

Markus Oroszlan

Thuldan Human Mutant (Warlion) Male
Retired Shock Trooper, Bartender, and Arms Dealer

Combat Spec Level 11

Quote: "Anyone causes trouble in my place, I finish it."

STR 17 (+5)
DEX 11 (+1)
CON 12 (+1)
INT 10
WIL 7
PER 6 (-1)

Action Check: 15+/14/7/3 -d4

Actions: 3

Move: sprint 28, run 18, walk 6

Durability: 14s/14w/6f/7m

Last Resorts: 0

Skills

STR:

Armor Operation [17/8/4]

Combat [21/10/5]

Powered [20/10/5]

Athletics [17/8/4]

Throw [18/9/4]

Melee Weapons [17/8/4]

Powered [23/11/5], -d4

Heavy Weapons [17/8/4]

Direct [18/9/4]

Indirect [18/9/4]

Unarmed Attack [17/8/4]

Power Martial Arts [18/9/4]

DEX:

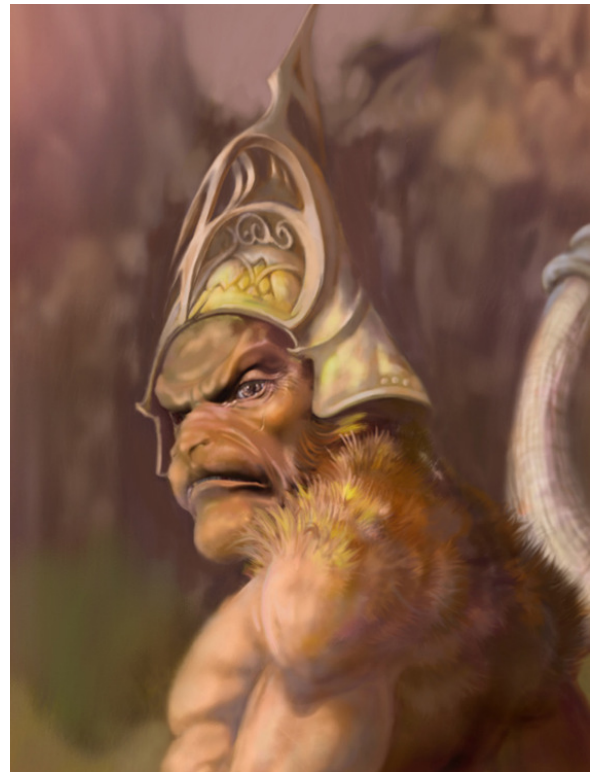
Ranged Weapons: Modern [11/5/2]

Pistol [12/6/3]

Rifle [12/6/3]

SMG [12/6/3]

Vehicle Operation [11/5/2]



CON:

Stamina [12/6/3]

Endurance [13/6/3]

INT:

Business [10/5/2]

Illicit Business [11/5/2]

Small Business [11/5/2]

Knowledge [10/5/2]

First Aid [12/6/3]

WIL:

Awareness [7/3/1]

Perception [10/5/2]

Street Smart [7/3/1]

Criminal Elements [8/4/2]

PER:

Interaction [6/3/1]

Bargain [8/4/2]

Intimidate [9/4/2]

Abilities

Thuldan Racial Benefits:

- Max 15 STR, CON
- -1 mutant drawback point

Mutations:

Standard Thuldan Warlion package

- Redundant Vital Organs (halve mortal damage, -3 bonus on Stamina/Endurance checks re: mortal damage)
- Enhanced STR (+2 STR)
- Night Vision (ignore 2 steps of vision penalty)
- Minor Physical Change (looks liony)
- Reduced INT (-1 INT)

Cyberware:

- CF Skinweave (A) (2s/1w/1m)

Rank Benefits:

- Powered Melee Weapons – Reaction parry
- Powered Melee Weapons – Double strike
- Powered Melee Weapons - +1 STR resist mod
- Powered Armor – Shake off 1 stun
- Powered Armor – Shake off 2 stun

