

STREETNAME: Hunter



STRENGTH 3

AGILITY 4

WILLPOWER 2

LOGIC 2

CHARISMA 3

EDGE 3

SKILLS	RATING	+ATT.	= DP	RR
Ranged Weapons	5	AGI	9	
(rifles +2)		AGI	11	
Perception	4	LOG	6	
(physical +2)		LOG	8	
Athletics	3	STR	6	
(ranged defense +2)		AGI	9	
Close Combat	3	AGI	7	
(unarmed +2)		AGI	9	
Influence	5	CHA	8	new
(impersonation, intimidation +2)		CHA	10	new
Network	3	CHA	6	
(government +2)		CHA	8	
(street +2)		CHA	8	new
Piloting	3	AGI	7	new
(cars +2)		AGI	9	
Stealth	2	AGI	6	
(physical sneaking +2)		AGI	8	
Engineering	2	LOG	4	new
(vehicles B&R +2)		LOG	6	new

Studio and union paperwork KNOWLEDGE SKILLS

WERPONS & SPELLS	TYPE
Unarmed DV 3 [OK/-/-]	Weapon
Stun gloves DV 5 [OK/-/-]	Weapon
Defiance Super Shock (taser) DV 5 [OK/OK/-]	Weapon new
Colt Manhunter (heavy pistol) DV 5 [OK/OK/Dis.-]	Weapon
Defiance T-250 (shotgun) DV 8 [Dis./OK/Dis.-]	Weapon
ArmTech MGL-12 (grenade launcher) DV 7 [-/Dis./OK/OK]	Spec. weapon

ESSENCE 3.5

WOUNDS

Thresholds

Light 3

Serious 6

Incap. 9

No armor

Main armor: Kevlar vest 3

6

9

12

Alternate armor:

Mental

2

5

8



KEYWORDS

- Ork
- Austin, CAS
- Street Samurai
- Lone Star
- Low Lifestyle

DISPOSITIONS

- Woman of principle
- Polite
- Short fuse
- Purposeful

CUES

- As long as I have somewhere to hang my hat, I'll be fine.
- You're really starting to get on my nerves, boy.
- Strangely, people are much more polite when I am armed.
- Trust me, sir.

RR	RISK LEVEL			
	LOW	NORMAL	HIGH	EXTREME
0	1 die	2 dice	4 dice	6+ dice
1	3 dice	5 dice	7 dice	10+ dice
2	5 dice	8 dice	11 dice	13+ dice
3	8 dice	12 dice	15 dice	N/A

CYBERDECK:

Attack: _____ Firewall: _____

Notes: _____

Damage Light Serious Incap.
    

Thresholds _____ _____ _____

Min. Risk Dice (Cracking): _____

Cracking threshold increase: _____

VEHICLE / DRONE:

Type: _____

Pilot Body Handling Speed Armor
_____ _____ _____ _____ _____

Notes: _____

Damage Light Serious Incap.
    

Thresholds _____ _____ _____

VEHICLE / DRONE:

Type: _____

Pilot Body Handling Speed Armor
_____ _____ _____ _____ _____

Notes: _____

Damage Light Serious Incap.
    

Thresholds _____ _____ _____

VEHICLE / DRONE:

Type: _____

Pilot Body Handling Speed Armor
_____ _____ _____ _____ _____

Notes: _____

Damage Light Serious Incap.
    

Thresholds _____ _____ _____

SHADOW RMP5

ESSENCE RATING

Cybernetic eyes (cyberware): smartlink RR 1 Ranged Weapons, 1 8

vision enhancement RR 1 Perception (physical), low-light, camera

Wired reflexes (cyberware): +1 Edge per action scene, +1 action per 1 6

narration, no cap on extra actions

Reflex recorders (bioware): RR 1 Close Combat (unarmed) 0.5 4

Defiance T-250 customized stock (equipment): RR 1 Ranged 2

Weapons (rifles)

Reinforced Ford Americar (vehicle): Pilot 6, Body 6, Handling 2, 2

Speed 4, Armor 1, front weapon mount

Inés Tsosie, PCC customs (contact): RR 1 Network (government) 2

Verna Reece, Belmar Association chair (contact): RR 1 Network 2

(street)

new

EQUIPMENT

Stim patches, Commlink with trodes, Fake SIN