

## NeoNET Bodyguards

Player: SL

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg  
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 0; Public Awareness: 0

### Attributes

Body..... 8	<input type="checkbox"/>	Professional Rating 5	<input type="checkbox"/>
Agility .....5/7	<input type="checkbox"/>	Essence ..... 0.41	<input type="checkbox"/>
Reaction .....5/8	<input type="checkbox"/>	Edge .....5	<input type="checkbox"/>
Strength .....6/8	<input type="checkbox"/>	Initiative .10/13+3D6	<input type="checkbox"/>
Willpower .....4	<input type="checkbox"/>	<b>Inherent Limits</b>	
Logic ..... 2	<input type="checkbox"/>	[11] Physical Limit	
Intuition..... 5	<input type="checkbox"/>	[5] Mental Limit	
Charisma.....1	<input type="checkbox"/>	[4] Social Limit	

### Movement

14m/28m/+2 Land Movement

8m/+1 Swimming

### Active Skills

13 [A] Blades 6 (Agi)  
12 [A] Clubs 5 (Agi)  
6 [M] Computer 4 (Log)  
8 [4] Etiquette 5 (Cha)  
(Corporate +2)  
6 [7] First Aid 2 (Log)  
13 [11] Gymnastics\* (Agi)  
8 [6] Intimidation 5 (Cha)  
(Mental +2)  
7 [4] Leadership 4 (Cha)  
10 [5] Perception 5 (Int)  
Vision Enhancement : +3 for visual perception tests.  
13 [H] Pilot Ground Craft 5 (Rea)  
15 [A] Pistols 8 (Agi)  
(Semi-Automatics)  
14 [11] Running\* (Str)  
11 [11] Sneaking 4 (Agi)  
14 [11] Swimming\* (Str)  
9 [5] Tracking 4 (Int)  
15 [A] Unarmed Combat 8 (Agi)  
(Knight Errant  
\* Athletics Group 6

### Knowledge Skills

7 [5] Baseball 2 (Int)  
11 [5] Megacorp Politics 6 (Int)  
(NeoNET +2)  
9 [5] Megacorp Security Procedures 4 (Int)  
11 [5] Small Unit Tactics 6 (Int)

### Language Skills

6 [5] Chinese 1  
N English  
6 [5] Japanese 1

### Attribute-Only Tests

5 Composure  
6 Judge Intentions  
16 Lifting & Carrying  
6 Memory

### Toxin Resistances

Contact	Toxin	Disease
Ingestion	12	12
Inhalation	12	12
Injection	12	12



### Grunt Damage

		-1
		-2
		-3
		-4

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 13

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 13

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +6 [11]

Cougar Fineblade Knife, Short Blade Parry (-5 Interrupt, vs. one melee attack): +6 [11]

Extendable Baton Parry (-5 Interrupt, vs. one melee attack): +5 [11]

Pistol Parry (-5 Interrupt, vs. one melee attack): +5 [11]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +10 [11]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 11 [11]

### Damage Resistances

28 Armor 17

28 Acid Protection 17 33 Electricity Protection 22

28 Cold Protection 17 28 Fire Protection 17

28 Falling Protection 17 15 Fatigue Resistance

### Edge Pool

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### Addiction Resistance

12 Resist Physical Addiction

6 Resist Psychological Addiction

### Positive Qualities

Ambidexterous

Toughness

### Negative Qualities

SINner (Corporate Limited SIN): NeoNET

Validation Report (0 issues): Nothing identified

## Martial Arts

### Knight Errant Tactical

- Close Quarter Defense Against Firearms +1
- Imposing Stone

## Identities

### NeoNET Bodyguards

#### Corporate Limited SIN

**Lifestyles:** (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

**Licenses & SINS:** License: Concealed Carry Permit, License: Weapon Permit

## Armor

### Ballistic Mask (Customized) +2

**Modifications:** Audio Enhancement (3), Flare Compensation, Micro-Tranceiver, Single Sensor (5) [MAD Scanner], Thermographic Vision, Vision Magnification, Electronic

