

## Minuteman Security

Player: SL

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: -1; Court of Shadows Notoriety: -1; Public Awareness: 0

### Attributes

|                 |   |                          |                        |                                |
|-----------------|---|--------------------------|------------------------|--------------------------------|
| Body.....       | 4 | <input type="checkbox"/> | Professional Rating 4  | <input type="checkbox"/>       |
| Agility .....   | 4 | <input type="checkbox"/> | Essence .....          | 4.7 <input type="checkbox"/>   |
| Reaction .....  | 5 | <input type="checkbox"/> | Edge .....             | 4 <input type="checkbox"/>     |
| Strength .....  | 4 | <input type="checkbox"/> | Initiative .....       | 9+1D6 <input type="checkbox"/> |
| Willpower ..... | 3 | <input type="checkbox"/> | <b>Inherent Limits</b> |                                |
| Logic .....     | 3 | <input type="checkbox"/> | [6] Physical Limit     |                                |
| Intuition.....  | 4 | <input type="checkbox"/> | [5] Mental Limit       |                                |
| Charisma.....   | 2 | <input type="checkbox"/> | [4] Social Limit       |                                |

### Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

### Active Skills

|        |                    |       |
|--------|--------------------|-------|
| 11 [A] | Automatics 6       | (Agi) |
| 10 [A] | Clubs 6            | (Agi) |
|        | (Bats +2)          |       |
| 6 [M]  | Computer 3         | (Log) |
|        | (Matrix Search +2) |       |
| 6 [4]  | Etiquette 4        | (Cha) |
|        | (Corporate +2)     |       |
| 11 [5] | Perception 5       | (Int) |
| 10 [A] | Pistols 6          | (Agi) |
| 6 [A]  | Throwing Weapons 2 | (Agi) |
| 9 [A]  | Unarmed Combat 5   | (Agi) |

### Knowledge Skills

|       |                       |       |
|-------|-----------------------|-------|
| 7 [5] | Matrix Games 3        | (Int) |
| 7 [5] | Security Procedures 4 | (Log) |
|       | (Minuteman Security)  |       |
| 8 [5] | Small Unit Tactics 4  | (Int) |
| 7 [5] | Urban Combat 3        | (Int) |

### Language Skills

N English

### Attribute-Only Tests

|   |                    |
|---|--------------------|
| 5 | Composure          |
| 6 | Judge Intentions   |
| 8 | Lifting & Carrying |
| 6 | Memory             |

### Toxin Resistances

|                    | Toxin | Disease |
|--------------------|-------|---------|
| Contact (3 / 3)    | 10    | 10      |
| Ingestion          | 7     | 7       |
| Inhalation (4 / 4) | 11    | 11      |
| Injection          | 7     | 7       |

### Addiction Resistance

|   |                                |
|---|--------------------------------|
| 7 | Resist Physical Addiction      |
| 6 | Resist Psychological Addiction |

### Edge Pool

☐ ☐ ☐ ☐

### Positive Qualities

Blandness



### Grunt Damage

|                          |                          |    |
|--------------------------|--------------------------|----|
| <input type="checkbox"/> | <input type="checkbox"/> | -1 |
| <input type="checkbox"/> | <input type="checkbox"/> | -2 |
| <input type="checkbox"/> | <input type="checkbox"/> | -3 |
| <input type="checkbox"/> |                          |    |

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +3

Dodge (-5 Interrupt, vs. one melee attack): +3 [6]

Club Parry (-5 Interrupt, vs. one melee attack): +8 [6]

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [6]

### Damage Resistances

15 Armor 11

18 Acid Protection 14 17 Electricity Protection 13

15 Cold Protection 11 15 Fire Protection 11

15 Falling Protection 11 7 Fatigue Resistance

### Positive Qualities

Rank (5 year member): NeoNET

### Negative Qualities

Dependent(s) (2): Family

SINner (National SIN): UCAS

### Martial Arts

Knight Errant Tactical

• Barbed Hooks +1

• Close Quarter Defense Against Firearms +1

### Identities




John Doe

National SIN

















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

Validation Report (0 issues): Nothing identified




## Armor

|   |    |
|---|----|
|  <b>Armor Vest</b>         | 9  |
| <b>Acid:</b> +3, <b>Electricity:</b> +2   |    |
| <b>Modifications:</b> Chemical Protection (3), Nonconductivity (2), Quick-Draw Holster                      |    |
|  <b>Dermal Plating (2)</b> | +2 |
|  <b>Respirator (4)</b>     | +0 |


