

Markus Oroszlan

Thuldan Human Mutant (Warlion) Male
Retired Thuldan Warlion Shock Trooper,
Bartender, and Illegal Arms Dealer
Combat Spec Level 16

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

STR 17 (+6)
DEX 11 (+2)
CON 12 (+1)
INT 10
WIL 7 (+1)
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 [23/11/5]

Athletics [17/8/4]

Climb [18/9/4]
Jump [18/9/4]
Throw [18/9/4]

Melee Weapons [17/8/4]

Blade [18/9/4]
Powered [26/13/6], -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]

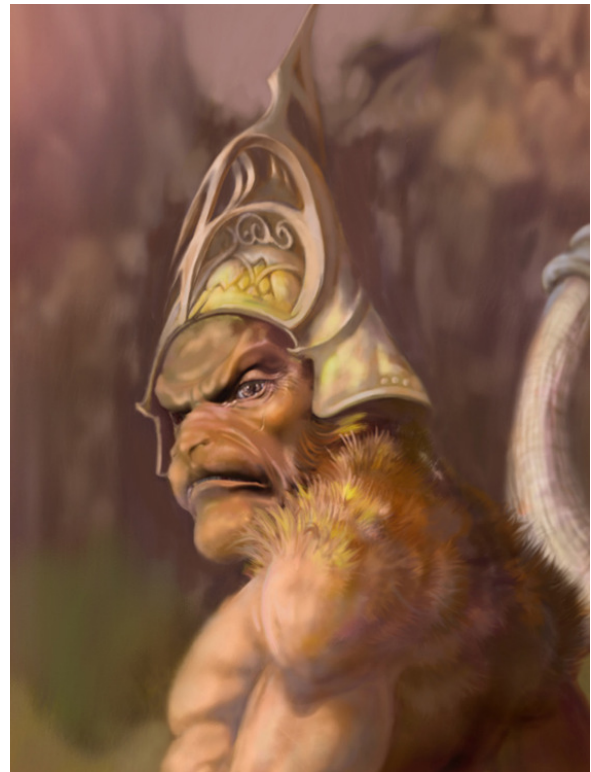
DEX:

Ranged Weapons: Modern [11/5/2]

Pistol [12/6/3]
Rifle [12/6/3]
SMG [12/6/3]

Vehicle Operation [11/5/2]

Land Vehicle [12/6/3]
Water Vehicle [12/6/3]



CON:

Stamina [12/6/3]
Endurance [14/7/3]

INT:

Business [10/5/2]
Illicit Business [12/6/3]
Small Business [11/5/2]
Demolitions [10/5/2]
Set Explosive [12/6/3]
Knowledge [10/5/2]
First Aid [13/6/3]
Security [10/5/2]
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 [11/5/2]

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, Multistrike
- Powered Melee Weapons - +2 STR resist mod
- Combat Armor – Shake off 2 stun
- Powered Armor – Shake off 3 stun

Advancements:

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

XP: 202

Next: 216

SP: 0

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
☐ CF Softsuit	d6/d6/d6-1	+0	O
☐ Medurr Deflection Harness	+2/+2/+3	+0	G
☐ ACN-4 Cerametal	d6+1/d8+1/d6	+2	O
☐ Aegis 650 Cerametal Shield	+2/+2/+2	+2	O
☐ AMB-5 Paladin Battle Armor	2d4+1/2d4+1/2d4	+4	G
☐ Bareem Deflection Harness	+2 resist, +1 attacks	+0	-

Weapons:	Hit	Acc	Act	T/F	Range	Damage
☐ Unarmed	18/9/4	+0	3	LI/O	Personal	d6+4s/d6+6s/d4+4w
☐ Gravmace	26/13/6	-1	3	LI/O	Personal	d8+6s/d6+6w/d8+6w
☐ T-Bar	18/9/4	+0	4	LI/G	Personal	d6+4w/d6+5w/d4+4m
☐ Chainsword	26/13/6	+0	2	LI/G	Personal	d8+5w/d8+6w/d4+5m
☐ Glassword	18/9/4	+0		LI/G	Personal	d8+5w/d8+6w/d4+5m
☐ Sabot Pistol	12/6/3	+0	3:F	HI/O	10/20/200	2d4w/2d4+1w/d4+3m +d6-3 if it penetrates
☐ Maser Pistol	12/6/3	-1	3:F	En/G	20/40/80	d6+1w/2d4+1w/d4+1m
☐ ZK5 Launcher	18/9/4	-1	3:F	as load	40/240/480	as load
☐ Grenade, frag	18/9/4	+1	3	HI/G	17/34/68 B: 2/6/10m	d8w/d8+1w/d4+1m
☐ 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
☐ Plasma	20/10/5	+0	2:F	En/G	40/80/200	d8w/d8+3w/d12+3w
☐ D16 Plasma	20/10/5	+0	2:F	En/G	40/80/200 B: 2m	d8w/d8+2w/d8+4w
☐ Quantum Mini	20/10/5	+0	4:F/B/A	En/G	40/80/200	d8+1w/d8+3w/d6m
☐ Maser Cannon	20/10/5	-1	2:F	En/G	80/200/600	d8w/d4+1m/d6+2m
☐ Charge MG	20/10/5	-1	4:A	HI/G	200/600/1200	d8w/2d6w/d8m
☐ Bantam rocket	18/9/4	-2	2:F	as load	40/400/2000	
☐ Antipersonnel rocket				En/O	B: 4/8/12m	d6w/d6+2w/d8+2w
☐ 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.

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.

He had thought he had hit his preset kill limit long ago, but he finds himself having something worth fighting for in his little corner of the Lighthouse, and has stepped up to help the station’s irregular force of freelance defenders.