

# DICK PUNCH

<b>NAME:</b>	Dick Punch		
<b>PLAYER:</b>			
<b>METATYPE:</b>	Troll (Cyclops)	<b>AGE:</b>	
<b>SEX:</b>		<b>HEIGHT:</b>	
<b>HAIR:</b>		<b>EYES:</b>	
<b>STREET CRED:</b>	0	<b>NOTORIETY:</b>	0
<b>COMPOSURE:</b>	6	<b>JUDGE INTENTIONS:</b>	7
<b>LIFT/CARRY:</b>	23	<b>LIFT/CARRY WEIGHT:</b>	240 kg / 160 kg
<b>MOVEMENT:</b>	16/32 (1m/hit)	<b>SWIM:</b>	12 (1m/hit)
<b>NUYEN:</b>	28,000¥	<b>KARMA:</b>	1
		<b>CAREER KARMA:</b>	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 7	CHARISMA: 3	EDGE: 1	INITIATIVE: 10 +2D6
AGILITY: 4 (8)	INTUITION: 4	CURRENT EDGE POINTS:	
REACTION: 5 (6)	LOGIC: 3	ESSENCE: 0.40	RIGGER INITIATIVE: 10 +2D6
STRENGTH: 12 (16)	WILLPOWER: 3		MATRIX AR: 10 +2D6 MATRIX COLD: 4 + DP +3D6 MATRIX HOT: 4 + DP +4D6

PHYSICAL LIMIT: 15	MENTAL LIMIT: 5	SOCIAL LIMIT: 4	ASTRAL LIMIT: 5
		Custom Ballistic Mask: +2, Only for Intimidation, Must be visible Mortimer of London: Argentum Coat: +1, Must be visible Securetech PPP: Arms Kit: -1, Must be visible Securetech PPP: Legs Kit: -1, Must be visible Securetech PPP: Vitals Kit: -1, Must be visible	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Animal Handling <small>CHA</small>	0	2	Exotic Melee Weapon (Blast Shield) <small>AGI</small>	2	10			
Archery <small>AGI</small>	0	7	Impersonation <small>CHA</small>	0	2			
Armorer <small>LOG</small>	0	2	Instruction <small>CHA</small>	0	2			
Automatics <small>AGI</small>	0	7	Intimidation <small>CHA</small>	0	2			
Blades <small>AGI</small>	0	7	Leadership <small>CHA</small>	0	2			
Clubs <small>AGI</small>	0	7	Longarms <small>AGI</small>	0	7			
Computer <small>LOG</small>	0	2	Navigation <small>INT</small>	0	3			
Con <small>CHA</small>	0	2	Negotiation <small>CHA</small>	0	2			
Cybercombat <small>LOG</small>	0	2	Perception <small>INT</small>	4	8			
Demolitions <small>LOG</small>	0	2	Performance <small>CHA</small>	0	2			
Disguise <small>INT</small>	0	3	Pilot Ground Craft <small>REA</small>	0	5			
Diving <small>BOD</small>	0	6	Pilot Watercraft <small>REA</small>	0	5			
Escape Artist <small>AGI</small>	0	7	Pistols <small>AGI</small>	2	10			
Etiquette <small>CHA</small>	1	4	Running <small>STR</small>	0	15			
First Aid <small>LOG</small>	0	2	Sneaking <small>AGI</small>	2	10			
Forgery <small>LOG</small>	0	2	Survival <small>WIL</small>	0	2			
Free-Fall <small>BOD</small>	0	6	Swimming <small>STR</small>	0	15			
Gunnery <small>AGI</small>	0	7	Throwing Weapons <small>AGI</small>	0	7			
Gymnastics <small>AGI</small>	0	7	Tracking <small>INT</small>	0	3			
Hacking <small>LOG</small>	0	2	Unarmed Combat <small>AGI</small>	6	14			
Heavy Weapons <small>AGI</small>	0	7	(Boxing (Brawler Style) +2)					

<b>QUALITY</b>	
Biocompatibility (Cyberware)	CF 54
Cyclopean Eye	RF 120
Restricted Gear	RF 149
Thermographic Vision	SR5 66

