

John Matrix

male human(transgen)

Soldier (squad leader) 3

Vocations: Survivalist 3

Backgrounds: Infantry (commando) 4

M|4|0(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(reach)

Resources

Vital: 20(hp), 8(ep), 2(fp) ♦ **Recovery:** 6/r(hp), 5/r(ep), 2/r(fp)

hp-v [0 0 0 0 0 5 5 5]

ep-v [0 0 0 0 0 0 0 0]

fp-v [0 0]

Stored: 20(ep)

ep-s [0 0 0 0 0 5 5 5]

Traits

Challenges: 12(TC), 11(SC), 10(PC), 0(Init)

Mishap/Vuln: mishap(cyb,3), vuln(psn,rad)

Senses: 20(lightsense), 1(audiosense), 1(olfactorsense), psv(Per, 10)

Speeds: 15/7/3, stock(walk), quarter(crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	3									
amr		5	5		1	1				
fld	2	6	6	3	3					
shd	3	7	7	2	2		3			
aeg	4	3	6			5	5	1	10	4

Skills

3	4	Health	2	3	Energy	0	0	Focus		
4	2	Strength	0	0	Perception	2	0	Resolve		
4	2[-2]	Agility	1	1	Insight	1	0[-1]	Stealth		
0	0	Deceive	1	1	Investigate	0	-1	Perform	1	0 Persuade
0	-2	Antiquities	0	-2	Science	0	0	Society	0	-1 Survival
4	2	Cbt-Melee	5	4	Cbt-Ranged	1	-1	Cbt-Tactical		

Skills (qualifier)

Aegis, QTM-Tools, Vcl-Space

Techniques (general)

1	2	Calmness	1	2	Clarity-Save	2	2	Tenacious-Save
3	3	Inspire	1	0	Bushcraft			

Techniques (Cbt-Melee)

1	3	Dodge-Attack	3	5	Multi-Attack	3	5	Skirmish
---	---	--------------	---	---	--------------	---	---	----------

Techniques (Cbt-Ranged)

1	1	Dodge-Attack	1	1	Dodge-Effect	1	1	First-Strike
1	5	Group-Fire	1	5	Multi-Attack	1	5	Retarget
1	5	Skirmish	1	5	Sniper			

Gear

Enhancements (cyberware): Mnemonic 2, Movement prediction 2, Reflexes, Subcutaneous mesh, frc 3

Cross Shield: 2ep [0 0 0 0 0 5]

Fortitude 2 Field: 5ep [0 0 0 0 0 5]

Aegis, naval: 3hp 1ep [8hr]



Weapon (Vibroblade, great): chk(TC)= +M[5] -> eff= 1(Str;min), 15(audio) ->

eff= 3d8+M[2]+M(Str)[2](hp,sls), 4(pen)

2ep [0 0 0 0 0 5]

Weapon (Vibroblade, hand): chk(TC)= +M[5] -> eff= -5(Str;min), 10(audio) ->

eff= 2d4+M[2]+M(Str)[2](hp,prc), 2(pen)

1ep [0 0 0 0 0 5 5]

Weapon (Shockmaul): chk(TC)= +M[4] -> eff= 2(Str;min), 50(audio), +1(reach) ->

eff= 2d6+M[2]+M(Str)[2](hp,frc), 6(pen) & 2d6(hp,elec), 3(pen)

5ep [0 0 0 0 0 5]

Weapon (Handflechette 2mm long): chk(TC)= +M[6] -> eff= m(recoil), 400(audio) ->

eff= 30/90(range), 2d8+M[4](hp,prc)

4hp 3ep [0 0 0 0 0 0 0 0] <- 0 0

Weapon (Accelerator rifle, battle): chk(TC)= +M[6] ->

eff= 4(burst), sniping, 70(audio) ->

eff= 50/150(range), 3d8+M[4](hp,prc)

3hp 1ep [0 0 0 0 0 5] <- 0 0

Weapon (Shotgun, 10 gauge (buck)): chk(TC-A)= +M[6] -> eff= h(recoil), 1k(audio) ->

imp(sv,Agl,8+M[12])= 20(spray), 2d8(hp,prc) -> imp(sv,Str;10+M[14])= prone

4hp [0 0 0 0 0 0] <- 0 0

Weapon (Flechette, battle): chk(TC)= +M[7] -> eff= sniping, m(recoil), 600(audio) ->

eff= 200/600(range), 3d8+M[4](hp,prc), 1(pen)

4hp 2ep [0 0 0 0 0 5] <- 0

Weapon (Sniper rifle, ds (ap)): chk(TC)= +M[8] -> eff= reload, sniping, l(recoil),

300(audio) ->

eff= 80/360(range), 1d8+M[4](hp,prc), 5(pen)

2hp [0 0 0 0 0 5]

Description

A slight tightening of the jaw muscles is all that gives away the inner turmoil of John Matrix. He's seen it all. but says little, preferring to let his actions do the talking.

No excuses: just results. John Matrix eats green berets for breakfast (whatever they are).

Notes for Physical and Social Contests

John will go to the battle flechette when the shit gets too thick, or the accelerator rifle if its zero gravity. When it gets close and personal, he'll go to the vibroblade, or if he's looking to clear some pathway, the shockmaul.

He'll pull the sniper rifle out on special occasions. It takes a round to build from the scaffold, before he can use it. Finally, he likes to keep the shotty for close encounters.

John Matrix can::

- » use psv(Per) to notice or target objects within 20 metres with no penalty from 20(lightsense)
- » gain +2 to any sv against being frightened or panicked from Calmness
- » re-roll any mental sv and get +2 to that sv from Clarity-Save
- » re-roll any physical sv and get +2 to that sv from Tenacious-Save
- » spend an fp and use his re-act to give a d2 inspire die to any ally from Inspire
- » spend an ep and make 2 Cbt-Melee or 2 Cbt-Ranged attacks during his main-act through Multi-Attack.
- » use his re-act to gain +3(rst,all) against successful Cbt-Melee or +5(rst,all) against Cbt-Ranged attacks from Dodge-Attack.
- » use his bonus-act for Dash, Disengage and Hide actions and get +5(speed) from Skirmish.
- » spend an ep at the beginning of a Cbt-Ranged contest to give +5 to his initiative from First-Strike.
- » when using an automatic weapon imp(sv,Agility,13) on all opponents in 5(area) around target from Group-Fire
- » make up to 2 additional target rolls at disadvantage, but at +5(TC) on opponents in 2(area) around initial target from Retarget
- » bonus-act to Aim and gain +5(chk,TC) from Sniper