

Viktor Marchenko

Metatype: Human; Male; Ethnicity: Caucasian; Age: 38;
Height: 2.16m; Weight: 156kg; Hair: none; Eyes: brown;
Skin: light
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
0; Public Awareness: 0

Attributes

Body..... 6	<input type="checkbox"/>	Essence 0.03	<input type="checkbox"/>
Agility 5/6	<input type="checkbox"/>	Edge 5	<input type="checkbox"/>
Reaction 3/5	<input type="checkbox"/>	Initiative .. 6/15+2D6	<input type="checkbox"/>
Strength 6/7	<input type="checkbox"/>	Inherent Limits	
Willpower 3/4	<input type="checkbox"/>	[9] Physical Limit	
Logic 5	<input type="checkbox"/>	[6] Mental Limit	
Intuition..... 3/4	<input type="checkbox"/>	[1] Social Limit	
Charisma..... 3	<input type="checkbox"/>		

Movement

12m/24m/+2 Land Movement

7m/+1 Swimming

Active Skills

- 9 [?] **Armorer 4** (Log)
- 14 [A] **Automatics*** (Agi)
- 9 [M] **Computer 4** (Log)
- 9 [?] **Cybertechnology 4** (Log)
- (Cyberlimbs +2)
- 4 [1] **Etiquette 3** (Cha)
- (Street +2)
- 13 [9] **Gymnastics*** (Agi)
- 12 [A] **Heavy Weapons 6** (Agi)
- 9 [1] **Intimidation 6** (Cha)
- (Physical +2)
- 7 [1] **Leadership 6** (Cha)
- (Rally +2)
- 13 [A] **Longarms*** (Agi)
- 11 [6] **Perception 5** (Int)
- 13 [A] **Pistols*** (Agi)
- 14 [9] **Running*** (Str)
- 14 [9] **Swimming*** (Str)
- 11 [A] **Throwing Weapons 5** (Agi)
- 13 [A] **Unarmed Combat 7** (Agi)
- (Boxing (Brawler
- * Athletics Group 6
- * Firearms Group 7

Knowledge Skills

- 8 [6] **Corporations 4** (Int)
- 11 [6] **History 6** (Log)
- (Revolutions +2)
- 9 [6] **Politics 4** (Log)
- 10 [6] **Small Unit Tactics 6** (Int)
- 7 [6] **Street Docs 3** (Int)
- 8 [6] **Terrorist Organisations 4** (Int)
- (A.R.C. +2)

Language Skills

- N Czech
- 7 [6] **English 3**
- 8 [6] **Russian 4**

Attribute-Only Tests

- 7 **Composure**
- 7 **Judge Intentions**
- 13 **Lifting & Carrying**
- 9 **Memory**

Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	13	13
Ingestion	10	10
Inhalation (4 / 4)	14	14
Injection	10	10



Physical 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"/>		

Stun 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"/>		

Overflow: ☐☐☐☐☐
Natural Recovery:
12 (1 day), heal 1 box/hit

Natural Recovery:
10 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

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

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

Dodge (-5 Interrupt, vs. one melee attack): +6 [9]

Combat Knife Parry (-5 Interrupt, vs. one melee attack):
+5 [9]

Retractable Climbing Claws Block (-5 Interrupt, vs. one
melee attack): +7 [9]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):
+9 [9]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [9]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Validation Report (0 issues): Nothing identified

Damage Resistances

Addiction Resistance

Positive Qualities

Negative Qualities

Martial Arts

Identities

Armor

Firearms & Heavy Weapons

Melee & Other Weapons

Grenades

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Matrix Devices

Novatech NetNinja



Device Rating : 5

Data Processing : 5, Firewall: 8

Matrix Initiative : 9



Matrix DR : 13 (12 vs. Black IC)



Modifications: Biomonitor, Novatech Tactician,
Sim Module, Modified for Hot Sim

Programs (1/3): Diagnostics



Cyberware (Essence: 5.5)

Bone Lacing (Aluminum) (Betaware) Essence: 0.7

Cyber Arm (Obvious) (Alphaware) (Off Hand) Essence: 0.8

Modifications: Bulk Modification (4), Cyberarm Gyromount,
Cyberlimb Agility (6), Cyberlimb Strength (10), Enhanced Agility
(1), Enhanced Armor +3 (3), Enhanced Strength (3), Magnetic
System

Weapons: Retractable Climbing Claws

Cyber Arm (Synthetic) (Betaware) (Main Hand) Essence: 0.7

Modifications: Cyberlimb Agility (6), Cyberlimb Strength (6),
Enhanced Agility (1), Enhanced Strength (1)

Cyber Machine Pistol

Recoil Compensation : 6

Modifications: Smartgun System, Internal

Cybereyes (2) Essence: 0.3

Modifications: Eye Protectors, Flare Compensation, Image Link,
Smartlink, Thermographic Vision

Datajack Essence: 0.1

Move-by-Wire System (Betaware) (2) Essence: 2.8

Modifications: Implant Medic (3)

Retractable Climbing Claws

Sound Link Essence: 0.1

Bioware (Essence: 0.37)

Cerebellum Booster (Betaware) (1) Essence: 0.14

Platelet Factories (Alphaware) Essence: 0.16

Synthacardium (Betaware) (1) Essence: 0.07

Geneware (Essence: 0.1)

Masque Essence: 0.1

Gear (Cash: 1,000¥)

Adapsin Infusion

Binoculars (3)

Modifications: Image Link, Low Light Vision, Vision
Enhancement (1), Vision Magnification, Electronic

Biometric Reader

Certified Credstick, Silver

(10x) Datachip

Dropped to Ground

Flashlight

Jammer, Area (4)

Medkit (2)

Micro-Tranceiver

Novatech NetNinja

Modifications: Biomonitor, Novatech Tactician, Sim Module,
Modified for Hot Sim

Programs (1/3): Diagnostics

Novatech Tactician

Old Czech Army Uniform

Plasteel Restraints

(3x) Stim Patch (5)

Gear (Cash: 1,000¥)

Thermite Burning Bar

Tool Kit, Armorer

Tool Kit, Cybertechnology

Trauma Patch

Group & Network Memberships

(1 month) Augmented Rights Coalition