<b>PHYSICAL DAMAGE TRACK</b>			<b>STUN DAMAGE TRACK</b>		
		-1			-1
		-2			-2
		-3			-3
		Down	Down		
<b>OVR</b>	<b>OVR</b>	<b>OVR</b>	Natural Recovery Pool (1 hour): 10		
<b>OVR</b>	<b>OVR</b>	<b>OVR</b>			
<b>OVR</b>	<b>Dead</b>				
Natural Recovery Pool (1 day): 14					

<b>MARTIAL ART</b>	
Boxing (Brawler Style)	RG 129
Haymaker	

<b>RESISTANCE</b>	<b>POOL</b>
Radiation	10
Judge Intentions	6

<b>RESISTANCE - DAMAGE TYPE</b>	<b>STUN</b>	<b>PHYSICAL</b>
Damage	38	40
Fire	38	40
Cold	44	46
Electricity	38	40
Acid	38	40
Falling	38	40
Fatigue	10	
Sonic	3	

<b>RESISTANCE - TOXINS AND PATHOGENS</b>	<b>CONTACT</b>	<b>INGESTION</b>	<b>INHALATION</b>	<b>INJECTION</b>
Toxin	10	10	10	10
Pathogen	10	10	10	10

<b>RESISTANCE - ADDICTION</b>	<b>NOT ADDICTED YET</b>	<b>ALREADY ADDICTED</b>
Physiological	10	10
Psychological	6	6

<b>RESISTANCE - SPELLS</b>	<b>POOL</b>
Direct, Mana	3
Combat Spells Direct, Physical	7
Indirect, Defense	10
Detection Spells	6
Decrease Attribute - Body	10
Decrease Attribute - Agility	11
Decrease Attribute - Reaction	9
Health Spells Decrease Attribute - Strength	19
Decrease Attribute - Charisma	6
Decrease Attribute - Intuition	7
Decrease Attribute - Logic	6
Decrease Attribute - Willpower	6
Illusion Spells Mana	6
Physical	7
Manipulation Spells Mental	6
Physical	23

<b>IMPLANT</b>	<b>ESSENCE</b>	<b>GRADE</b>	
Bone Lacing (Aluminum)	0.90	Standard	SR5 454
Genetic Optimization (Strength)	0.30	None	CF 157
Muscle Replacement 4	2.80	Alphaware	SR5 455
Striking Callus (Feet) (Left)	0.05	Standard	CF 121
Striking Callus (Feet) (Right)	0.05	Standard	CF 121
Striking Callus (Hands) (Left)	0.05	Standard	CF 121
Striking Callus (Hands) (Right)	0.05	Standard	CF 121
Wired Reflexes 1	1.40	Alphaware	SR5 455

<b>ARMOR</b>	<b>VALUE</b>	<b>EQUIPPED</b>	
Ares Flashield	+6	**	RG 72
Grenade: Flash-Pak			
Ares Victory: Big Game Hunter	14	**	RG 64
Custom Fit; Gear Access; Liner - Insulation (6); Holster			
Custom Ballistic Mask	+2	**	RG 74
Mortimer of London: Argentum Coat	12/+4	**	RG 58
Concealability; Custom Fit (Stack);			
Securetech PPP: Arms Kit	+1	**	RG 70
Securetech PPP: Legs Kit	+1	**	RG 70
Securetech PPP: Vitals Kit	+1	**	RG 70
Other Modifiers	NaN		
<b>Total</b>	<b>31</b>		

<b>WEAPON</b>	<b>POOL</b>	<b>ACCURACY</b>	<b>DAMAGE</b>	<b>AP</b>	<b>MODE</b>	<b>RC</b>	<b>AMMO [LOADED]</b>	
Ruger Super Warhawk	10	5	9P	-2	SS	7	6(cy)	SR5 427
	<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
	Heavy Pistols		0-5	6-20	21-40	41-60		

<b>WEAPON</b>	<b>POOL</b>	<b>ACCURACY</b>	<b>DAMAGE</b>	<b>AP</b>	<b>REACH</b>	
Unarmed Attack	14	15	18P	-	1	SR5 132