

HACKER

RACE: ORK (20 BP)

ATTRIBUTES (200 BP)

B	A	R	S	C	I	L	W	E
4	3	5	3	3	5	4	3	4

Essence: 4.15
 Initiative (Matrix): 10 (11)
 Initiative Passes (Matrix): 1 (3)
 Physical Damage Track: 10
 Stun Damage Track: 10

ACTIVE SKILLS (138 BP)

Cybercombat: 4
 Dodge: 2
 Electronics Skill Group: 4
 Electronic Warfare: 5
 Etiquette (Matrix): 1 (+2)
 Forgery: 2
 Hacking: 5
 Perception: 3
 Pistol: 2

KNOWLEDGE SKILLS (27 FREE BP)

Conspiracy Theories: 3
 Corporate Matrix
 Security Procedures: 5
 Matrix Chat Rooms: 3
 Operating Systems: 5
 Safe Houses: 3
 Underworld Politics: 3

LANGUAGE SKILLS

English: N
 Chinese: 3
 Japanese: 2

QUALITIES (0 BP)

Codeslinger (10 BP)
 Photographic Memory (10 BP)
 Uncouth (+20 BP)

CYBERWARE

Commlink (Sony Emperor modified for BTL/HotSim, w/Response 5, Signal 5, System 5, Firewall 5)
 Control Rig
 Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Smartlink, Thermographic Vision, and Protective Covers)
 Datajack
 Data Lock (Encryption 5)

BIOWARE

Enhanced Articulation
 Skin Pocket
 Sleep Regulator

GEAR & LIFESTYLE (150,000¥) (30BP)

AR Gloves; Hammerli 620S (w/10 clips of Regular Ammo); Armor Vest; Biometric Reader; Subvocal Microphone; 20 different VR Games; Virtual Surround Music; 4 Fake SINS (Rating 4); Low Lifestyle (2 Months)

PROGRAMS

Analyze 5; Armor 4; Attack 5; Biofeedback Filters 4; Black Hammer 4; Browse 5; Command 5; Data Bomb 3; Decrypt 3; Edit 5; Encrypt 5; Scan 5; Spool 4; Stealth 5; Track 4

CONTACTS (12 BP)

Blogger (Connection 3/Loyalty 1)
 Fixer (Connection 3/Loyalty 2)
 Spider (Connection 2/Loyalty 1)

NOTES

Starting Nuyen: 3D6 + 7 x 50¥
 Lost Natural Low-Light Vision due to implants



There's no such thing as an unhackable computer system—only one that hasn't been hacked yet. The Hacker sees every system as a challenge, every encrypted file as an invitation to pit his skills and the power of his programs and his customized commlink against whatever the Matrix has to offer. Everything from remote cameras to datafiles to the cyberware and weapons of his foes are subject to his whim, as long as they're connected to the Matrix—and what isn't these days? The Hacker uses his state-of-the-art, personally-customized hardware and software to manipulate the electronic world and augmented reality, and when things heat up he can immerse himself fully into virtual reality, moving at the speed of thought through the system and smoothing the way for his meat-bound teammates.

