

UKKU

GUANXI MINDHACKER

MOTIVATIONS: **+Creative Expression** • **+Recognition** • **+Wealth**

LANGUAGES: **English** • **Spanish** • **Portuguese**

EGO TRAITS: **Hardening (Violence)** • **Pain Tolerance (Level 1)**

Restricted Behavior (Empathy, Level 3)

BACKGROUND: **Underclass**

CAREER: **Mindhacker**

INTEREST: **Rogue**

FACTION: **Criminal**

GENDER: **Non-binary**

SEX: —

MUSE: **Kuku**



ARMOR
12/8
ENERGY / KINETIC
RATING

Damage Taken _____ Wounds Taken _____ Short (1d6) Short (1d6) Long (full)

RECHARGE [Per 24 hrs]

[SPENT]	[SPENT]	[SPENT]	[SPENT]
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX EGO FLEX: 1
Wound Threshold 8	Durability 40	Death Rating 80	

Movement Rate: Walker 4/20

Ware: Access Jacks, **TGP** Anti-Glare, Cortical Stack, Cyberbrain,

TGP Industrial Armor, **TMP** Hidden Compartment, Lidar, Mesh Inserts, Mnemonics, Puppet Sock, **TMP** Skinlink

Morph Traits: Exotic Morphology (Level 1)

Notes: Light Frame (Armor 6/4)

SYNTH

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20	20	10	15	10	15
60	60	30	45	30	35

Initiative: **7** • Lucidity: **30** • Trauma Threshold: **6** • Insanity Rating: **30**

REPUTATION

c-rep 30	f-rep 20	g-rep 50
∞	∞	∞

GEAR

Criminal Pack	Comp/GP
Anonymizer	Min/1
Anti-Glare	Min/1
Fake Ego ID	Maj/R/3
Industrial Armor AV +6/+4.	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
TacNet App	Mod/2
VPN App	Min/1

Mindhacker Pack	Comp/GP
Comfort (5 doses)	Min/1
Eelware	Min/1
Ego Bridge	Mod/2
Fokus (5 doses)	Min/1
Multi-Tasking	Mod/2
Private Server	Mod/2
Servitor	Min/1

SKILLS

Skill	Total
Deceive	80
Fray	60
Infiltrate	50
Infosec	50
Interface	45
Kinesics	55

Skill	Total
Know: Black Markets	80
Know: Body Bank Ops	80
Know: Criminals	50
Know: Forknapping	60
Know: Psychology	50
Know: Smuggling	50
Medicine: Pharmacology	60
Medicine: Psychosurgery	80
Melee	55
Perceive	60
Persuade	70 (60)

Ukku thinks your mind is quite fascinating. Ukku would love to store it somewhere safe.

Born in pre-Fall Los Angeles, Ukku found work as a resleeving tech before they were fired for ethics violations. They put their skills to work in the criminal underworld, helping the lawless and desperate back themselves up, resleeve, or edit their minds. Their cheap prices were bolstered by selling forknapped egos on the side. Ukku had enough backups scattered around to survive the Fall.

Roleplaying: Ukku is an eccentric sociopath with a fondness for messing with minds. Ukku prefers synthmorphs, and typically has them modified for their favored eyeball-head look. Ukku always refers to themselves in the third person and are typically accompanied by Toxxot, their mindhacked minion.

ARTIST: PIXOLOID STUDIOS w/ ADAM JURY

TOXXOT

MINDHACKED MINION

MOTIVATIONS: **+Obey Ukku** • **+Defend Ukku** • **+Wealth**

LANGUAGES: **English** • **Spanish**

EGO TRAITS: **Edited Memories**

Enhanced Behavior (Loyalty, Obedience, Level 3)

Mental Disorder (Impulse Control Disorder)

Restricted Behavior (Empathy, Level 3)

GENDER: **Non-binary**

SEX: —

MUSE: **KuKu**

... [Blank Stare] ...

Toxxot is one of Ukku's longest-running and favorite experiments. Originally the forknapped ego of a teenage boy, Toxxot's mind has been twisted and chopped in so many ways that it is no longer recognizable. Toxxot is designed to function as Ukku's minion and bodyguard.

Roleplaying: Toxxot does not speak. They are fiercely loyal and obedient to Ukku. On their own, they are little more than an insane psychotic abomination. They are frequently sleeved in neotenic-sized synths that are modeled as smaller versions of Ukku.



Damage Taken _____ Wounds Taken _____ Short (1d6) Long (full)

RECHARGE [Per 24 hrs]

[SPENT]	[SPENT]	[SPENT]	[SPENT]
0	0	1	1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX EGO FLEX: 1
Wound Threshold 8	Durability 40	Death Rating 80	

Movement Rate: Walker 4/20

Ware: Access Jacks, **IGP** Anti-Glare, Cortical Stack, Cyberbrain, Lidar, **IGP** Industrial Armor, Mesh Inserts, Mnemonics, Puppet Sock, Spur, Utilimod

Morph Traits: Exotic Morphology (Level 1)

Notes: Light Frame (Armor 6/4), Small Size

SYNTH

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
10 ³⁰ ∞	15 ⁴⁵ ∞	15 ⁴⁵ ∞	10 ³⁰ ∞	15 ⁴⁵ ∞	10 ³⁰ ∞
Initiative: 5					

REPUTATION

c-rep 10
∞ | □□□ | □□

g-rep 20
∞ | □□□ | □□

GEAR

Criminal Pack	Comp/GP
Anonymizer	Min/1
Anti-Glare	Min/1
Fake Ego ID	Maj/R/3
Industrial Armor AV +6/+4.	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
TacNet App	Mod/2
VPN App	Min/1

