

## Markus Oroszlan

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

Combat Spec Level 7

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

STR 17 (+5)  
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]

Combat [18/9/4]

Athletics [17/8/4]

Throw [18/9/4]

Melee Weapons [17/8/4]

Powered [21/10/5], -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 [10/5/2]

Pistol [11/5/2]

Rifle [11/5/2]

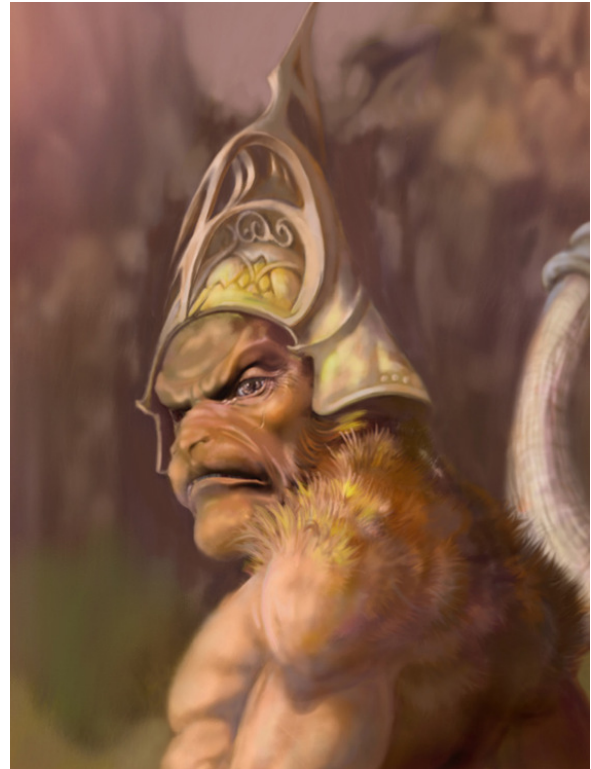
SMG [11/5/2]

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 [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 [8/4/2]

## Abilities

Rank Benefits:

Melee Weapons, Powered reaction parry

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)
- CF Bodysuit (d8-1/d8-1/d6)
- ACN-4 Cerametal (d6+1/d8+1/d6)
- Tornado 600 15mm sabot pistol (worn openly) with illegal explosive rounds! +d6-3 damage if it penetrates armor
- Thunder 150 gravmace (under bar)
- Assault Shield (under bunk) (+2/+2/+2)
- Trauma Pack (-2 to First Aid)
- Stim x2
- Analgesic x2
- 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: 57

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	21/10/5	-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	18/9/4	+d0	En/G	40/80/200	d8w/d8+3w/d12+3w (2m radius)
Grenade Lchr	18/9/4	-d4		40/240/480	as load
Grenade, frag	18/9/4	+d4	HI/G	17/34/68	d8w/d8+1w/d4+1m
Grenade, pulse	18/9/4	+d4	En/G	17/34/68	d4+2s/d6+2s/d8+2s (max to elec)
Quantum Mini	18/9/4	+d0	En/G		d8+1w/d8+3w/d6m F/B/A

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### 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