

Handle Dane Role Solo 4/Fixer 3 Role Ability C.Awareness Notes Local Expert: Little China Operator 3

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)	4	6	10
Conceal/Reveal Object (INT)		6	0
Lip Reading <b>(INT)</b>		6	0
Perception (INT)	4	6	10
Tracking <b>(INT)</b>		6	0
Body Skills	LVL	STAT	BASE
Athletics (DEX)	5	8	14
Contortionist (DEX)	2	8	10
Dance (DEX)		8	0
Endurance (WILL)		6	0
Resist Torture/Drugs (WILL)	2	6	8
Stealth (DEX)	6	8	14
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)		8	0
Pilot Air Vehicle (x2) (REF)		8	0
Pilot Sea Vehicle (REF)		8	0
Riding (REF)		8	0
Education Skills	LVL	STAT	BASE
Accounting (INT)		6	0
Animal Handling (INT)		6	0
Bureaucracy (INT)		6	0
Business (INT)		6	0
Composition (INT)		6	0
Criminology (INT)		6	0
Cryptography (INT)		6	0
Deduction (INT)		6	0
Education (INT)	2	6	8
Gamble (INT)		6	0

INT

REF

DEX

**TECH** 

**соо**г

WILL

6

LUCK

5 5

**MOVE** 6

BODY

Education Skills	LVL	STAT	BASE
Language (INT)			
Streetslang	2	6	8
English	4	6	10
L->		6	0
Library Search (INT)		6	0
Local Expert (INT)	1	٨.	4
Your Home	3	6	9
<u> </u>	1	6	0
		6	0
Science (INT)	1		
		6	0
<b>_</b>		6	0
Tactics (INT)	4	6	10
Wilderness Survival (INT)		6	0
Fighting Skill	LVL	STAT	BASE
Fighting Skill Brawling (DEX)	2	8	10
		8 8	
Brawling (DEX)	2 7	8 8 8	10 15 0
Brawling (DEX) Evasion (DEX) Martial Arts (x2) (DEX) Melee Weapon (DEX)	2 7 5	8 8	10 15 0 13
Brawling (DEX) Evasion (DEX) Martial Arts (x2) (DEX)	2 7 5 LVL	8 8 8 8 STAT	10 15 0 13 BASE
Brawling (DEX) Evasion (DEX) Martial Arts (x2) (DEX) Melee Weapon (DEX)	2 7 5	8 8 8	10 15 0 13
Evasion (DEX)  Martial Arts (x2) (DEX)  Melee Weapon (DEX)  Performance Skills	2 7 5 LVL	8 8 8 8 STAT 8	10 15 0 13 BASE
Brawling (DEX) Evasion (DEX) Martial Arts (x2) (DEX) Melee Weapon (DEX) Performance Skills Acting (COOL)	2 7 5 LVL	8 8 8 8 STAT 8	10 15 0 13 BASE
Brawling (DEX)  Evasion (DEX)  Martial Arts (x2) (DEX)  Melee Weapon (DEX)  Performance Skills  Acting (COOL)  Play Instrument (TECH)	2 7 5 LVL 2	8 8 8 8 STAT 8	10 15 0 13 BASE 10 0
Brawling (DEX) Evasion (DEX) Martial Arts (x2) (DEX) Melee Weapon (DEX) Performance Skills Acting (COOL)	2 7 5 LVL	8 8 8 8 STAT 8	10 15 0 13 BASE 10
Brawling (DEX)  Evasion (DEX)  Martial Arts (x2) (DEX)  Melee Weapon (DEX)  Performance Skills  Acting (COOL)  Play Instrument (TECH)	2 7 5 IVI 2	8 8 8 STAT 8 2 2 STAT 8	10 15 0 13 BASE 10 0 0 BASE
Brawling (DEX)  Evasion (DEX)  Martial Arts (x2) (DEX)  Melee Weapon (DEX)  Performance Skills  Acting (COOL)  Play Instrument (TECH)  Ranged Weapon Skills	2 7 5 LVL 2	8 8 8 STAT 8 2 2 STAT 8 8	10 15 0 13 BASE 10 0
Brawling (DEX)  Evasion (DEX)  Martial Arts (x2) (DEX)  Melee Weapon (DEX)  Performance Skills  Acting (COOL)  Play Instrument (TECH)  Ranged Weapon Skills  Archery (REF)	2 7 5 IVI 2	8 8 8 STAT 8 2 2 STAT 8	10 15 0 13 BASE 10 0 0 BASE

