Bodyweight Suit	
Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6

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GEAR

Interface Plugs

Sockets that allow user to interface with machines and cybertech.

Agent

A pocket-sized machine which functions as a computer and a phone.

Cyberdeck & Cables

A pocket-sized machine used for Netrunning.

Three Programs

Speedy Gonzalvez
Banhammer
Flack

One Black ICE

Hellhound

You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying—a crucial occupation in a technological world recovering from a War that has broken the back of the supply chain. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counter-espionage gear for “black operations”. If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware, and information. Your black market work isn't just making you friends—it's also racking you up an impressive number of enemies as well—so you invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two. Your cousin down the street is a Medtech. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new cybernetics. Both of you are addicted to tech in all its forms, whether metallic or medical. That's what makes you a Tech.





Torch, Tech

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	10	10	5	9	3	5	7	6	5	6
2	10	7	6	9	3	5	5	5	6	6
3	10	7	5	10	4	3	7	5	7	6
4	8	8	5	10	4	4	7	6	5	5
5	7	7	7	9	4	3	6	6	6	7
6	10	10	7	8	4	5	6	6	7	6

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +2	Basic Tech (TECH) +7	Brawling (DEX) +2
Concentration (WILL) +4	Cybertech (TECH) +5	Education (INT) +6
Evasion (DEX) +5	Local Expert (INT) +4	Marksmanship (REF) +3
Melee Weapon (DEX) +3	Perception (INT) +4	Persuasion (COOL) +3

ARMOR

Light Armorjack

Head Armor	11
Body Armor	11

WEAPONS

NAME	DAMAGE
Big Knucks	2d6
Heavy Pistol	3d6
Shotgun	5d6

BACKGROUND

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ROMANCE

PERSONALITY

CYBERWARE

GEAR

Cyberarm w/ Big Knucks

Big Knucks concealed in a cyberarm.

Agent

A pocket-sized machine which functions as a computer and a phone.

Cyberoptic (Camera)

Images can be recorded on the built-in chip and downloaded.

Technical Tool Box & Tools

A large box filled with a number of tools to allow you to make repairs on basic tech & cybertech.