

## A.R.C. Terrorists

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg  
 Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 3; Court of Shadows Notoriety: 3; Public Awareness: 0

### Attributes

Body..... 4	<input type="checkbox"/>	Professional Rating 5	<input type="checkbox"/>
Agility .....5/6	<input type="checkbox"/>	Essence .....0.6	<input type="checkbox"/>
Reaction .....5/8	<input type="checkbox"/>	Edge .....6	<input type="checkbox"/>
Strength .....4/5	<input type="checkbox"/>	Initiative ..9/12+2D6	<input type="checkbox"/>
Willpower .....3/4	<input type="checkbox"/>	<b>Inherent Limits</b>	
Logic ..... 2	<input type="checkbox"/>	[8] Physical Limit	
Intuition..... 4	<input type="checkbox"/>	[4] Mental Limit	
Charisma.....2	<input type="checkbox"/>	[3] Social Limit	

### Movement

12m/30m/+2 Land Movement

6m/+1 Swimming

### Active Skills

- 12 [A] Automatics\* (Agi)
- 5 [M] Computer 3 (Log)
- 4 [?] Cybertechnology 2 (Log)
- 5 [3] Etiquette 3 (Cha)
- (Street +2)
- 9 [8] Free Fall 5 (Bod)
- 12 [8] Gymnastics\* (Agi)
- Leaping Mantis : maximum horizontal jump distance = Agility x 2 meters
- 12 [A] Longarms\* (Agi)
- 8 [4] Perception 4 (Int)
- Vision Enhancement : +1 for visual perception tests.
- 12 [A] Pistols\* (Agi)
- 11 [8] Running\* (Str)
- 11 [10] Sneaking 5 (Agi)
- Chameleon Suit : +2 to sneaking tests for hiding;
- Chameleon Suit : [+2] to sneaking tests to hide
- 11 [8] Swimming\* (Str)
- 11 [A] Unarmed Combat 5 (Agi)
- \* Athletics Group 6
- \* Firearms Group 6

### Knowledge Skills

- 7 [4] Corporate Politics 3 (Int)
- 3 [4] History 1 (Log)
- 8 [4] Small Unit Tactics 4 (Int)
- 7 [4] Terrorist Organisations 3 (Int)
- (A.R.C. +2)

### Language Skills

- N Czech
- 7 [4] English 3

### Attribute-Only Tests

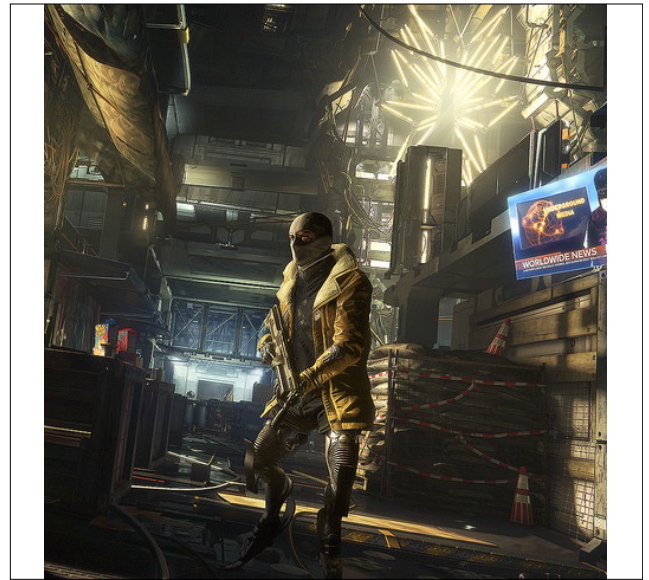
- 6 Composure
- 6 Judge Intentions
- 9 Lifting & Carrying
- 6 Memory

### Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	11	11
Ingestion	8	8
Inhalation (4 / 4)	12	12
Injection	8	8

### Addiction Resistance

- 8 Resist Physical Addiction



### Grunt Damage

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

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 12

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

Melee attacks against you are at : +0

Melee Defense (No Action): 12

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

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

Retractable Climbing Claws Block (-5 Interrupt, vs. one melee attack): +5 [8]

Retractable Climbing Claws Block (-5 Interrupt, vs. one melee attack): +5 [8]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [8]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 11 [8]

### Damage Resistances

- 22 Armor 17
- 25 Acid Protection 20 24 Electricity Protection 19
- 22 Cold Protection 17 25 Fire Protection 20
- 22 Falling Protection 17 9 Fatigue Resistance

Validation Report (0 issues): Nothing identified

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## 6 🧠 Resist Psychological Addiction






## Cyber Singularity Seeker Redliner

**Bad Rep**  
**Dependent(s) (1): Family**  
**Driven: Augmented Rights (6 🧑 (4))**  
**One of Them**

## Parkour

- Kip Up (12 🏆 [8] (3))
- Leaping Mantis

**A.R.C. Terrorist**  
**Fake SIN**  
**Lifestyles:** (1 month) Squatter Lifestyle [Comforts & Necessities (1), Neighborhood (1), Security (1)]  
**Licenses & SINS :** Fake SIN (2)

