

Fang - Mercenary Captain's Dog

Player: SL

Race: Critter (Dog); Male

Attributes

Body.....	4	<input type="checkbox"/>	Essence	2.55	<input type="checkbox"/>
Agility	3	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	4	<input type="checkbox"/>	Initiative	9+2D6	<input type="checkbox"/>
Strength	4	<input type="checkbox"/>	Inherent Limits		
Willpower	4	<input type="checkbox"/>			
Logic	2	<input type="checkbox"/>			
Intuition.....	5	<input type="checkbox"/>			
Charisma.....	3	<input type="checkbox"/>	[6] Physical Limit		
			[5] Mental Limit		
			[5] Social Limit		

Movement

6m/24m/+4 Land Movement

Active Skills

- 7 [6] **Gymnastics 4** (Agi)
- 7 [5] **Intimidation 4** (Cha)
- 10 [5] **Perception 5** (Int)
(Smell +2)
- Audio Enhancement: +2 for audio perception tests.
- 9 [6] **Running 5** (Str)
- 5 [6] **Sneaking 2** (Agi)
- 11 [5] **Tracking 6** (Int)
- 8 [A] **Unarmed Combat 5** (Agi)

Attribute-Only Tests

- 7 **Composure**
- 8 **Judge Intentions**
- 8 **Lifting & Carrying**
- 6 **Memory**

Toxin Resistances

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

Addiction Resistance

- 8 Resist Physical Addiction
- 6 Resist Psychological Addiction

Damage Resistances

- 15 **Armor 10**
- 18 **Acid Protection 13**
- 15 **Cold Protection 10**
- 15 **Falling Protection 10**
- 16 **Electricity Protection 11**
- 18 **Fire Protection 13**
- 9 **Fatigue Resistance**

Critter Powers

- Enhanced Senses: Hearing
- Enhanced Senses: Smell



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"/>	

Overflow: ☐☐☐☐

Natural Recovery:

0 (4 day) heal 4 hp/kit

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:

0 (4 hour) heal 4 hp/kit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

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

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

Dodge (-5 Interrupt, vs. one melee attack): +4 [6]

Claws/Bite Block (-5 Interrupt, vs. one melee attack): +5 [6]

Sensor-aided attacks against you are at : +0



Sensor Defense (No Action): 5 [6]

Edge Pool



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Validation Report (0 issues): Nothing identified

Armor

 Armor Vest	9
Acid: +3, Electricity: +1, Fire: +3	
Modifications: Biomonitor, Chemical Protection (3), Drag Handle, Fire Resistance (3), Nonconductivity (1)	
 Dermal Plating (1)	+1

Melee & Other Weapons

Claws/Bite	5P	8  I6I	Reach: –
Junkyard Jaw	7P v -6	8  I6I	Reach: –

Cyberware (Essence: 1.75)

Audio Enhancement (2)	Essence: 0.1
Cybereyes (1)	Essence: 0.2
Modifications: Image Link	
Dermal Plating (1)	Essence: 0.5
Junkyard Jaw	Essence: 0.75
Spider Eyes	Essence: 0.2

Bioware (Essence: 1.7)

Bone Density Augmentation (1)	Essence: 0.3
Boosted Reflexes	Essence: 1
Damage Compensators (4)	Essence: 0.4

Gear (Cash: 1,000¥)

Dropped to Ground