### Berwick Suit 13

**Electricity:** +5

**Modifications:** -2 modifier for concealability, Argentum Coat [Custom Fit (Stack), Custom Fit, -3 modifier for concealability, Increase Social Limit by 1, Chemical Protection (4), Nonconductivity (2), Quick-Draw Holster, Quick-Draw Holster], Custom Fit, Increase Social Limit by 1, Nonconductivity (5)

### Bone Lacing (Aluminum) (Alphaware) +2

## Firearms & Heavy Weapons

Onotari Arms Violator 7P v -1 19 [8] 5/20/40/60

**Ammo Usage:** 10 (c): [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Semi-Auto** (1, simple action): 19 [8], 7P Damage

**Double-Tap** (2, complex action): 19 [8], 8P Damage

**Semi-Automatic Burst** (3, complex action): 19 [8] vs. -2 Def, 7P Damage

**Recoil Compensation:** 5

**Modifications:** Advanced Safety System, Smartgun System, Internal, Trigger Removal

**Accessories:** Safe Target System, Silencer/Suppressor, (5) Spare Clips

**EX-Explosive Rounds:** +2 v -1, \_\_\_\_/30

**Regular Ammo:** -, \_\_\_\_/20

Onotari Arms Violator 9P v -2 19 [8] 5/20/40/60

**Ammo Usage:** 10 (c): [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Semi-Auto** (1, simple action): 19 [8], 9P Damage

**Double-Tap** (2, complex action): 19 [8], 10P Damage

**Semi-Automatic Burst** (3, complex action): 19 [8] vs. -2 Def, 9P Damage

**Recoil Compensation:** 5

**Modifications:** Advanced Safety System, Smartgun System, Internal, Trigger Removal

**Accessories:** Safe Target System, Silencer/Suppressor, (5) Spare Clips

**EX-Explosive Rounds:** +2 v -1, \_\_\_\_/30

**Regular Ammo:** -, \_\_\_\_/20

## Melee & Other Weapons

Cougar Fineblade Knife, Short Blade 10P v -1 13 [7] Reach: -

Extendable Baton 10P 12 [5] Reach: 1

Pistol 9P 12 [4] Reach: -

Unarmed Strike 10P 17 [11] Reach: -

## Matrix Devices

### Erika Elite (Alphaware) (Cyber)

Essence: 0.16



**Device Rating:** 4

**Data Processing:** 4, **Firewall:** 4

**Matrix Initiative:** 9

**Matrix DR:** 8 (8 vs. Black IC)

**Modifications:** Stealth Dongle (2)

**Programs** (1/2): Bodyguard BTL Download, Diagnostics



## Cyberware (Essence: 5.35)

**Bone Lacing (Aluminum) (Alphaware)** Essence: 0.8

**Cyberears (Alphaware) (1)** Essence: 0.16

**Modifications:** Damper, Select Sound Filter (1), Sound Link, Spatial Recognizer

**Cybereyes (Alphaware) (2)** Essence: 0.24

**Modifications:** Image Link, Low-Light Vision, Smartlink, Vision Enhancement (3)

**Datajack (Alphaware)** Essence: 0.08

**Erika Elite (Alphaware) (Cyber)** Essence: 0.16

**Modifications:** Stealth Dongle (2)

**Programs** (1/2): Bodyguard BTL Download, Diagnostics

**Internal Air Tank (Alphaware) (1)** Essence: 0.2

**Muscle Replacement (Betaware) (2)** Essence: 1.4

**Reaction Enhancers (Betaware) (1)** Essence: 0.21

**Wired Reflexes (Betaware) (2)** Essence: 2.1

## Bioware (Essence: 0.24)

**Damage Compensators (Alphaware) (3)** Essence: 0.24

## Gear (Cash: 1,000¥)

**Certified Credstick, Silver**

**Datachip**

**Dropped to Ground**

**Flashlight**

**Medkit (2)**

**(10x) Plastic Restraints**

**(5x) Security Tags**

**Stim Patch (5)**

**Trauma Patch**