Advancements:

- Action Check Increase
- STR Increase
- Action Check Bonus
- DEX Increase
- Extra Action

XP: 105

SP: 0

Gear

- Around Town: CF softsuit, sabot pistol, first aid kit, stim x2, analgesic x2
- Expecting Trouble: add gravmace, shield, trauma pack, T-Bar, couple grenades
- Looking For Trouble: cerametal, shield, ZK-5, more
- Assault: Paladin armor, chainsword, quantum mini, bantam launcher, trauma pack II
- Bar (The Corner)
- Various Legal and Illegal Arms

Combat

Action Check: 15+/14/7/3 -d4

Actions: 3

Armor:	LI/Hi/En	AP	Tough
<input type="checkbox"/> CF Softsuit	d6/d6/d6-1	+0	O
<input type="checkbox"/> ACN-4 Cerametal	d6+1/d8+1/d6	+2	O
<input type="checkbox"/> Aegis 650 Cerametal Shield	+2/+2/+2	+2	O
<input type="checkbox"/> AMB-5 Paladin Battle Armor	2d4+1/2d4+1/2d4	+4	G

Weapons:	Hit	Acc	Act	T/F	Range	Damage
<input type="checkbox"/> Unarmed	18/9/4	+0	3	LI/O	Personal	d6+4s/d6+6s/d4+4w
<input type="checkbox"/> Gravmace	23/11/5	-1	3	LI/O	Personal	d8+6s/d6+6w/d8+6w
<input type="checkbox"/> T-Bar	17/8/4	+1	4	LI/G	Personal	d6+4w/d6+5w/d4+4m
<input type="checkbox"/> Chainsword	23/11/5	+0	2	LI/G	Personal	d8+5w/d8+6w/d4+5m
<input type="checkbox"/> Sabot Pistol	12/6/3	+0	3:F	HI/O	10/20/200	2d4w/2d4+1w/d4+3m +d6-3 if it penetrates
<input type="checkbox"/> Maser Pistol	12/6/3	-1	3:F	En/G	20/40/80	d6+1w/2d4+1w/d4+1m
<input type="checkbox"/> ZK5 Launcher	18/9/4	-1	3:F	as load	40/240/480	as load
<input type="checkbox"/> Grenade, frag	18/9/4	+1	3	HI/G	17/34/68 B: 2/6/10m	d8w/d8+1w/d4+1m
<input type="checkbox"/> Grenade, pulse	18/9/4	+1	3	En/G	17/34/68 B: 2/4/10m	d4+2s/d6+2s/d8+2s max to electricals
<input type="checkbox"/> D16 Plasma	18/9/4	+0	2:F	En/G	40/80/200 B: 2m	d8w/d8+3w/d12+3w
<input type="checkbox"/> Quantum Mini	18/9/4	+1	3:F/B/A	En/G	40/80/200	d8+1w/d8+3w/d6m
<input type="checkbox"/> Bantam rocket	18/9/4	-2	2:F	as load	40/400/2000	
<input type="checkbox"/> Antipersonnel rocket				En/O	B: 4/8/12m	d6w/d6+2w/d8+2w
<input type="checkbox"/> Antivehicle rocket				HI/G	B: 0/2m/4m	d4+2w/d4+4w/d4+1m

Wounds:

Mortal	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wound	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fatigue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Notes

Markus was a Thuldan warlion who served as a shock trooper in IX Legion. He has a huge "IX" tattooed across his entire torso. After years of fighting for the Empire, he decided that throwing his life away for the whims of others wasn't what he wanted to spend his life doing. He left for the Verge and became the bartender and then the owner of the bar/restaurant/casino called The Corner aboard the Concord space station *Lighthouse*. He also is an illegal arms dealer – people in the Verge need weapons, and the Concord (and most of the other stellar nations) are trying to keep them low on weaponry "for their own safety." So he provides them. He also gets to missing the action of being a shock trooper, so volunteers for more paramilitary actions aboard the ship than he probably should.