

Talos Rucker

Player: SL

Metatype: Human; Male; Age: 41; Height: 1.82m; Weight: 95kg

Total Karma: 5; Current Karma: 5; Street Cred: 0; Notoriety: 0; Public Awareness: 8

Attributes

Body.....	3	<input type="checkbox"/>	Essence	1.785	<input type="checkbox"/>
Agility	3/4	<input type="checkbox"/>	Edge	5	<input type="checkbox"/>
Reaction	4	<input type="checkbox"/>	Initiative	9+1D6	<input type="checkbox"/>
Strength	3/4	<input type="checkbox"/>	<div>Inherent Limits</div> <div>[5] Physical Limit</div> <div>[9] Mental Limit</div> <div>[10] Social Limit</div> <div>Audio Analyzer : +1 for musical performances;</div> <div>Fame: +3 with individuals that know the character's identity</div>		
Willpower	5	<input type="checkbox"/>			
Logic	4/5	<input type="checkbox"/>			
Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles					
Intuition.....	5	<input type="checkbox"/>			
Charisma.....	6	<input type="checkbox"/>			

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

12 [?] Biotechnology 7 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

10 [M] Computer 5 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

17 [10] Con 7 (Cha)

(Fast Talking +2)

Fame: +3 to positively influence individuals that know the character's identity

13 [?] Cybertechnology 8 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

17 [10] Etiquette 7 (Cha)

(Corporate +2,

Fame: +3 to positively influence individuals that know the character's identity

16 [15] First Aid 5 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

7 [5] Gymnastics 3 (Agi)

Balance Augmenter : +1 for tests involving balance, such as climbing, walking across a narrow platform, landing after a jump, and so on.

18 [10] Leadership 8 (Cha)

(Inspire +2)

Fame: +3 to positively influence individuals that know the character's identity

13 [9] Medicine 8 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles; STATscan: +2 to diagnosis

Active Skills

16 [10] Negotiation 6 (Cha)
(Diplomacy +2)

Fame: +3 to positively influence individuals that know the character's identity

10 [9] Perception 5 (Int)

Vision Enhancement : +2 for visual perception tests.

6 [A] Unarmed Combat 2 (Agi)

Knowledge Skills

12 [9] Economics 5 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

12 [9] History 5 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

11 [9] Matrix Technologies 4 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 [9] MegaCorp Politics 6 (Int)
(NeoNET +2)

12 [9] Psychology 5 (Log)

Analytical Mind : +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Language Skills

9 [9] Czech 2

12 [9] English 5
N German



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"/>	<input type="checkbox"/>	-4

Overflow: ☐☐☐

Natural Recovery:

6 (1 day), heal 1 box/hit

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"/>	<input type="checkbox"/>	

Natural Recovery:

8 (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): +5

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

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

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

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [5]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Attribute-Only Tests

11 Composure

Validation Report (0 issues): Nothing identified

Damage Resistances

16 🛡️ Armor 12
 16 🛡️ Acid Protection 12 16 🛡️ Electricity Protection 12
 16 🛡️ Cold Protection 12 16 🛡️ Fire Protection 12
 16 🛡️ Falling Protection 12 9 🛡️ Fatigue Resistance

Attribute-Only Tests

11 🛡️ Judge Intentions
 7 🛡️ Lifting & Carrying
 12 🛡️ Memory

Toxin Resistances

	Toxin	Disease
Contact (1 / 3)	9 🛡️	11 🛡️
Ingestion (1 / 3)	9 🛡️	11 🛡️
Inhalation (1 / 3)	9 🛡️	11 🛡️
Injection (1 / 3)	9 🛡️	11 🛡️

Addiction Resistance

9 🛡️ Resist Physical Addiction
 11 🛡️ Resist Psychological Addiction

Positive Qualities

Analytical Mind
 College Education
 Fame (Global): A.R.C. Leader

Negative Qualities

SINner (National SIN): ADL

Identities

Talos Rucker
 National SIN
 Lifestyles: (1 month) High Lifestyle [Comforts & Necessities (4),
 Neighborhood (5), Security (4)]
 Subscriptions: (12 months) DocWagon Platinum Contract
 Licenses & SINS : License: Cyberware

Armor

🛡️ **Bone Lacing (Plastic) (Betaware)** +1
 🛡️ **Crimson Sky Suit** 11
Modifications: -2 modifier for concealability, Custom Fit, Greatcoat
 Coat [Custom Fit (Stack), Custom Fit, -3 modifier for concealability,
 Increase Social Limit by 1, Chemical Protection (4), Concealed
 Pockets, Fire Resistance (2), Insulation (2), Nonconductivity (1)],
 Increase Social Limit by 1, Simrig

Melee & Other Weapons

Unarmed Strike 5P 6 🛡️ [5] Reach: –

Matrix Devices

Transys Avalon (Cyber)

Device Rating: 6
 Data Processing: 6, Firewall: 6
 Matrix Initiative: 11
 Matrix DR: 12 🛡️ (11 🛡️ vs. Black IC)
 Modifications: Receiver
 Programs (3/3): Diagnostics, P2.1, Ticker:
 NewsFax

Cyberware (Essence: 3.29)

Aesthetic Operations (Betaware) Essence: 0.07
Balance Augmenter (Betaware) Essence: 0.07
Bone Lacing (Plastic) (Betaware) Essence: 0.35
Cyber Arm (Synthetic) (Betaware) (Main Hand) Essence: 0.7
Modifications: Cyberlimb Agility (4), Cyberlimb Strength (4),
 Improved Syntheskin (2), STATscan, Transys Avalon (Cyber)
Cyber Lower Arm (Synthetic) (Betaware) (Off Hand) Essence: 0.32
Modifications: Cyberlimb Agility (4), Cyberlimb Strength (4),
Cyber Skull (Synthetic) (Betaware) Essence: 0.52
Modifications: Cyberlimb Agility (4), Cyberlimb Strength (4),
 Improved Syntheskin (1)
Cyberears (Betaware) (1) Essence: 0.14
Modifications: Audio Analyzer, Damper, Select Sound Filter (2),
 Sound Link
Cybereyes (Betaware) (1) Essence: 0.14
Modifications: Image Link, Low-Light Vision, Vision
 Enhancement (2)
Datajack (Betaware) Essence: 0.07
Muscle Replacement (Betaware) (1) Essence: 0.7
Sound Link (Betaware) Essence: 0.07
Taste Booster (Betaware) (4) Essence: 0.14
Transys Avalon (Cyber)
Modifications: Receiver
Programs (3/3): Diagnostics, P2.1, Ticker: NewsFax

Bioware (Essence: 0.925)

Amplified Immune System (Betaware) (1) Essence: 0.07
Cerebral Booster (Betaware) (1) Essence: 0.14
Dietware (Betaware) Essence: 0.07
Joint Replacement Essence: 0.05
Mnemonic Enhancer (Betaware) (2) Essence: 0.14
Nephritic Screen (Betaware) (1) Essence: 0.03
Pathogenic Defense (Betaware) (1) Essence: 0.07
Sleep Regulator (Betaware) Essence: 0.07
Tailored Pheromones (Betaware) (2) Essence: 0.28

Gear (Cash: 1,000¥)

Certified Credstick, Platinum
 (11x) Datachip
 Dropped to Ground
 Electronic Paper
 Hyper-Glucagon Infusion
 Jammer, Area (4)
 Micro-Tranceiver
 Savior Medkit
 (2x) Stim Patch (2)
 Tranq Patch (1)
 Trauma Patch
 White Noise Generator (4)