## Firearms & Heavy Weapons

|  |         |  |                |
|--|---------|--|----------------|
| <b>Colt Agent Special</b>  | 8P      | 11  [6] | 5/10/15/20     |
| <b>Ammo Usage</b> : 8 (c): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |         |  |                |
| <b>Semi-Auto</b> (1, simple action): 11  , 8P Damage  |         |  |                |
| <b>Double-Tap</b> (2, complex action): 11  , 9P Damage  |         |  |                |
| <b>Semi-Automatic Burst</b> (3, complex action): 11  vs. -2 Def, 8P Damage  |         |  |                |
| <b>Recoil Compensation</b> : 4   |         |  |                |
| <b>Modifications:</b> Electronic Firing  |         |  |                |
| <b>Accessories:</b> Holographic Sight, (2) Spare Clips   |         |  |                |
| <b>Regular Ammo:</b> —, ____/16  |         |  |                |
| <b>Colt Government 2066</b>  | 7P v -1 | 11  [7] | 5/20/40/60     |
| <b>Ammo Usage</b> : 14 (c): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |         |  |                |
| <b>Semi-Auto</b> (1, simple action): 11  , 7P Damage  |         |  |                |
| <b>Double-Tap</b> (2, complex action): 11  , 8P Damage  |         |  |                |
| <b>Semi-Automatic Burst</b> (3, complex action): 11  vs. -2 Def, 7P Damage  |         |  |                |
| <b>Recoil Compensation</b> : 4   |         |  |                |
| <b>Modifications:</b> Electronic Firing, Laser Sight   |         |  |                |
| <b>Accessories:</b> (2) Spare Clips  |         |  |                |
| <b>Regular Ammo:</b> —, ____/28  |         |  |                |
| <b>Colt M23</b>  | 9P v -2 | 12  [5] | 25/150/350/550 |
| <b>Ammo Usage</b> : 40 (c): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |         |  |                |
| <b>Semi-Auto</b> (1, simple action): 12  , 9P Damage   |         |  |                |
| <b>Double-Tap</b> (2, complex action): 12  , 10P Damage   |         |  |                |
| <b>Burst Fire</b> (3, simple action) or <b>Semi-Automatic Burst</b> (3, complex action): 12  vs. -2 Def, 9P Damage  |         |  |                |
| <b>Aimed Burst</b> (3, complex action): 12  , 10P Damage  |         |  |                |
| <b>Full Auto</b> (6, simple action) or <b>Long Burst</b> (6, complex action): 12  vs. -5 Def, 9P Damage   |         |  |                |
| <b>Brain Blaster</b> (6, complex action): 12  , 11P Damage  |         |  |                |
| <b>Full Auto</b> (10, complex action): 9  vs. -9 Def, 9P Damage   |         |  |                |
| <b>Recoil Compensation</b> : 6   |         |  |                |
| <b>Modifications:</b> Electronic Firing, Flashlight, Folding Stock   |         |  |                |
| <b>Accessories:</b> Flashlight, Foregrip, Holographic Sight, Sling, (3) Spare Clips  |         |  |                |
| <b>Regular Ammo:</b> —, ____/120   |         |  |                |













## Melee & Other Weapons

|                       |    |  |          |
|-----------------------|----|--|----------|
| <b>Club</b>           | 7P | 12  [4] | Reach: 1 |
| <b>Pistol</b>         | 5P | 10  [4] | Reach: — |
| <b>Unarmed Strike</b> | 4S | 9  [6]  | Reach: — |

## Grenades

|                                |                 |   |            |
|--------------------------------|-----------------|---|------------|
| <b>(2x) Flash-Bang Grenade</b> | 10S, 10m R v -4 | 6  [6] | 8/16/24/40 |
|--------------------------------|-----------------|---|------------|

## Matrix Devices

|  |   |
|--|---|
| <b>Erika Elite</b>   | <b>Device Rating</b> : 4  |
|    | <b>Data Processing</b> : 4, <b>Firewall</b> : 7   |
|    | <b>Matrix Initiative</b> : 8  |
|    | <b>Matrix DR</b> : 11  (10  vs. Black IC) |
|   | <b>Modifications:</b> Biomonitor, Novatech Tactician, Receiver  |
|  | <b>Programs</b> (2/2): Diagnostics, Ticker: NeoNET-NET  |

## Cyberware (Essence: 1.3)

|                           |              |
|---------------------------|--------------|
| <b>Datajack</b>           | Essence: 0.1 |
| <b>Dermal Plating (2)</b> | Essence: 1   |
| <b>Image Link</b>         | Essence: 0.1 |
| <b>Sound Link</b>         | Essence: 0.1 |

## Gear (Cash: 1,000¥)

|  |
|--|
| <b>Certified Credstick, Standard</b>                           |
| <b>Datachip</b>  |
| <b>Dropped to Ground</b>                                       |
| <b>Erika Elite</b>   |
| <b>Modifications:</b> Biomonitor, Novatech Tactician, Receiver |
| <b>Programs</b> (2/2): Diagnostics, Ticker: NeoNET-NET         |
| <b>Flashlight</b>  |
| <b>Glasses (1)</b>   |
| <b>Modifications:</b> Thermographic Vision                     |
| <b>Jazz</b>  |
| <b>Magnesium Torch</b>   |
| <b>Novatech Tactician</b>                                      |
| <b>(10x) Plastic Restraints</b>                                |
| <b>Quick-Draw Holster</b>                                      |

## Programs

|                              |
|------------------------------|
| <b>Mapsoft: MSY Endeavor</b> |
|------------------------------|