

<p><i>Drest Talorgin</i> Pict, Human Male Combat Spec Quote: “We kill a few of them, they kill a few of us. It’s good. Real good!” Updated: 06/27/2011</p> <p>Action Check: 13+/12/6/3 DIE -d4 # Actions: 3 Move: sprint 22, run 14, walk 4 Swim: easy 2, 4 Fly: 30 (or 60 over open ground) Durability: 10s/10w/5f/5m Last Resorts: 2</p> <p>STR 13 (+2, +4 HtH, +4 Powered Weapons) DEX 10 CON 10 INT 9 WIL 9 PER 9</p> <p>STR: Armored Operation 13/6/3 Combat Armor 14/7/3 Powered Armor 15/7/3 Athletics 13/6/3 Heavy Weapons 13/6/3 Direct Fire 15/7/3 Indirect Fire 14/7/3 Melee Weapons 13/6/3 Blade 14/7/3 Bludgeon 14/7/3 Powered weapon 22/11/5 Unarmed Attack 13/6/3 Power Martial Arts 21/10/5</p> <p>DEX: Acrobatics 9/4/2 Zero-G Training 11/5/2 Vehicle Ops 10/5/2 Land Vehicle 11/5/2</p>	<p>Background: Drest Talorgan is a member of the Pict gang The Gallows Kings. Theirs is a rich culture stripped mined from hundreds of years of old earth holo entertainment: bread and circuses, flags and pageantry, gold and glory.</p> <p>Uniform, armor, and personalized weapons have been tarted up to look the Necromonger gear from Chronicles of Riddick.</p> <p>CON: Stamina 10/5/2 Endurance 15/7/3 Resist Pain 12/6/3</p> <p>INT: Knowledge 9/4/2 First Aid 12/6/3 Lucullus 11/5/2 Tactics 9/4/2 Infantry 10/5/2</p> <p>WIL: Awareness 9/4/2 Intuition 11/5/2 Perception 13/6/3 Resolve 9/4/2 Mental Resolve 10/5/2 Physical 11/5/2</p> <p>PER: Interaction 9/4/2 Intimidate 11/5/2 Leadership 9/4/2 Command 12/6/3 Inspire 10/5/2</p>
---	--

Armor	Type	LI	HI	En	Score		
Milano GX CF Bodysuit	O	d8-1	d8-1	d6			
Marine Battle Armor	G	2d4+2	2d4+2	2d4+1	15/7/3		
ACN 4 Cerametal Armor (with Gallows King emblem)	O	d6+1	d8+1	d6	14/7/3		
Deflection Harness +2 resistance to enemy attacks, +1 to your attacks							

Attacks	Score	Base	Type	Range	Damage	Hide	Clip	Mode
Unarmed	21/10/5	+d0	LI/O	Personal	d6+2s/d6+4s/d4+2w	-	-	
Collapsible Baton	14/7/3	+d0	HI/O	Personal	d4+3w/d4+4s/d4+6s	2	12	
Combat Knife	14/7/3	+d0	LI/O	Personal	d4+3w/d4+4w/d4+5w	2	10	
Gravemace	22/11/5	-d4	LI/O	Personal	d8+4s/d6+4w/d8+4w	1	30	
Power gloves	13/6/3	+d4	LI/O	Personal	d8+1w/d12w/d6+1m	-	60	
Vibro Blade	22/11/6	-d6	En/G	Personal	Special			
Monofilament Chain	22/11/5	-d4	LI/G	Personal	d6+3w/2d6+2w/d4+5m		15	
Rail gun	15/7/3	-d4	Hi/G	150/500/1500	d6w/d6+2w/d6m		50	B/A
Hvy machine gun	15/7/3	-d4	Hi/G	200/600/1200	d8w/2d6w/2d4m		30	A
Neural Blade	22/11/5	-d4	En/O	Personal	d6+2w/d4+3m/2d4+2m			

Bonus		SITUATION DIE STEPS SCALE										Penalty	
-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	
-d20	-d12	-d8	-d6	-d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20	

Rank Benefits:

- Melee - Resistance Modifier
- Melee - Reaction Parry - takes place of your next attack
- Melee - Double-Strike - one control die and +1/+2 modifier
- Melee - Multistrike - one control die and +1/+2/+3 modifier

Combat Spec Action Check Increase: action check score increased by 3

Combat Spec Situation Bonus of -1 to a selected skill

Human 5 point skill bonus

Human 1 extra broad skill bonus

Action Check Bonus Achievement

Extra Action Achievement

Independent: Extra Last Resort point bonus

Equipment:

- Clothes: Belt with knife and baton sheathes, athletic shoes, sun glasses, uniform (dress service, Pictish, anti-scan weave), fatigues (urban splinter, anti-scan weave), wallet, boots
- sonic goggles (A&EG 37)
- Duct tape, instant glue, magnetic clamp
- Comm Device (multi-band, encrypted)
- Entertainment gauntlet
- Pharmaceuticals: stimulants
- Ration Wallet (4 days)
- ABM-5 Paladin Battle Armor: Effective STR 16, Trauma Pack II (2), hard point (bantam rocket launcher and 4 rockets, 13 mm hvy machine gun, hvy flamer, or 25mm sabot cannon).
- Trauma Pack I (4): P139, -2 step to First Aid, heal charges (stun*6, wounds*6, mortal*2)
- Trauma Pack II: P140, (2) if stun drops to <= 0, then restores stun to 1/2. (2) if wounds drop to <= 1/2, then heal d4+2. (2) mortal damage.

War Room:

- Sifarv Blade:
- N'sss Render Pistol: mode F, range 20/40/100, En/O, 2d4s/d6+3w/d4+1m, clip 10
- Magus mechanical arm

NPCs: Quintus Talorgin (Father), random Picts