

## Markus Oroszlan

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

Combat Spec Level 14

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

STR 17 (+5)  
DEX 11 (+2)  
CON 12 (+1)  
INT 10  
WIL 7  
PER 6 (-1)

Action Check: 17+/16/8/4 -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 [21/10/5]

Athletics [17/8/4]

Throw [18/9/4]

Melee Weapons [17/8/4]

Blade [18/9/4]

Powered [24/12/6], -d4

Heavy Weapons [17/8/4]

Direct [20/10/5]

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]

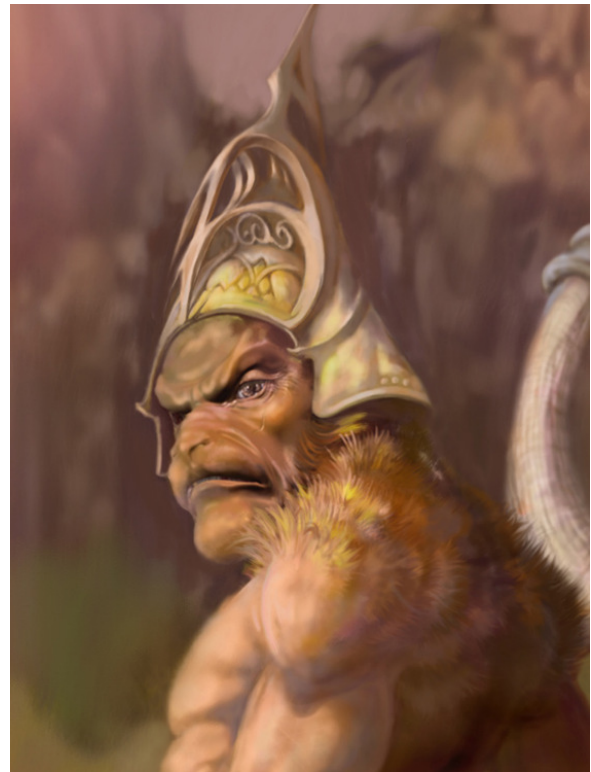
Rifle [12/6/3]

SMG [12/6/3]

Vehicle Operation [11/5/2]

#### CON:

Stamina [12/6/3]



Endurance [14/7/3]

#### INT:

Business [10/5/2]

Illicit Business [11/5/2]

Small Business [11/5/2]

Demolitions [10/5/2]

Set Explosive [11/5/2]

Knowledge [10/5/2]

First Aid [12/6/3]

System Operation [10/5/2]

Weapons [11/5/2]

#### 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 [10/5/2]

## 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, max 17)
- Night Vision (ignore 2 steps of vision penalty)
- Minor Physical Change (looks leonine)
- 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
- Combat Armor – Shake off 2 stun
- Powered Armor – Shake off 2 stun

### Advancements:

- Action Check Increase x3
- STR Increase
- Action Check Bonus
- DEX Increase
- Extra Action
- Reflexes
- Stun Rating Increase

**XP: 170**

**Next: 175**

**SP: 1**

## Gear

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

## Combat

Action Check: 17+/16/8/4 -d4

# Actions: 3

Armor:	LI/Hi/En	AP	Tough
<input type="checkbox"/> CF Softsuit	d6/d6/d6-1	+0	O
<input type="checkbox"/> Medurr Deflection Harness	+2/+2/+3	+0	G
<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
<input type="checkbox"/> Bareem Deflection Harness	+2 resist, +1 attacks	+0	-

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	18/9/4	+0	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"/> Glassword	18/9/4	+0		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"/> Plasma	20/10/5	+0	2:F	En/G	40/80/200	d8w/d8+3w/d12+3w
<input type="checkbox"/> D16 Plasma	20/10/5	+0	2:F	En/G	40/80/200 B: 2m	d8w/d8+2w/d8+4w
<input type="checkbox"/> Quantum Mini	20/10/5	+0	4:F/B/A	En/G	40/80/200	d8+1w/d8+3w/d6m
<input type="checkbox"/> Maser Cannon	20/10/5	-1	2:F	En/G	80/200/600	d8w/d4+1m/d6+2m
<input type="checkbox"/> Charge MG	20/10/5	-1	4:A	HI/G	200/600/1200	d8w/2d6w/d8m
<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 ☐☐☐☐☐☐☐

Wound ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Stun ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Fatigue ☐☐☐☐☐☐

## Notes

Markus was a Thuldan warlion who served as a shock trooper in the crack IX Legion of the Thuldan Empire. He has a huge “IX” tattooed across his entire torso. After years of fighting for the Empire, he decided that throwing his life away at 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 out of a mix of philosophical and financial motivations. 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.

Being gruff, Markus isn’t much of a ladies’ man, but he has been linked romantically to the pirate queen Captain Cassoval; he is attracted to her roguish competence.

Most recently, Markus was made King of the Picts on Lucullus when he slew their previous ruler, King Steel, in melee combat. Though it was entertaining for a while, he returned to his gig on the *Lighthouse*, though not without taking a battalion of crazed Picts with him to fight aliens in the inevitable boarding engagements.