

Village People Fragment - Troll

Player: SL

Metatype: Troll; Male; Age: 25; Height: 2.5m; Weight: 300kg
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: -1; Public Awareness: 0

Attributes

Body.....7	<input type="checkbox"/>	Professional Rating 5	<input type="checkbox"/>
Agility3	<input type="checkbox"/>	Essence5.3	<input type="checkbox"/>
Reaction4	<input type="checkbox"/>	Edge5	<input type="checkbox"/>
Strength7	<input type="checkbox"/>	Initiative6+1D6	<input type="checkbox"/>
Willpower3	<input type="checkbox"/>	Inherent Limits	
Logic5	<input type="checkbox"/>	[9] Physical Limit	
Intuition.....2	<input type="checkbox"/>	[5] Mental Limit	
Charisma.....1	<input type="checkbox"/>	[3] Social Limit	

Movement

6m/12m/+1 Land Movement 5m/+2 Swimming

Active Skills

6 [A] Automatics Activesoft 0 (3) (Agi)
4 [3] Etiquette 3 (Cha)
5 [9] Gymnastics 2 (Agi)
6 [3] Impersonation 5 (Cha)
5 [5] Perception 3 (Int)
6 [H] Pilot Ground Craft 2 (Rea)
6 [A] Pistols Activesoft 0 (3) (Agi)
6 [9] Sneaking 3 (Agi)
7 [A] Unarmed Combat 4 (Agi)

Language Skills

N Chinese
4 [5] English 2

Attribute-Only Tests

4 Composure
3 Judge Intentions
14 Lifting & Carrying
8 Memory

Toxin Resistances

	Toxin	Disease
Contact	10	10
Ingestion	10	10
Inhalation (4 / 4)	14	14
Injection	10	10

Damage Resistances

15 Armor 8	
15 Acid Protection 8	15 Falling Protection 8
15 Cold Protection 8	15 Fire Protection 8
15 Electricity Protection 8	

Metatype Abilities

Armor (+1)
Enhanced Senses: Thermographic Vision



Grunt Damage

		-1
		-2
		-3
		-4

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 6
Full Defense (-10 Interrupt, for the rest of the turn): +3
Melee attacks against you are at : +0
Melee Defense (No Action): 6
Full Defense (-10 Interrupt, for the rest of the turn): +3
Dodge (-5 Interrupt, vs. one melee attack): +2 [9]
Knife Parry (-5 Interrupt, vs. one melee attack): -
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [9]
Sensor Defense (No Action): 6 [9]

Edge Pool

☐ ☐ ☐ ☐ ☐

Positive Qualities

Blandness

Negative Qualities

SINner (Corporate Limited SIN): Various Corps

Identities

Identity: Specify Name
Corporate Limited SIN

Armor


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





















Modifications: Decrease Social Limit by 1


Validation Report (0 issues): Nothing identified


Firearms & Heavy Weapons


Colt America L36 7P v -4 4🔫 [8] 5/15/30/50
Ammo Usage : 11 (c): □□□□□ □□□□□ □
Semi-Auto (1, simple action): 4 🔫, 7P Damage
Double-Tap (2, complex action): 4 🔫, 8P Damage
Semi-Automatic Burst (3, complex action): 4 🔫 vs. -2 Def, 7P Damage
Recoil Compensation : 4
Accessories : Laser Sight, (2) Spare Clips
APDS : - v -4, ____/22


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


Ammo Usage : 32 (c):                    


Semi-Auto (1, simple action): 4 , 7P Damage


Double-Tap (2, complex action): 4 , 8P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): 4  vs. -2 Def, 7P Damage

Aimed Burst (3, complex action): 4 , 8P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action): 4  vs. -5 Def, 7P Damage

Brain Blaster (6, complex action): 4 , 9P Damage

Full Auto (10, complex action): 3  vs. -9 Def, 7P Damage


Recoil Compensation : 8

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	8P v -1	– [5]	Reach: 1
Unarmed Strike	7S	7  [9]	Reach: 1

Grenades

Gas Grenade, CS/Tear Gas By Chem., 10m R 20 [9] 14/28/42/70

☐ Modifications: CS/Tear Gas

Matrix Devices

Erika Elite Commlink

Device Rating : 4
Data Processing : 4, **Firewall** : 4
Matrix Initiative : 6
Matrix DR : 8 🎲 (7 🎲 vs. Black IC)

Cyberware (Essence: 0.7)

Datajack	Essence: 0.1
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**