

### 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:** 4/r(hp), 2/r(ep), 4/r(fp)

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

ep-v [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:** 14(TC), 11(SC), 10(PC), 0/5(init)

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

**Senses:** 20(lightsense), 1(audiosense), 1(olfactorsense)

**Speeds:** 15/7/4, stock(walk), quarter(crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	3	0	0	0	0	0	9	0	0	0
amr	0	5	5	0	1	1	0	0	0	0
fld	2	6	6	3	3	0	0	0	0	0
shd	3	7	7	2	2	0	3	0	0	0
aeg	4	3	6	0	0	5	5	1	10	4

#### Skills

3/4(Health), 2/3(Energy), 0/0(Focus)

4/2(Strength), 0/0(Perception), 2/0(Resolve)

4/4|2/0(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 (qual):** Scan-Tools, Vcl-Mech

**Techniques (general):** 1/2(Calmness), 1/2(Clarity-Save), 3/3(Inspire), 1/0(Bushcraft),

2/2(Tenacious-Save)

**Techniques (Cbt-Melee):** 1/3(Dodge-Attack), 3/5(Multi-Attack), 3/5(Skirmish)

**Techniques (Cbt-Ranged):** 1/5(Dodge-Attack), 1/5(Dodge-Effect), 1/5(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 for 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 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).

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.