CHARACTER PROFILE

DYSTOPIA : HOSTILE TAKEOVER

HANDLE	MILE		CORP	KIROSHI (TSA)		HEAD 1	TORSO 2-4	ARM-R 5	ARM-L 6	LEG-R 7-8	LEG-L 9-0
ROLE	COVERT OPERATIVE	CUF 13/12 ZCUF 11/11	BLOOD	TRINIDAD	SEX M						
			BODY 7	BTM -2	SAVE 7	0	18	8	8	8	8

HEAT

NAME	TYPE	WA	ROF	CLIP	CHIPPED?	AMMO	DAMAGE	CONC	REL	PRIME
CHIMERA 400 BOLTER	P	1	1/3	12		8mmC	2d6*	J	R	14/12
RETRACTABLE AXE	M	0					2d6+1	J	ST	12/11

WOUNDS

LIGHT	0	
SERIOUS	1	
CRITICAL	2	
MORTAL 0	3	
MORTAL 1	4	
MORTAL 2	5	
MORTAL 3	6	

ARMOR

KEVLAR T SP 10
BALLISTIC MESH SP 8

STATS

REFLEX	8	
INTELLIGENCE	8	
COOL	9	
EMPATHY	5	
IMAGE	6	
TECH	7	
LUCK	4	
MOVE	8	
LEAP		
RUN		

NOTES

GRAVITY CUF 15 / 13
Z GRAVITY CUF 11 / 12

SKILLS

COMBAT SENSE	4	
PISTOL	5	
AIKIDO	3	
NOTICE	3	
ELEC. SECURITY	4	
BULLPUP	4	
SPACEWISE	3	
MELEE	4	
SHADOW/TRACK	2	
ATHLETICS	4	
INTIMIDATE	4	
TORTURE	3	
ZERO GEE MAN	4	
ZERO GEE COMBAT	3	

WARE

BIOMONITOR

GEAR

STASH

CORP ID (KIROSHI)
CELL PHONE
CYANIDE AMPULE-MOLAR
1 RELOAD BOLTER CARTRIDGE

*CHIMERA BOLTER AMMO: ROLL TO HIT; IF SUCCESSFUL, ROLL AN ADDITIONAL 1D10; 8-10: IF PENETRATION OCCURS, THE BOLT UNFOLDS INTO A THREE-PRONG HARPOON, CAUSING 1D6+1 ADDITIONAL PTS OF DAMAGE. IT CAN ONLY BE REMOVED BY A TRAINED SURGEON (DIFF 20).