John Matrix

male human (modigen, cyborg)
Professions soldier-squad-leader 3
Vocations survivalist 3
Backgrounds infantry-commando 4
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1

Resources

Vital hp=20 : ep=8 : fp=2
Rec hp=6/rest : ep=5/rest : fp=2/rest
hp(v) ○ ○ ○ ○ ○ 5 10
ep(v) ○ ○ ○ ○ ○ ○ ○ ○
fp ○ ○
Stored hp=50 : ep=20
hp(s) ○ ○ ○ ○ ○ 5 10 10 20
ep(s) ○ ○ ○ ○ ○ 5 10

Traits

Challenges TC=10 : SC=11 : PC=10 : init=0
Mishap/Vuln mishap(cyberware)=4 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : Per(psv)=10
Speeds base=10 : walk=10 : crawl|climb|swim=2

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	3	3	4							
amr										
fld										
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
3	**3** Strength	0	**0** Perception	2	**0** Resolve
3	**3** Agility (+0)	1	**1** Insight	1	**0** Stealth (-1)
0	**0** Deception	1	**1** Investigation	0	**-1** Perform
1	**0** Persuasion	0	**0** Society	0	**-2** Antiquities
0	**-2** Science	0	**-1** Survival	3	**1** Cbt-Melee
4	**3** Cbt-Ranged	3	**1** Cbt-Tactical		

Techniques (general)

1	**2** Bushcraft (Insight)	1	**2** Calmness (Insight)
1	**2** Clarity-Save (Insight)	3	**3** Tenacious-Save (Resolve)
3	**3** Inspire (Persuasion)	1	**2** Interrogate (Investigation)
2	**3** Track (Investigation)		

Techniques (Cbt-Melee)

2	**3** Dodge-Attack (Cbt-Melee)	4	**5** Multi-Attack (Cbt-Melee)
3	**4** Skirmish (Cbt-Melee)		

Techniques (Cbt-Ranged)

2	**5** Multi-Attack (Cbt-Ranged)	1	**4** Skirmish (Cbt-Ranged)
1	**4** Sniper (Cbt-Ranged)	1	**4** Dodge-Effect (Cbt-Ranged)
1	**4** Group-Fire (Cbt-Ranged)	1	**4** Retarget (Cbt-Ranged)

Gear

Cyberware

Agility Boost 2, Strength Boost 2, Mnemonic 2, Movement Prediction 2, Reflexes, Subcutaneous Mesh (frc) 3, Subcutaneous Mesh (prc) 3, Subcutaneous Mesh (sls) 2

Carapace

Aegis, naval [worn]
inactive : worn(Aegis) ◊ s2a -> 8hp : 25ep : t=main-act
rst(frc)+4 : rst(prc)+3 : rst(sls)+6 : rst(cold)+5 : rst(heat)+5
: rst(corr)+1 : rst(psn)+10 : rst(rad)+4 : Agility+B(max)=2
3hp 1ep /8•hr



Cross Shield [handy]
episodic : held ◊ s2a -> 2hp : 4ep : t=bonus-act
rst(frc)+3 : rst(prc)+7 : rst(sls)+7 : rst(elec)+2 : rst(fire)+2
: rst(heat)+3 : if(arc=30
Fortitude Field 2 [carried]
inactive : worn ◊ s2a -> 1hp : 30ep : t=bonus-act
rst(frc)+2 : rst(prc)+6 : rst(sls)+6 : rst(elec)+3 : rst(fire)+3
5ep ○ ○ ○ ○ ○ 5

Weapons

Vibroblade, great
chk(TC)=+3[M] -> Strength(min)=2 : audio=15
: dmg(hp,sls)=3d6+1[M]+3[M] : pen=4
2ep ○ ○ ○ ○ ○ 5 [○]

Vibroblade, hand
chk(TC)=+3[M] -> Strength(min)=-5 : audio=10
-> dmg(hp,prc)=2d4+1[M]+3[M] : pen=2
1ep ○ ○ ○ ○ ○ 5 5 [○]

Shockmaul
chk(TC)=+3[M] -> Strength(min)=2 : audio=50
: dmg(hp,frc)=2d6+1[M]+3[M] : pen=6 : dmg(hp,elec)=2d6 : pen=3
5ep ○ ○ ○ ○ ○ 5 [○]

Accelerator Rifle, battle
chk(TC)=+5[M] -> Strength(min)=0 : burst=4
: sniping : audio=70 : range=50|150 : dmg(hp,prc)=3d8+3[M]
3hp 1ep ○ ○ ○ ○ ○ 5 [○ ○]

Flechette, battle
chk(TC)=6[1+M] -> Strength(min)=2 : sniping
: recoil=M : audio=600 : range=200|600 : dmg(hp,prc)=3d8+3[M] : pen=1
4hp 2ep ○ ○ ○ ○ ○ 5 [○ ○]

Shotgun, 10 gauge
Strength(min)=1 : recoil=H : audio=1K
buckshell(rounds) -> chk(TC,A)=3[M]
-> imp-sv(Agility+B)=11[8+M] -> spray=20 : dmg(hp,prc)=2d8
4hp ○ ○ ○ ○ ○ ○
slug(rounds) -> chk(TC)=3[M] -> range=10|30
: dmg(hp,prc)=1d12+3[M] : pen=10 -> imp-sv(Strength)=13[10+M] -> cond,prone
4hp ○ ○ ○ ○ ○ ○

Sniper Rifle, ds

chk(TC)=~~7~~[2+M] -> Strength(min)=-1 : reload : sniping
: recoil=L : audio=300

dap(rounds) -> range=80|360 : dmg(hp,prc)=1d8+3[M] : pen=8

3hp ○ ○ ○ ○ ○ ○ ○ ○

he(rounds) -> range=80|360 : dmg(hp,prc)=3d6+3[M] : pen=1

3hp ○ ○ ○ ○ ○ 5

inc(rounds) -> range=80|360 : dmg(hp,fire)=1d8+3[M] : pen=2

2hp ○ ○ ○ ○ ○ 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

use psv(Per) to notice or target objects within 20 metres with no penalty from lightsense=20
gain +2 to any sv against being frightened or panicked from Calmness (Insight)
re-roll any mental sv and get +3 to that sv from Clarity-Save (Insight)
re-roll any physical sv and get +4 to that sv from Tenacious-Save (Resolve)
spend an fp and and use your re-act to give a d2 inspire die to any ally from Inspire (Persuasion)
spend an ep and make 2 Cbt-Melee attacks during your main-act through Multi-Attack (Cbt-Melee)
spend an ep and make 2 Cbt-Ranged attacks during your main-act through Multi-Attack (Cbt-Ranged)
use your re-act to gain rst(all)+3 against successful Cbt-Melee attacks from Dodge-Attack (Cbt-Melee)
use your bonus-act for Dash, Disengage and Hide actions and get speed+5 in Cbt-Melee from Skirmish (Cbt-Melee)
when using an automatic weapon imp-sv(Agility)=13 on all opponents in radius=5 around your target from Group-Fire (Cbt-Ranged)
make up to 2 additional chk(TC) at disadvantage, but at chk(TC)+4 on opponents withinin radius=2 around initial target from Retarget (Cbt-Ranged)
bonus-act to Aim and gain chk(TC)+4 from Sniper (Cbt-Ranged)