

Black Scimitar Mercenary Captain

Player: SL

Metatype: Troll; Female; Ethnicity: Hispanic; Age: 35;
Height: 2.52m; Weight: 317kg; Hair: Gray; Eyes: Chrome;
Skin: Tan
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
0; Public Awareness: 0

Attributes

Body.....10	<input type="checkbox"/>	Essence 0.65	<input type="checkbox"/>
Agility4/6	<input type="checkbox"/>	Edge5	<input type="checkbox"/>
Reaction4/5	<input type="checkbox"/>	Initiative ..8/12+1D6	<input type="checkbox"/>
Strength7/9	<input type="checkbox"/>	Inherent Limits	
Willpower5	<input type="checkbox"/>	[11] Physical Limit	
Logic3	<input type="checkbox"/>	[5] Mental Limit	
Intuition.....4	<input type="checkbox"/>	[4] Social Limit	
Charisma.....3	<input type="checkbox"/>		

Movement

6m/12m/+1 Land Movement

4m/+2 Swimming

Active Skills

13 [A] Automatics* (Agi)
14 [A] Blades* (Agi)
14 [A] Clubs* (Agi)
9 [4] Etiquette 6 (Cha)
(Mercenary +2)
9 [7] First Aid 4 (Log)
10 [A] Gunnery 4 (Agi)
15 [11] Gymnastics* (Agi)
7 [4] Instruction 4 (Cha)
(Combat +2)
8 [6] Intimidation 5 (Cha)
(Physical +2)
9 [4] Leadership 6 (Cha)
(Direct +2)
14 [A] Longarms* (Agi)
4 [4] Negotiation 1 (Cha)
11 [5] Perception 5 (Int)
Vision Enhancement : +1 for visual perception
tests.; Audio Enhancement: +1 for audio
perception tests.
13 [A] Pistols* (Agi)
18 [11] Running* (Str)
10 [11] Survival 4 (Wil)
(Jungle +2)
18 [11] Swimming* (Str)
10 [A] Throwing Weapons 4 (Agi)
14 [A] Unarmed Combat* (Agi)
7 * Athletics Group 7
8 * Close Combat Group 8
7 * Firearms Group 7

Knowledge Skills

10 [5] Battlefields of the Sixth
World 6 (Int)
10 [5] Mercenary Groups 6 (Int)
4 [5] Nanotechnology Knowledge
Infusion 1 (Log)
7 [5] Security Procedures 4 (Log)
11 [5] Small Unit Tactics 7 (Int)
8 [5] Urban Brawl 4 (Int)

Language Skills

6 [5] Amazonian Portuguese 2
7 [5] Chinese 3
5 [5] English 1
N Korean



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
<input type="checkbox"/>		

Overflow:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Natural Recovery:

30 (1 day), heal 4 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:

15 (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): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

Dodge (-5 Interrupt, vs. one melee attack): +7 [11]

Foot Anchor (Alphaaware) Block (-5 Interrupt, vs. one
melee attack): +8 [11]

Spurs (Alphaaware) Block (-5 Interrupt, vs. one melee
attack): +6 [11]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):
+8 [11]

Vibro Sword Parry (-5 Interrupt, vs. one melee attack):
+8 [11]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [11]

Damage Resistances

33 Armor 22

33 Acid Protection 22 35 Electricity Protection 24

33 Cold Protection 22 35 Fire Protection 24

33 Falling Protection 22 17 Fatigue Resistance

Edge Pool

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

9 Composure

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

7 Judge Intentions

19 Lifting & Carrying

9 Memory

Validation Report (0 issues): Nothing identified

Toxin Resistances

	Toxin	Disease
Contact	Imm	Imm
Ingestion	15 🧬	15 🧬
Inhalation	Imm	Imm
Injection	15 🧬	15 🧬

Addiction Resistance

- 16 🧠 Resist Physical Addiction
9 🧠 Resist Psychological Addiction

Positive Qualities

Erased
Guts
Indomitable (Social) (1)
Magic Resistance (1)

Negative Qualities

Alpha Junkie (9 🏆 (3))
Code of Honor: The Soldier's Code (9 🏆 vs. 4)
Poor Self Control - Thrill-Seeker
TLE-x (16 🏆 (4))

Martial Arts

Krav Maga

- Clinch (13 🏆 [11] vs. Reaction + Intuition)
- Constrictor's Crush +1DV
- Ti Khao +1




Metatype Abilities

Armor (+1)