ARMOR
12/8
ENERGY / KINETIC
RATING

SKILLS

Skill	Total
Athletics	50
Fray	60
Free Fall	40
Guns	50
Infiltrate	60
Interface	30
Kinesics	30
Know: Black Markets	40
Know: Body Bank Ops	60
Know: Forknapping	50
Know: Smuggling	50
Medicine: Biotech	40
Medicine: Psychosurgery	30
Melee	55
Perceive	55
Research	45

ARTIST: PIXOLOID STUDIOS w/ ADAM JURY

BIXBEE

FIREWALL •

COVERT OPERATIVE

MOTIVATIONS: **+Acceptance** • **+Hedonism** • **+Scum Interests**

LANGUAGES: **Cantonese** • **English**

EGO TRAITS: **Addiction (Narcoalgorithms, Level 1)**

Danger Sense

Low Pain Tolerance

GENDER: **Non-binary**

SEX: —

MUSE: **Bumble**



ARMOR
12/8
ENERGY / KINETIC
RATING

Need someone tailed? I'm your dragonfly.

Raised in Toronto, Bixbee struggled in the pre-Fall economy, eventually taking an off-world indenture contract to make ends meet. Given a pod morph and stuck in a dead-end habitat ops position, Bixbee became a bit too reliant on narcoalgorithms to make the days go by. A rival hypercorp exploited this weakness and recruited Bixbee as a corporate spy—something which Bixbee was surprisingly adept at. With no loyalties to their corporate masters and few close friends, they leveraged this new skillset into a new career as a freelance investigator and spy.

Bixbee survived the Fall relatively unscathed, but a job on Luna brought them uncomfortably close to a hidden cell of exsurgents—and the attention of Firewall. A later mission brought Bixbee to the *Get Your Ass to Mars* scum swarm, and they immediately acclimated to the welcoming nomadic community and laid-back lifestyle.

Roleplaying: Bixbee comes across as nervously hyper and fast-paced. They are extroverted and friendly, but have trouble keeping long-term friends due to a set of ingrained duplicitous habits. They rarely take the lead or initiative and are generally eager to follow directions. Bixbee's re-acquaintance with the scum swarm's ample supply of narcoalgorithms threatens to impact their relationships and responsibilities.

Damage Taken _____	Wounds Taken _____	<input type="checkbox"/> Short (1d6)	<input type="checkbox"/> Long (full)
RECHARGE [Per 24 hrs]			
[SPENT]	[SPENT]	[SPENT]	[SPENT]
1	0	1	0 (2)
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
5 ↑ 6	25 ↑ 30	50 ↑ 60	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 2/8 • Winged 8/32

Ware: Access Jacks, **rGP** Anti-Glare, Cortical Stack, Cyberbrain,

rMP Enhanced Hearing, **rMP** Enhanced Vision,

rGP Industrial Armor, Mesh Inserts, **rMP** Mind Amp, Mnemonics,

Puppet Sock, Prehensile Tail, Radar, Wings

Morph Traits: Exotic Morphology (Level 3),

rMP Toughness (Level 1)

Notes: Light Frame (Armor 6/4), Small size ▶227

DRAGONFLY

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
10 ³⁰	20 ⁶⁰	15 ⁴⁵	20 ⁶⁰	15 ⁴⁵	10 ³⁰

Initiative: **7** • Lucidity: **20** • Trauma Threshold: **4** • Insanity Rating: **40**

REPUTATION

@-rep 20	c-rep 20	i-rep 20	g-rep 40
∞ □□□ □ □ ∞	∞ □□□ □ □ ∞	∞ □□□ □ □ ∞	∞ □□□ □ □ ∞

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Anti-Glare	Min/1
Fake Ego ID	Maj/R/3
Industrial Armor AV +6/+4	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
TacNet App	Mod/2
VPN App	Min/1

Covert Op Pack	Comp/GP
Cleaner Swarm	Min/1
Covert Operations Tool	Maj/R/3
Microbug	Min/1
Spy Nanoswarm	Min/1

Covert Op Pack Mods	Comp/GP
DDR Narcoalgorithm	Min/1
Guardian Angel Bot	Mod/2
Speck Bot	Min/1

Additional Gear rMP	Comp/GP
Tracker App	Mod/2

SKILLS

Skill	Total
Athletics	50
Deceive	60
Fray	60
Free Fall	50
Guns	40
Hardware: Aerospace	40
Hardware: Robotics	60
Infiltrate	75
Infocore	40
Interface	60

Skill	Total
Kinesics	60
Know: Black Markets	40
Know: Bot Models	60
Know: Habitat Ops	60
Know: Narco Dealers	40
Know: Scum	40
Know: Spycraft	70
Perceive	60
Persuade	50
Pilot: Aircraft	50

ARTIST: WILL NICHOLS w/ ADAM JURY

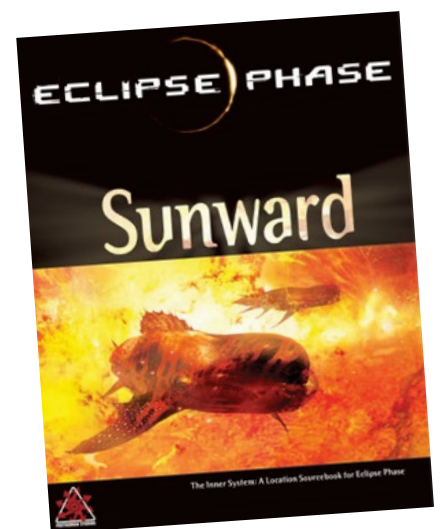
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