

HANDLE		KILLBOMB			CORP N/A [BONETHUGS CREW]		HEAD 1		TORSO 2-4		ARM-R 5		ARM-L 6		LEG-R 7-8		LEG-L 9-0	
		BLOOD TRINIDAD		SEX M	0	21		6	6		6		6		6			
ROLE HITMAN		C U F 14/13		ZCUF 8*	BODY STR	BTM -2	SAVE 8											



HEAT										
NAME	TYPE	WA	ROF	CLIP	RELOADS	AMMO	DAMAGE	CONC	REL	PRIME
COLT ALPHA OMEGA 10	P	+2	2	10	4	10mm	2d6+3	J	VR	15
STEYR XM-14	SMG	-1	1/3/20	40	4	11mm	3d6	L	ST	9
FAUK FF SCIMITAR	M	+1	1	-	-	-	1d6+3	P	VR	13

WOUNDS	
LIGHT	0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SERIOUS	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CRITICAL	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MORTAL 0	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MORTAL 1	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MORTAL 2	5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MORTAL 3	6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ARMOR TYPE [EV TOTAL]	
LIGHT BALLISTIC WEAVE - CHEST, LEGS SP 6 FLAK VEST SP 15	

STATS	
REFLEX	8
INTELLIGENCE	7
COOL	9
EMPATHY	5
IMAGE	7
TECH	5
LUCK	4
MOVE	7
LEAP	1.5
RUN	35
NOTES: PERSONALITY DETAILS	
LUCKY BASTARD CONFIDENT	

SKILLS	
COMBAT SENSE	6
PISTOL	5
NOTICE	5
HVY WEAPONS	3
SP. TACTICS: URBAN	3
MELEE	4
BULLPUP	2
STEALTH	4
AIKIDO	4
INTIMIDATE	5
CLIMBING	4
DRIVE	6
ATHLETICS	5
HUMAN PERCEPTION	5

WARE	
IRIS REACTION BOOSTER -LOWLIGHT -ANTIFLASH/GLARE (NO DELAY PENALTY)	
COMBAT BONUSES (MARTIAL ARTS OR EQUIPMENT)	
AIKIDO BONUSES:	
BLOCK +4	CHOKE +1
DODGE +3	SWEEP +3
HOLD +3	GRAPPLE +2
ESCAPE +3	
THROW +3	

GEAR	
STASH <input type="text" value="0"/>	
CLOSED-CIRCUIT RF PROXIMITY SENSOR/RADIO -TRACKS LOCATION OF CREWMEMBERS -PROVIDES MODULAR BAND RADIO LINK	
3 FLASH-BANG CONCUSSIVE GRENADES	
1 BOGARDIN HI-EX CALTROPES PACK (6 LOADS) -DIFF 15 TO SPOT -1d6 x 2d6+4 DAMAGE EDGED EXPL.	
LIMITED-ACCESS CP SECURITY PASS (DURATION 24 HRS)	
PEN LIGHT	
FALSE CONTACT INFO: MATCHBOOK (ASRA)	