

## Black Scimitar Mercenary

Player: SL

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg  
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 3; Court of Shadows Notoriety: 3; Public Awareness: 0

### Attributes

Body.....	8	<input type="checkbox"/>	Professional Rating 5	<input type="checkbox"/>
Agility .....	5/6	<input type="checkbox"/>	Essence .....	1.25
Reaction .....	5/6	<input type="checkbox"/>	Edge .....	6
Strength .....	7/8	<input type="checkbox"/>	Initiative ..	9/10+2D6
Willpower .....	3	<input type="checkbox"/>	<b>Inherent Limits</b>	
Logic .....	2	<input type="checkbox"/>	[10] Physical Limit	
Intuition.....	4	<input type="checkbox"/>	[4] Mental Limit	
Charisma.....	2	<input type="checkbox"/>	[3] Social Limit	

### Movement

6m/12m/+2 Land Movement

3.5m/+1 Swimming

### Active Skills

- 14 [A] Automatics\* (Agi)
- 13 [A] Blades\* (Agi)
- 13 [A] Clubs\* (Agi)
- 4 [?] Demolitions 3 (Log)
- 5 [3] Etiquette 3 (Cha)  
(Mercenary +2)
- 10 [A] Gunnery 4 (Agi)
- 12 [10] Gymnastics\* (Agi)
- 7 [5] Intimidation 5 (Cha)  
(Physical +2)
- 5 [3] Leadership 3 (Cha)
- 13 [A] Longarms\* (Agi)
- 9 [4] Perception 4 (Int)  
Vision Enhancement : +1 for visual perception tests.; Audio Enhancement : +1 for audio perception tests.
- 10 [H] Pilot Ground Craft 4 (Rea)
- 13 [A] Pistols\* (Agi)
- 14 [10] Running\* (Str)
- 6 [10] Survival 3 (Wil)
- 14 [10] Swimming\* (Str)
- 10 [A] Throwing Weapons 4 (Agi)
- 13 [A] Unarmed Combat\* (Agi)
- 6 \* Athletics Group 6
- 7 \* Close Combat Group 7
- 7 \* Firearms Group 7

### Knowledge Skills

- 8 [4] Battlefields of the Sixth World 5 (Int)
- 6 [4] Cheap Synthahol 3 (Int)
- 8 [4] Mercenary Groups 5 (Int)
- 2 [4] Nanotechnology Knowledge Infusion 1 (Log)
- 4 [4] Security Procedures 3 (Log)
- 10 [4] Small Unit Tactics 7 (Int)

### Language Skills

- N Chinese
- 5 [4] English 2
- 5 [4] Japanese 2
- 4 [4] Or'Zet 1

### Toxin Resistances

	Toxin	Disease
Contact (0 / 1)	Imm	Imm
Ingestion (0 / 1)	11	12



### 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"/>	-4

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

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

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

Dodge (-5 Interrupt, vs. one melee attack): +6 [10]

Hand Blade Block (-5 Interrupt, vs. one melee attack): +7

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

+7 [10]

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

[10]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [10]

### Damage Resistances

- 33 Armor 24
- 33 Acid Protection 24 35 Electricity Protection 26
- 33 Cold Protection 24 35 Fire Protection 26
- 33 Falling Protection 24 12 Fatigue Resistance

### Edge Pool

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

### Attribute-Only Tests

#### 5 Composure

Guts: +2 to resist fear and intimidation, including magically induced fear from spells or critter powers

#### 5 Judge Intentions

#### 16 Lifting & Carrying

#### 4 Memory

### Toxin Resistances

	Toxin	Disease
Inhalation (0 / 1)	Imm	Imm
Injection (0 / 1)	11	12

Validation Report (0 issues): Nothing identified

## Addiction Resistance

- 11 🧠 Resist Physical Addiction  
4 🧠 Resist Psychological Addiction

### Positive Qualities

**Erased**  
**Guts**  
**School of Hard Knocks**  
**Tough as Nails (Stun) (1)**

### Negative Qualities

**Bad Rep**  
**Dimmer Bulb (1)**  
**Poor Self Control - Combat Monster**





## Martial Arts

- **Krav Maga**
- **Clinch (12 🥊 [10] vs. Reaction + Intuition)**
- **Constrictor's Crush +1DV**
- **Ti Khao +1**

## Identities

**Black Scimitar Mercenary**  
**Lifestyles:** (1 month) Traveler Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

## Armor

	<b>Bone Lacing (Plastic) (AlphaWare)</b>	<b>+1</b>
	<b>Dermal Plating (BetaWare) (2)</b>	<b>+2</b>
	<b>Security Armor (Medium)</b>	<b>18</b>
<b>Electricity: +2, Fire: +2</b>		
<b>Modifications:</b> Chemical Seal, Concealed Pockets, Custom Fit, Fire Resistance (2), Gear Access, Holster, Nonconductivity (2), Restrictive, Universal Mirror Material (sq m) (4)		
	<b>Security Armor Helmet</b>	<b>+3</b>
<b>Modifications:</b> Flare Compensation, Gas Mask, Micro-Tranceiver, Voice Warper (1)		