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)		8	0
Shoulder Arms (REF)	7	8	15
Social Skills	LVL	STAT	BASE
Bribery (COOL)		8	0
Conversation (EMP)	2	3	5
Human Perception (EMP)	2	3	5
Interrogation (COOL)	5	8	13
Persuasion (COOL)	6	8	14
Personal Grooming (COOL)		8	0
Streetwise <b>(COOL)</b>	4	8	12
Trading <b>(COOL)</b>	3	8	11
Wardrobe & Style (COOL)		8	0
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech <b>(TECH)</b>		2	0
Basic Tech <b>(TECH)</b>		2	0
Cybertech (TECH)			0
Demolitions (x2) <b>(TECH)</b>		2	0
Electronics/Security Tech (x2) <b>(TECH)</b>		2	0
First Aid (TECH)	2	2	4
Forgery <b>(TECH)</b>		2	0
Land Vehicle Tech (TECH)		2	0
Paint/Draw/Sculpt (TECH)		2	0
Paramedic (x2) <b>(TECH)</b>		2	0
Photography/Film <b>(TECH)</b>		2	0
Pick Lock <b>(TECH)</b>		2	0
Pick Pocket <b>(TECH)</b>		2	0
Sea Vehicle Tech <b>(TECH)</b>		2	0
Weaponstech <b>(TECH)</b>		2	0

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	HIT POINTS	CRITICAL INJURIES
	45	
Seriously Wounded	23	
-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED		Addictions
7	DEATH SAVE	

30

HUMANITY

40

WEAPONS AND ARMOR						
Armor		SP	PENALTY			
Head	L.Armorjack	11				
Body	L.Armorjack	11				
Shield						
PENALTY APPLIES TO REF, DEX & MOVE						

	WEAPON	DMG	Аммо	ROF	Notes
	Assault Rifle (Excellent)	5d6	35	1	Autofire 4/Suppressive Fire/Extended Clip/Smartlink
	Shotgun (Excellent)	5d6	8	1	Extended Clip/Smartlink
	Sniper Rifle	5d6	8	1	Extended Clip
	Heavy Pistol	3d6	8	2	
	Wolvers	3d6		2	
E	Very Heavy Pistol	4d6	8	1	



Leif Ande	erse				Aliases
IMPROVEMENT POINTS	50	OUT OF	820	REPUTATION EVENTS	Released Tyger Claw Hostages/Released
REPUTATION		4			Inquisitor Hostages

## **LIFEPATH**

Cultural Origins Finnish		Personality Outgoing and Friendly		
Сьотніме <b>S</b> tyle Bohemian		Hairstyle Buzzcut		
WHAT DO YOU VALUE MOST? LO	ve	FEELINGS ABOUT Neutral		
Most Valued Person NO (	one	Most Valued Possession Diary		
Family Background Urban Ho	meless	CHILDHOOD ENVIRONMENT Urban decaying area		
Family Crisis Family all imprisoned		Life Goals Escape the past		
FRIENDS		Tragic Love Affairs		
<b>-</b>		Julia, was imprisoned		
<b>-</b>		Daryl, didn't work out		
L-		Sibyl, killed in a fight		
ENEMIES Who?	What Caused It?	What Can They Throw at You? What's Gonna Happen?		

Gear	Notes
Heavy SMG	Poor
Agent	
Carryall Bag	
Grapple Gun	
Smoke G.	x2
Flashbang	x1
Incendiary G.	x2
AP Grenade	x1
Smartglasses	Teleoptics/Anti-Dazzle
AntiSmog Mask	
Incendiary Rounds	Shotgun x22 Sniper x9
Shotgun Shells	x30
Sniper Rounds	x17
Ammunition	AR x87/Pistol x30/Tear Gas
Cash	2640eb

## **F**ASHION

Bohemian:Jacket 2x/Hat 1x/Footwear 2x/Top 2x/Mirrorshades 1x Gang Colors:Jacket 1x/Bottom 1x/Footwear 1x Leisure:Footwear 1x/Top 1x

Housing Cargo Container Rent 1000eb Lifestyle Prepak

## ROLE SPECIFIC LIFEPATH

Solo- Work: Hitman/ Moral Compass: Willing to bend the rules to finish the job/ Territory: The Combat Zones/ Gunning for me: Iron Sights

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Fixer- Type: Procures highly illegal resources such as explosives and milspec weapons/ Office: Warehouse spareroom/ Side Clients: Local Solos and combat types



## **CYBERWARE**

Right Cyberarm

Subdermal Grip

Cyberaudio Suite	Data

Right Cybereye	<b>'</b>	Data
Low Light Infrared		3HL
Targeting Scope		3HL

Data 3HL

	Left Cyberarm	Data
	Wolvers	7HL
ı		

Left Cybereye

Low Light Infrared

For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it.

Options go in the slots below.

Neural Link	~	Data

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.

Data

3HL

Data
2HL
2HL

External Cyberware	Data

Fashionware	Data
Techhair	Extend/Retract
Chemskin	Temperature Sensitive

Borgware	Data

Right Cyberleg	Data

Left Cyberleg	Data