	<b>Armor Jacket</b>	<b>12</b>
<b>Acid:</b> +3, <b>Electricity:</b> +2, <b>Fire:</b> +3		
<b>Modifications:</b> Chemical Protection (3), Fire Resistance (3), Gear Access, Lightly Worn, Nonconductivity (2)		
	<b>Bone Lacing (Plastic)</b>	<b>+1</b>
	<b>Chameleon Suit</b>	<b>9</b>
<b>Modifications:</b> Concealed Pockets, Respirator (4), Thermal Dampening (4)		
	<b>Cyber Leg (Obvious) (Alphaware)</b>	<b>+2</b>
<b>Modifications:</b> Cyberlimb Agility (6), Cyberlimb Strength (6), Digigrade Legs, Enhanced Armor +2 (2), Hydraulic Jacks (3)		
<b>Weapons:</b> Retractable Climbing Claws		
	<b>Cyber Leg (Obvious) (Alphaware)</b>	<b>+2</b>
<b>Modifications:</b> Cyberlimb Agility (4), Cyberlimb Strength (4), Digigrade Legs, Enhanced Armor +2 (2), Hydraulic Jacks (3)		
<b>Weapons:</b> Retractable Climbing Claws		

**Hurricane TMP-18** 7P 13 [5] 10/40/80/150  
**Ammo Usage** : 30 (c): ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐  
☐☐☐☐  
**Full Auto** (6, simple action): 13 [5] vs. -5 Def, 7P Damage  
**Brain Blaster** (6, complex action): 13 [5] vs. 9P Damage  
**Full Auto** (10, complex action): 10 [5] vs. -9 Def, 7P Damage  
**Recoil Compensation** : 6  
**Modifications**: Folding Stock  
**Accessories**: Foregrip, Holographic Sight, (3) Spare Clips  
**Regular Ammo**: —, —/90

**Zenith CA-40** 8P v -1 14 [7] 5/20/40/60

**Ammo Usage** : 15 (c):                  

**Semi-Auto** (1, simple action): 14  , 8P Damage

**Double-Tap** (2, complex action): 14  , 9P Damage





**Semi-Automatic Burst** (3, complex action): 14   vs. -2 Def, 8P Damage

**Recoil Compensation** : 4

**Modifications**: Advanced Safety System, Electronic Firing,  
Smartgun System, Internal

**Regular Ammo**: -, \_\_\_\_/30

<b>Retractable Climbing Claws</b>	6P v -3	11 🏆 [7]	Reach: –
<b>Retractable Climbing Claws</b>	6P v -3	11 🏆 [7]	Reach: –
<b>Unarmed Strike</b>	6P	11 🏆 [8]	Reach: –

<b>(2x) Flash-Bang Grenade</b> 	10S, 10m R v -4	5  [8]	10/20/30/50
<b>Fragmentation Grenade</b> 	18P(f), -1/m v +5	5  [8]	10/20/30/50

**Novatech NetNinja (Cyber)** Essence: 0.2

**Device Rating** : 5  
**Data Processing** : 5, **Firewall** : 5  
**Matrix Initiative** : 9  
**Matrix DR** : 10 🏠 (9 🏠 vs. Black IC)

<b>Bone Lacing (Plastic)</b>	Essence: 0.5
<b>Cyber Leg (Obvious) (Alphaware)</b>	Essence: 0.8
<b>Modifications:</b> Cyberlimb Agility (6), Cyberlimb Strength (6), Digigrade Legs, Enhanced Armor +2 (2), Hydraulic Jacks (3)	
<b>Weapons:</b> Retractable Climbing Claws	
<b>Cyber Leg (Obvious) (Alphaware)</b>	Essence: 0.8
<b>Modifications:</b> Cyberlimb Agility (4), Cyberlimb Strength (4), Digigrade Legs, Enhanced Armor +2 (2), Hydraulic Jacks (3)	
<b>Weapons:</b> Retractable Climbing Claws	
<b>Cybereyes (1)</b>	Essence: 0.2
<b>Modifications:</b> Image Link, Smartlink, Vision Enhancement (1)	
<b>Cybersafety</b>	
<b>Datajack</b>	Essence: 0.1
<b>Fiberoptic Hair (10cm) (1)</b>	Essence: 0.1
<b>Novatech NetNinja (Cyber)</b>	Essence: 0.2
<b>Reaction Enhancers (2)</b>	Essence: 0.6
<b>Retractable Climbing Claws</b>	
<b>Retractable Climbing Claws</b>	
<b>Sound Link</b>	Essence: 0.1
<b>Wired Reflexes (1)</b>	Essence: 2

**Certified Credstick, Standard  
(10x) Datchip  
Dropped to Ground  
Flashlight  
Goggles (1)**

## **Gear (Cash: 1,000¥)**

**Masque Infusion**

**Quick-Draw Holster**

**Wired Reflex Optimization Infusion**