

Markus Oroszlan

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

Combat Spec Level 5

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

STR 17 (+4)
DEX 10
CON 12 (+1)
INT 10
WIL 7
PER 6 (-1)

Action Check: 15+/14/7/3

Actions: 2

Move: sprint 26, run 16, walk 6

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

Last Resorts: 0

Skills

STR:

Armor Operation [17/8/4]

Athletics [17/8/4]

Melee Weapons [17/8/4]

Powered [18/9/4], -d4

Heavy Weapons [17/8/4]

Unarmed Attack [17/8/4]

Power Martial Arts [18/9/4]

DEX:

Ranged Weapons: Modern [10/5/2]

Pistol [11/5/2]

Rifle [11/5/2]

SMG [11/5/2]

Vehicle Operation [10/5/2]

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 [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 [8/4/2]

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)

Gear:

- CF Softsuit (d6/d6/d6-1)
- Tornado 600 15mm sabot pistol (worn openly) (HI/O; 2d4w/2d4+1w/d4+3m;6 round clip)
With illegal explosive rounds! +d6-3 damage if it penetrates armor
- Thunder 150 gravmace (under bar)
- Assault Shield (under bunk) (+2/+2/+2)
- Bar (The Corner)
- Various Legal and Illegal Arms

Unit: Legio IX (nona) Rapax, prima cohors, III centuria, I contubernium

Advancements:

- Action Check Increase
- STR Increase

XP: 33

SP: 0

Combat

Action Check: 15+/14/7/3

Actions: 2

Attacks:

Unarmed	18/9/4 +d0	LI/O	Personal	d6+4s/d6+6s/d4+4w
Gravmace	18/9/4 -d4	LI/O	Personal	d8+6s/d6+6w/d8+6w
T-Bar	18/9/4 +d4	LI/G	Personal	d6+4w/d6+5w/d4+4m
Sabot Pistol	11/5/2 +d0	HI/O	10/20/200	2d4w/2d4+1w/d4+3m (+d6-3 pen)
D16 Plasma	17/8/4 +d4	En/G	40/80/200	d8w/d8+3w/d12+3w
Grenade Lchr	17/8/4 +d0		40/240/480	as load
Grenade, frag	17/8/4 +d6	HI/G	17/34/68	d8w/d8+1w/d4+1m
Grenade, pulse		En/G	17/34/68	d4+2s/d6+2s/d8+2s (max to elec)

Wounds:

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

Notes