

**Drest Talorgin**

Pict, Human Male

Compat Spec

Quote: "We kill a lot of them, they kill a few of us. It's good. Real good"

Updated: 10/29/2011 10xp not entered into Walter

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

STR 13 (+2, +4 HtH, +4 Powered Weapons)

DEX 10

CON 10

INT 9

WIL 9

PER 9

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

DEX:

Acrobatics 9/4/2

Zero-G Training 11/5/2

Vehicle Ops 10/5/2

Land Vehicle 11/5/2

Background: Drest Talorgan is a member of the Pict gang, The Gallows Kings. Theirs was a rich culture stripped mined from hundreds of years of old earth holo entertainment: bread and circuses, flags and pageantry, gold and glory.

Then the I'krl occupation of Lucullus arrived. The turncoat Jamaican Syndicate, Union Penates, and Free Trade Guild sold the Picts out to the I'krl while the TechnoSpiders hid and the Supervisors cowered in their bunkers. The I'krl turned the Pict cities into concentration camps where the population largely met their end thru medical experiments, Kroath conversion, and casual death. Drest lost his entire family, except for his father.

Now Drest wants the same the I'krl, Voidcorp, Union Penates, the Jamaicans, and the Free Trade Guild. He's going to do his damndest to ensure that the Verge Alliance carries out this plan.

Uniform, armor, and personalized weapons have been tarted up to look like the Necromonger gear from Chronicles of Riddick.

CON:

Stamina 10/5/2

Endurance 15/7/3

Resist Pain 12/6/3

INT:

Knowledge 9/4/2

First Aid 12/6/3 (p82)

Lucullus 11/5/2

Tactics 9/4/2

Infantry 10/5/2

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

PER:

Interaction 9/4/2

Intimidate 11/5/2

Leadership 9/4/2 (-2 step for 2\*4 ranks in these skills)

Command 13/6/3

Inspire 13/6/3

Armor	Type	LI	HI	En	Score		
Milano GX CF Bodysuit	O	d8-1	d8-1	d6			
Marine Battle Armor (ABM-5 Paladin)	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 24/12/6	+d0	LI/O	Power Martial Arts	d6+2s/d6+4s/d4+2w d6+3s/d6+5s/d4+3w	-	-	
Collapsible Baton	14/7/3 17/8/4	+d0	HI/O	Melee	d4+3w/d4+4s/d4+6s d4+4w/d4+5s/d4+7s			
Combat Knife 14/7/3 17/8/4	14/7/3 17/8/4	+d0	LI/O	Melee	d4+3w/d4+4w/d4+5w d4+4w/d4+5w/d4+6w			
Glassmaker Blade (as per filament blade but LI/G)	14/7/3 17/8/4	-d4	LI/G	Melee	d6+3w/2d4+3w/3d4+4w d6+4w/2d4+4w/3d4+5w			
Filament Chain	22/11/5 25/12/6	-d6	LI/G	Melee Powered	d6+3w/2d4+3w/3d4+4w d6+4w/2d4+4w/3d4+5w			
Gravemace	22/11/5 25/12/6	-d4	LI/O	Melee Powered	d8+4s/d6+4w/d8+4w d8+5s/d6+5w/d8+5w	1	30	
Neural Blade, N'sss	22/11/5 25/12/6	-d4	En/O	Melee Powered	d6+2w/d4+3m/2d4+2m d6+3w/d4+4m/2d4+3m			
Hvy machine gun	15/7/3	-d4	HI/G	200/600/1200	d8w/2d6w/2d4m		30	A
Rail gun	15/7/3	-d4	HI/G	150/500/1500	d6w/d6+2w/d6m		50	B/A
Stutter Cannon	15/7/3	-d4	LI/O	20/40/80	d6+2s/d8+3s/2d6+3s			F
Bantam Launcher	14/7/3	+d0	ammo	100/800/4000	as load		4	F

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
- Pictures: family, friends, and troops.
- Pharmaceuticals: stimulants

- Ration Wallet (4 days) and water purifiers (tablets and electronic device)
- 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  $\leq 0$ , then restores stun to 1/2. (2) if wounds drop to  $\leq 1/2$ , then heal d4+2. (2) mortal damage.
- The Stoneburner complex (Mollusk race): environmental "snuggie", fruit juice dispenser, and bush with metal flowers (compatible with Lucullus' atomsphere). Their currency, which are artificial stones of many colors, are used to decorate Drest's gear.

#### 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
- Horns from the I'krl god infected captain of the Twelve Clutch. They are sealed in a super polymer.

NPCs: Quintus Talorgin (Father), random Picts,