

Village People Fragment - Mensch

Player: SL

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

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

Attributes

Body.....	3	Professional Rating	5
Agility	4	Essence	5.3
Reaction	4	Edge	5
Strength	3	Initiative	7+1D6
Willpower	3		
Logic	6		
Intuition	3		
Charisma	3		

Inherent Limits

[5] Physical Limit
[6] Mental Limit
[4] Social Limit

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

7 [A] Automatics Activesoft 0 (3) (Agi)
6 [4] Etiquette 3 (Cha)
6 [5] Gymnastics 2 (Agi)
8 [4] Impersonation 5 (Cha)
6 [6] Perception 3 (Int)
6 [H] Pilot Ground Craft 2 (Rea)
7 [A] Pistols Activesoft 0 (3) (Agi)
7 [5] Sneaking 3 (Agi)
8 [A] Unarmed Combat 4 (Agi)

Language Skills

N Chinese
5 [6] English 2

Attribute-Only Tests

6 Composure
6 Judge Intentions
6 Lifting & Carrying
9 Memory

Toxin Resistances

	Toxin	Disease
Contact	6	6
Ingestion	6	6
Inhalation (4 / 4)	10	10
Injection	6	6

Damage Resistances

10 Armor 7
10 Acid Protection 7
10 Cold Protection 7
10 Electricity Protection 7
10 Falling Protection 7
10 Fire Protection 7

Edge Pool

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Grunt Damage

□	□	-1
□	□	-2
□	□	-3
□		

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 7

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

Melee attacks against you are at : +0

Melee Defense (No Action): 7

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

Dodge (-5 Interrupt, vs. one melee attack): +2 [5]

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [5]

Sensor Defense (No Action): 7 [5]

Positive Qualities

Blandness

Negative Qualities

SINner (Corporate Limited SIN): Various Corps

Identities

Identity: Specify Name

Corporate Limited SIN

Armor

Armor Clothing	6
Respirator (4)	+0
Securetech PPP Vitals Kit	+1

Modifications: Decrease Social Limit by 1

Firearms & Heavy Weapons

Colt America L36 7P v -4 7 [8] 5/15/30/50

Ammo Usage : 11 (c): □ □ □ □ □ □ □ □ □ □ □ □ □

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

Double-Tap (2, complex action): 7 [8], 8P Damage

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

Recoil Compensation : 2

Accessories: Laser Sight, (2) Spare Clips

APDS: - v -4, ____/22

Validation Report (0 issues): Nothing identified


Firearms & Heavy Weapons

Colt Cobra TZ-120 7P v -4 7🌐 [5] 10/40/80/150

Ammo Usage : 32 (c): □□□□ □□□□ □□□□ □□□□ □□□□
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Semi-Auto (1, simple action): 7 , 7P Damage

Double-Tap (2, complex action): 7 , 8P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 7  vs. -2 Def, 7P Damage

Aimed Burst (3, complex action): 7 , 8P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action):
7 vs. -5 Def, 7P Damage

Brain Blaster (6, complex action): 7 , 9P Damage

Full Auto (10, complex action): 4 🧠 vs. -9 Def, 7P Damage

Recoil Compensation : 6

Modifications: Flashlight, Folding Stock, Gas-Vent System (2), Laser Sight

Accessories: Flashlight, Foregrip, Sling, (2) Spare Clips

APDS: - v -4, ____/64

Melee & Other Weapons

Knife 4P v -1 3 [5] Reach: –

Unarmed Strike 3S 8 [5] Reach: –

Grenades

Gas Grenade, CS/Tear Gas By Chem., 10m R [5] 6/12/18/30

Modifications: CS/Tear Gas

Matrix Devices

Erika Elite Commlink



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Device Rating: 4

Data Processing : 4, Firewall: 4

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Matrix Initiative : 7

Matrix DR : 8  (7  vs. Black IC)

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Cyberware (Essence: 0.7)

Datajack	Essence: 0.1
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Skilljack (3) Essence: 0.3

Programs: Activesoft: Automatics (3), Activesoft: Pistols (3)

Skillwires (3) Essence: 0.3

Gear (Cash: 1,000¥)

Biomonitor

Certified Credstick, Standard

Dropped to Ground

Erika Elite Commlink

Flashlight

Micro-Tranceiver

Quick-Draw Holster