Identities

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

Armor





 Natural Armor	+1
 Security Armor (Medium)	18
Electricity: +2, Fire: +2	
Modifications: Chemical Seal, Custom Fit, Fire Resistance (2), Gear Access, Gear Access, Holster, Nonconductivity (2), Restrictive	
 Security Armor Helmet	+3
Modifications: Flare Compensation, Gas Mask, Micro-Tranceiver, Voice Warper (1)	

Firearms & Heavy Weapons



Colt Manhunter A1 6S(e) v -5 12 [6] 5/20/40/60
Ammo Usage : 16 (c): ☐☐☐☐☐ ☐☐☐☐☐☐☐☐
Semi-Auto (1, simple action): 12 , 6S(e) Damage
Double-Tap (2, complex action): 12 , 7S(e) Damage
Semi-Automatic Burst (3, complex action): 12  vs. -2 Def, 6S(e) Damage
Recoil Compensation : 4
Modifications : Holographic Sight
Accessories : (3) Spare Clips
 Regular Ammo: —, ____/16
Stick-n-Shock : -2S(e) v -5, ____/32

Krime Boss 15P(f) v +4 16 [6] 15/30/45/60
Ammo Usage : 15 (d): ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
Narrow Spread :
Semi-Auto (1, simple action): 16 vs. -1 Def, 15P(f) Damage
Double-Tap (2, complex action): 16 vs. -1 Def, 16P(f) Damage
Semi-Automatic Burst (3, complex action): 16 vs. -3 Def, 15P(f) Damage
Recoil Compensation : 7
Modifications : Advanced Safety System, Electronic Firing, Folding Stock, Trigger Removal
Accessories : Smartgun System, External
Flechette Rounds : +2(f) v +5, ____/30

Melee & Other Weapons

Foot Anchor (Alphaware)	12P v -2	14  [111]	Reach: 1
Spurs (Alphaware)	12P v -2	12  [111]	Reach: 1
Unarmed Strike	9P	14  [111]	Reach: 1
Vibro Sword	13P v -2	14  [6]	Reach: 2

Grenades

(2x) Fragmentation Aero Gren ^{18P(f), -1/m v +5} □□	10  [111]	18/36/72/135
Grenade-Cam Grenade (2) □	Sensor 10  [111]	18/36/54/90
Modifications: Thermographic Vision, Vision Magnification, Electronic		

Matrix Devices

MCT Blue Defender (Betaware) (Cyber)	Essence: 0.14
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Device Rating: 3
Data Processing: 3, **Firewall:** 8
Matrix Initiative: 7
Matrix DR: 11 🧠 (13 🧠 vs. Black IC)
Modifications: Novatech Tactician
Programs (2/2): Diagnostics, Ticker: Knight
Errant Alert Feed

Cyberware (Essence: 3.49)

Cyberears (Betaware) (1)	Essence: 0.14
Modifications: Audio Enhancement (1), Damper, Select Sound Filter (2). Sound Link	

Cybereyes (Betaware) (2) Essence: 0.21
Modifications: Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (1)

Cybersafety (Betaware)	Essence: 0.2
Foot Anchor (Alphaware)	

MCT Blue Defender (Betaware) (Cyber) Essence: 0.14
Modifications: Novatech Tactician

Programs (2/2): Diagnostics, Ticker: Knight Errant Alert Feed
Move-by-Wire System (Alphaware) (1) Essence: 2.4

Spider Eves (Alphaware) Essence: 0.16

Cyberware (Essence: 3.49)

Spurs (Alphaware) Essence: 0.24

Bioware (Essence: 1.66)

Adrenaline Pump (Alphaware) (1) Essence: 0.6
Bone Density Augmentation (Alphaware) (1) Essence: 0.24
Knowledge Infusion: Knowledge Skill Essence: 0.1
Muscle Augmentation (Betaware) (2) Essence: 0.28
Muscle Toner (Betaware) (2) Essence: 0.28
Synthacardium (Alphaware) (2) Essence: 0.16

Geneware (Essence: 0.2)

Daredrenaline Essence: 0.1
Hyper-Glucagon Essence: 0.1

Gear (Cash: 1,000¥)

(5x) AEXD
Biometric Reader
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)
Medkit (2)
Nanite Hunters: Experimental KFS-Hunter/Killer
Pepper Punch
(10x) Plastic Restraints
Ripper
(10x) Security Tags
STATscan
(3x) Stim Patch (4)
Tag Eraser
Trauma Patch