## Firearms & Heavy Weapons

**Colt Cobra TZ-20** 5S(e) v -5 15 [5] 10/40/80/150

**Ammo Usage** : 32 (c):        
 

**Semi-Auto** (1, simple action): 15 , 5S(e) Damage

**Double-Tap** (2, complex action): 15 , 6S(e) Damage

**Burst Fire** (3, simple action) or **Semi-Automatic Burst** (3, complex action): 15  vs. -2 Def, 5S(e) Damage

**Aimed Burst** (3, complex action): 15 , 6S(e) Damage

**Full Auto** (6, simple action) or **Long Burst** (6, complex action): 15  vs. -5 Def, 5S(e) Damage

**Brain Blaster** (6, complex action): 15 , 7S(e) Damage

**Full Auto** (10, complex action): 13  vs. -9 Def, 5S(e) Damage

**Recoil Compensation** : 7

**Modifications**: Flashlight, Folding Stock, Gas-Vent System (2), Laser Sight

**Accessories**: Flashlight, Sling, (3) Spare Clips

Explosive Rounds: +1 v -1, \_\_\_\_/32

**Stick-n-Shock**: -2S(e) v -5, \_\_\_\_/64

## Firearms & Heavy Weapons

**Colt Manhunter A1** 6S(e) v -5 14 [6] 5/20/40/60

**Ammo Usage** : 16 (c): ☐☐☐☐☐ ☐☐☐☐☐☐ ☐

**Semi-Auto** (1, simple action): 14 [6], 6S(e) Damage

**Double-Tap** (2, complex action): 14 [6], 7S(e) Damage

**Semi-Automatic Burst** (3, complex action): 14 [6] vs. -2 Def, 6S(e) Damage

**Recoil Compensation** : 4




**Modifications**: Flashlight, Holographic Sight

**Accessories**: Flashlight, (3) Spare Clips

Regular Ammo: —, \_\_\_\_/16

**Stick-n-Shock**: -2S(e) v -5, \_\_\_\_/32

## Melee & Other Weapons

<b>Hand Blade</b>	10P v -2	13  [10]	Reach: –
<b>Unarmed Strike</b>	9P	13  [10]	Reach: –
<b>Vibro Knife</b>	10P v -2	13  [5]	Reach: –

## Grenades

**(2x) Fragmentation Aero Gren<sup>18P(f), -1/m</sup> v +5** 10  [10] 16/32/64/120

## Matrix Devices

**MCT Blue Defender (Betaware) (Cyber)** Essence: 0.14

			<b>Device Rating</b> : 3
			<b>Data Processing</b> : 3, <b>Firewall</b> : 8
			<b>Matrix Initiative</b> : 7
			<b>Matrix DR</b> : 11 🧠 (11 🧠 vs. Black IC)
			<b>Modifications</b> : Novatech Tactician
			<b>Programs</b> (2/2): Diagnostics, Ticker: Knight
			Errant Alert Feed

## Cyberware (Essence: 4.45)

<b>Bone Lacing (Plastic) (Alphaware)</b>	Essence: 0.4
<b>Cybears (Betaware) (1)</b>	Essence: 0.14
<b>Modifications:</b> Audio Enhancement (1), Damper, Select Sound Filter (2), Sound Link	
<b>Cybereyes (Betaware) (2)</b>	Essence: 0.21
<b>Modifications:</b> Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (1)	
<b>Cybersafety (Betaware)</b>	
<b>Datajack (Betaware)</b>	Essence: 0.07
<b>Dermal Plating (Betaware) (2)</b>	Essence: 0.7
<b>Hand Blade</b>	Essence: 0.25
<b>MCT Blue Defender (Betaware) (Cyber)</b>	Essence: 0.14
<b>Modifications:</b> Novatech Tactician	
<b>Programs</b> (2/2): Diagnostics, Ticker: Knight Errant Alert Feed	
<b>Muscle Replacement (Alphaware) (1)</b>	Essence: 0.8
<b>Orientation System (Betaware)</b>	Essence: 0.14
<b>Wired Reflexes (Alphaware) (1)</b>	Essence: 1.6

## Bioware (Essence: 0.2)

<b>Knowledge Infusion: Knowledge Skill</b>	Essence: 0.1
<b>Pathogenic Defense (1)</b>	Essence: 0.1

## Geneware (Essence: 0.1)

<b>Hyper-Glucagon</b>	Essence: 0.1
-----------------------	--------------

**Gear (Cash: 1,000¥)**

**Betel  
Biometric Reader**

## **Gear (Cash: 1,000¥)**

**Black Scimitar Uniform**

**Body bag (1)**

**Certified Credstick, Standard**

**Dropped to Ground**

**Flashlight**

**Handheld Sensor Housing (3)**

**Modifications:** Cyberware Scanner, MAD Scanner, Nanoscanner  
(3)

**Headjammer (2)**

**Nanite Hunters: Experimental KFS-Hunter/Killer**

**Pepper Punch**

**(10x) Plastic Restraints**

**(10x) Security Tags**

**Tag Eraser**

**Universal Mirror Material Wrapping Foil (4)**