

ELIS MENEZES (SCUM TECHIE)

APTITUDES

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

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
6	6	30	60	6	30	45	50	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Engineering	COG	40	5		45
Academics: Nanotechnology	COG	35	5		40
Art: Robotic Sculpture	INT	45			45
Climbing	SOM	30			30
Deception	SAV	40			40
Fray	REF	30			30
Free Fall	REF	50			50
Freerunning	SOM	30			30
Hardware: Electronics	COG	70	5	10	85
Hardware: Groundcraft	COG	50	5	10	65
Hardware: Industrial	COG	50	5	10	65
Hardware: Robotics	COG	40	5	10	55
Infiltration	COO	30			30
<i>Infosec</i>	<i>COG</i>	<i>70</i>	<i>5</i>		<i>75</i>
Interests: Gatecrashing	COG	40	5		45
Interests: Music	COG	40	5		45
Interests: Scum Culture	COG	60	5		65
Interests: Social Networks	COG	35	5		40
Interfacing	COG	55	5		60
Investigation	INT	40			40
Kinesics	SAV	45			45
Language: Native Portuguese	INT	85			85
Language: English	INT	50			50
Language: Spanish	INT	55			55
Perception	INT	50			50
Pilot: Spacecraft	REF	20			20
Profession: Computer Security	COG	55	5		60
Profession: Habitat Systems	COG	50	5		55
<i>Programming</i>	<i>COG</i>	<i>65</i>	<i>5</i>		<i>70</i>
Research	COG	40	5		45
Scrounging	INT	40			40
Spray Weapons	COO	30			30
Unarmed Combat	SOM	40			40

Elis died on Earth during the Fall, but a backup of her mind was transmitted off-world. She spent several years as an infugee in cold storage in the Jovian Republic before being revived and re-sleeved in a cheap synthetic morph, the cost of which she had to pay off by helping to build new habitats. Desperate to escape her situation, Elis volunteered to the Gatekeeper Corp and was selected to be a gatecrasher. She survived three missions, one of which brought her into contact with the relics of a long-dead alien race, which resulted into her being recruited into Firewall. After retiring from gatecrashing, Elis

found a berth aboard the Ecstatic Metamorphosis and immersed herself in Scum culture, trading her tech service skills for her wants and needs.

Roleplaying Tips: Elis has a multifaceted personality. She can take hardship like a pro, and is more than willing to let her hair down and party away when she gets a breather. She likes to get dressed up and glam herself out with exotic bodytints, nanotats, piercings, and other body mods, but she's also willing to spend all day taking apart an air compressor with grease up to her elbows. She's a flagrant abuser of social networks.

Splicer Morph

Splicers are genefixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded.

Background:

Reinstatiated
Faction: Scum
Sex: Female
Gender Identity: Female

REP

@-rep: 60
i-rep: 40

EQUIPMENT

Armor: Light Smartfabric
 Vacsuit [5/5] ■
Primary Weapon: Shock
 Gloves (use Unarmed
 Combat skill, target makes
 DUR + Energy Armor Test
 or is incapacitated for 1

Action Turn per 10 points
 of MoF) ■

Starting Credit: 4,000 ■
Implants: Basic BioMods,
 Basic Mesh Inserts,
 Cortical Stack
Gear: Utilitool
 (+10 Hardware Tests) ■

"This piece is totally glitched. Let me grab another beer before I hit it."

SPLICER



Splicers are genefixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded. Splicers make up the majority of transhumanity.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 25

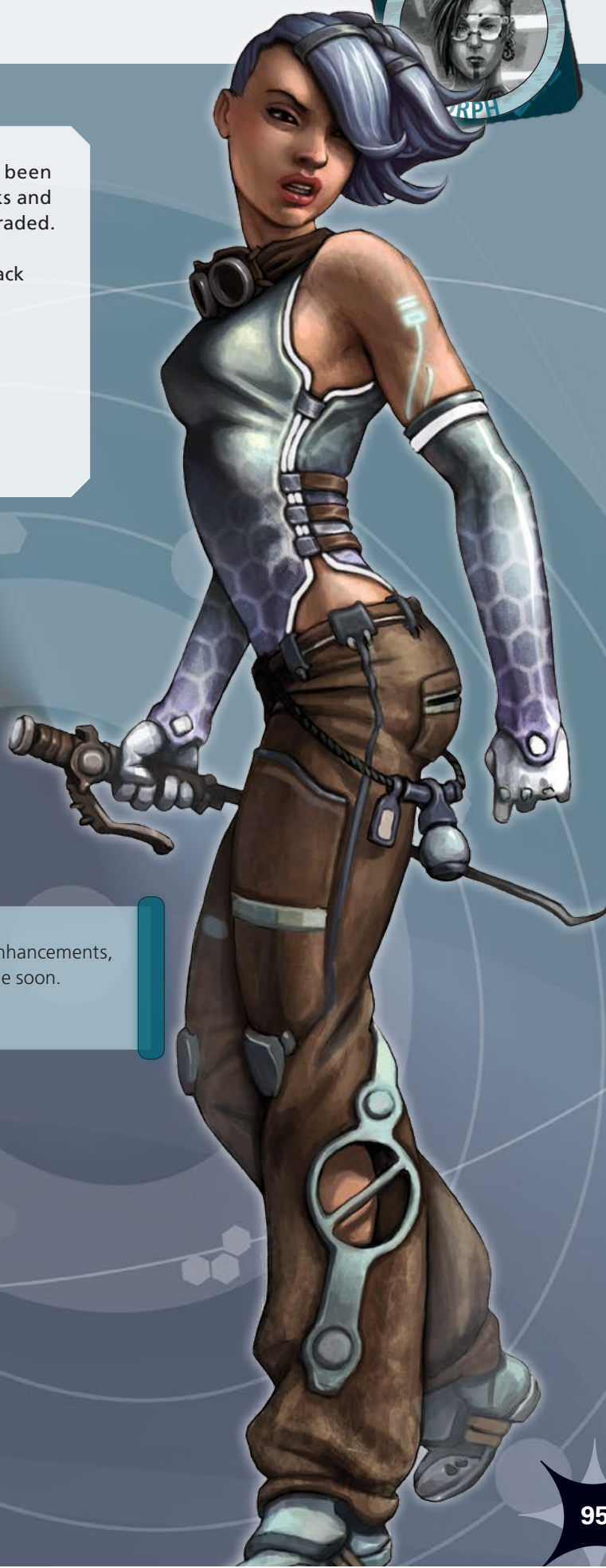
Durability: 30

Wound Threshold: 6

Advantages: +5 to one aptitude of the player's choice

CP Cost: 10

Credit Cost: High



Sequencer: Cheap and ever popular. Despite the lack of enhancements, splicers don't seem like they'll be going out of style any time soon.

Just Mortal: Let's hope that stays true.

