

## State Police / Tarvos Security

Player: SL

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

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

### Attributes

Body..... 5	<input type="checkbox"/>	Professional Rating 4	<input type="checkbox"/>
Agility ..... 5/6	<input type="checkbox"/>	Essence ..... 2.3	<input type="checkbox"/>
Reaction ..... 5	<input type="checkbox"/>	Edge ..... 5	<input type="checkbox"/>
Strength ..... 4/5	<input type="checkbox"/>	Initiative .... 10+2D6	<input type="checkbox"/>
Willpower ..... 3	<input type="checkbox"/>	<b>Inherent Limits</b>	
Logic ..... 2	<input type="checkbox"/>	[7] Physical Limit	
Intuition ..... 5	<input type="checkbox"/>	[4] Mental Limit	
Charisma..... 2	<input type="checkbox"/>	[4] Social Limit	

### Movement

12m/24m/+2 Land Movement

6m/+1 Swimming

### Active Skills

- 12 [A] Automatics\* (Agi)
- 11 [A] Blades\* (Agi)
- 11 [A] Clubs\* (Agi)
- 3 [M] Computer 1 (Log)
- 5 [3] Etiquette 3 (Cha) (Mercenary +2)
- 12 [7] Gymnastics\* (Agi)
- 6 [4] Intimidation 4 (Cha)
- 12 [A] Longarms\* (Agi)
- 10 [4] Perception 5 (Int)  
Vision Enhancement : +2 for visual perception tests.; Audio Enhancement: +1 for audio perception tests.
- 12 [A] Pistols\* (Agi)
- 11 [7] Running\* (Str)
- 11 [7] Swimming\* (Str)
- 11 [A] Unarmed Combat\* (Agi)
  - \* Athletics Group 6
  - \* Close Combat Group 5
  - \* Firearms Group 6

### Knowledge Skills

- 8 [4] Poker 3 (Int)
- 10 [4] Security Procedures 5 (Int)
- 9 [4] Small Unit Tactics 4 (Int)

### Language Skills

- N Czech
- 7 [4] English 2

### Attribute-Only Tests

- 5 Composure
- 7 Judge Intentions
- 10 Lifting & Carrying
- 5 Memory

### Toxin Resistances

	Toxin	Disease
Contact (2 / 2)	10	10
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"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 10

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

Agile Full Defense (-10 Interrupt, for the rest of the turn): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 10

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

Agile Full Defense (-10 Interrupt, for the rest of the turn): +6

Dodge (-5 Interrupt, vs. one melee attack): +6 [7]

Combat Knife Parry (-5 Interrupt, vs. one melee attack): +5 [7]

Stun Baton Parry (-5 Interrupt, vs. one melee attack): +5 [7]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [7]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [7]

### Damage Resistances

- 26 Armor 20
- 28 Acid Protection 22 29 Electricity Protection 23
- 28 Cold Protection 22 28 Fire Protection 22
- 26 Falling Protection 20 9 Fatigue Resistance

### Edge Pool



Validation Report (0 issues): Nothing identified

## Addiction Resistance

5 🍵 Resist Psychological Addiction

## Positive Qualities

Agile Defender  
Toughness

## Negative Qualities

Impassive  
SINner (National SIN): Various

## Martial Arts

Knight Errant Tactical  
• Close Quarter Defense Against Firearms +1 🍵  
• Hammerfist +1

## Identities

Identity: Specify Name

National SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),  
Neighborhood (2), Security (2)]

Licenses & SINS : License: Security

## Armor

🛡️ Dermal Plating (2) +2  
🛡️ Full Body Armor 15

Acid: +2, Cold: +2, Electricity: +3, Fire: +2

Modifications: Chemical Protection (2), Fire Resistance (2), Insulation  
(2), Nonconductivity (3), PAG modification

🛡️ Full Body Armor Helmet +3

Modifications: Micro-Tranceiver, Respirator (4), Thermographic  
Vision, Trodes

## Firearms & Heavy Weapons

Widowmaker TX Tech-1 12P(f) v +4 12 🍵 [4] 15/30/45/60

Ammo Usage : 5 (m): □□□□□

Narrow Spread :

Single Action (1, simple action): 12 🍵 vs. -1 Def, 12P(f) Damage

Double-Tap (2, complex action): 12 🍵 vs. -1 Def, 13P(f) Damage

Semi-Automatic Burst (3, complex action): 12 🍵 vs. -3 Def, 12P  
(f) Damage

Recoil Compensation : 5

Accessories: Foregrip, Shock Pad, Sling

Flechette Rounds : +2(f) v +5, \_\_\_\_/30

Zenith CA-40 8P v -1 12 🍵 [5] 5/20/40/60

Ammo Usage : 15 (c): □□□□□ □□□□□ □□□□□

Semi-Auto (1, simple action): 12 🍵, 8P Damage

Double-Tap (2, complex action): 12 🍵, 9P Damage

Semi-Automatic Burst (3, complex action): 12 🍵 vs. -2 Def, 8P  
Damage

Recoil Compensation : 4

Modifications: Electronic Firing, Smartgun System, Internal [Turned  
Off]

Accessories: (2) Spare Clips

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

## Melee & Other Weapons

Combat Knife 7P v -3 11 🍵 [6] Reach: -  
Stun Baton 9S(e) v -5 11 🍵 [4] Reach: 1  
Unarmed Strike 5S 11 🍵 [7] Reach: -

## Grenades

(2x) Flash-Bang Grenade 10S, 10m R v -4 5 🍵 [7] 10/20/30/50  
□□

Gas Grenade, CS/Tear Gas By Chem., 10m R 5 🍵 [7] 10/20/30/50  
□

Modifications: CS/Tear Gas

## Matrix Devices

MCT Blue Defender



Device Rating : 3

Data Processing : 3, Firewall: 5



Matrix Initiative : 8

Matrix DR : 8 🍵 (8 🍵 vs. Black IC)



## Cyberware (Essence: 2.4)

Cybears (1) Essence: 0.2

Modifications: Audio Enhancement (1), Damper, Select Sound  
Filter (2), Sound Link

Cybeyes (1) Essence: 0.2

Modifications: Image Link, Low-Light Vision, Vision  
Enhancement (2)

Dermal Plating (2) Essence: 1

Muscle Replacement (1) Essence: 1

## Bioware (Essence: 1.3)

Boosted Reflexes Essence: 1

Damage Compensators (3) Essence: 0.3

## Gear (Cash: 1,000¥)

(2x) Certified Credstick, Standard

Dropped to Ground

MCT Blue Defender

Medkit (1)

Metal Restraints

Pepper Punch

(20x) Plastic Restraints

Quick-Draw Holster

(2x) Stim Patch (4)