

# CHARACTER SHEET

# GENTRY

B	A	R	S	W	L	I	C	EDG	ESS
2	3 (5)	4	2 (4)	2	5	6	2	5	4.16

**INITIATIVE:** 10 + 1D6

**METATYPE:** HUMAN

**ARMOR:** 9 (10)

**LIMITS:** PHYSICAL 5, MENTAL 7, SOCIAL 4

## ACTIVE SKILLS

*(Numbers in brackets are the final dice pool, linked skill + attribute rating)*  
 Clubs 4 [7(8)], Cybercombat 5 [10], Electronics skill group 4 [9], Electronic Warfare 4 [9], Gymnastics 4 (7) (Parkour +2) [7 (12) (+2)], Hacking 5 [10], Influence skill group 2 [4], Perception 4 [10], Pistols 4 (Semi-Automatics +2) [7(9) (+2)], Running 3(6) [5 (10)], Sneaking 2 (Urban +2) [5 (7)(+2)]

## GEAR & LIFESTYLE

Ammunition [100 regular rounds, 20 gel rounds], fake SIN (Rating 4), fake possession and concealed carry permits (Rating 4), Johnny Hardcore Goggles [Capacity 4, with Low Light, Image Link, Smartlink, Vision Enhancement (1)], Canine Class Earbuds [Capacity 3, with Audio Enhancement (2), Select Sound Filter (1)], 2 x Jazz inhaler, Transys Avalon commlink [DR 6, with hot-sim simrig], On Your Mark Urban Explorer Jumpsuit [ar 8(10), with Fire Resistance 3, Insulation 3, Nonconductivity 3, helmet], Renraku Tsurugi Cyberdeck [DR 3, ASDF array 6 /5 /5/ 3, Programs 3], Hotel Suite, Downtown Seattle's Elven District [High Lifestyle, 1 month prepaid]

## WEAPONS

Colt Model 2066 [Heavy Pistol, SA, Acc 6(8), DV 8P, AP -1, 14 (c), w/internal smartlink, concealable holster]  
 Colt America L36 [Light Pistol, SA, Acc 7(9), DV 7P, AP -, 11 (c), w/internal smartlink, concealable holster]  
 Extendable Baton x 2 [Club, Reach 1, Acc 5, DV 6P, AP -]

## AUGMENTATIONS

*(Game effects of augmentations are pre-calculated into the character's attributes)*  
 Bone lacing [plastic], datajack x 2 [alphaware], datalock 5 [alphaware], muscle augmentation 2, muscle toner 2, synthacardium 3

## PROGRAMS

Hacking Cyberprograms [Exploit, Fork]

## KNOWLEDGE & LANGUAGE SKILLS

Deckers 3, Matrix Games 2, Matrix Theory 3, National Politics 1 (Tir Tairngire +2), Security Procedures 2 (Matrix +2), Terrorist Organizations 2, Sports 2 (Urban Brawl +2), English N, Sperethiel 5

## QUALITIES

Addiction (Stimulants: Mild), Ambidextrous, Codeslinger (+2 dice to Hack on the Fly), Elf Poser, Natural Athlete (+2 dice to Gymnastics and Running tests), Distinctive Style (Tir Tairngire accent and Urban Brawl style), SINner (Criminal)

## CONTACTS

Willie Pete (Seattle Screammers Quartermaster), Signal (Tir Techno-Terrorist), Galadriel (Elven Madam)

## COMBAT ACTIONS

**Free Actions:** Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run

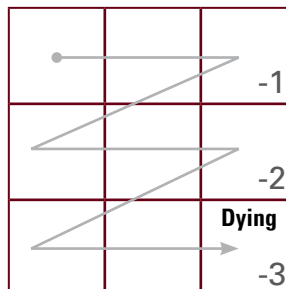
**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim, Throw Weapon

**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Use Skill

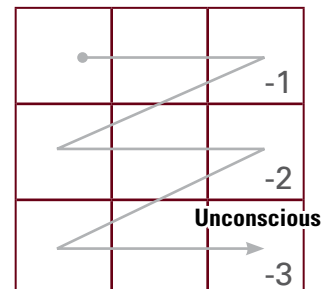


## DAMAGE TRACKS

### PHYSICAL DAMAGE TRACK

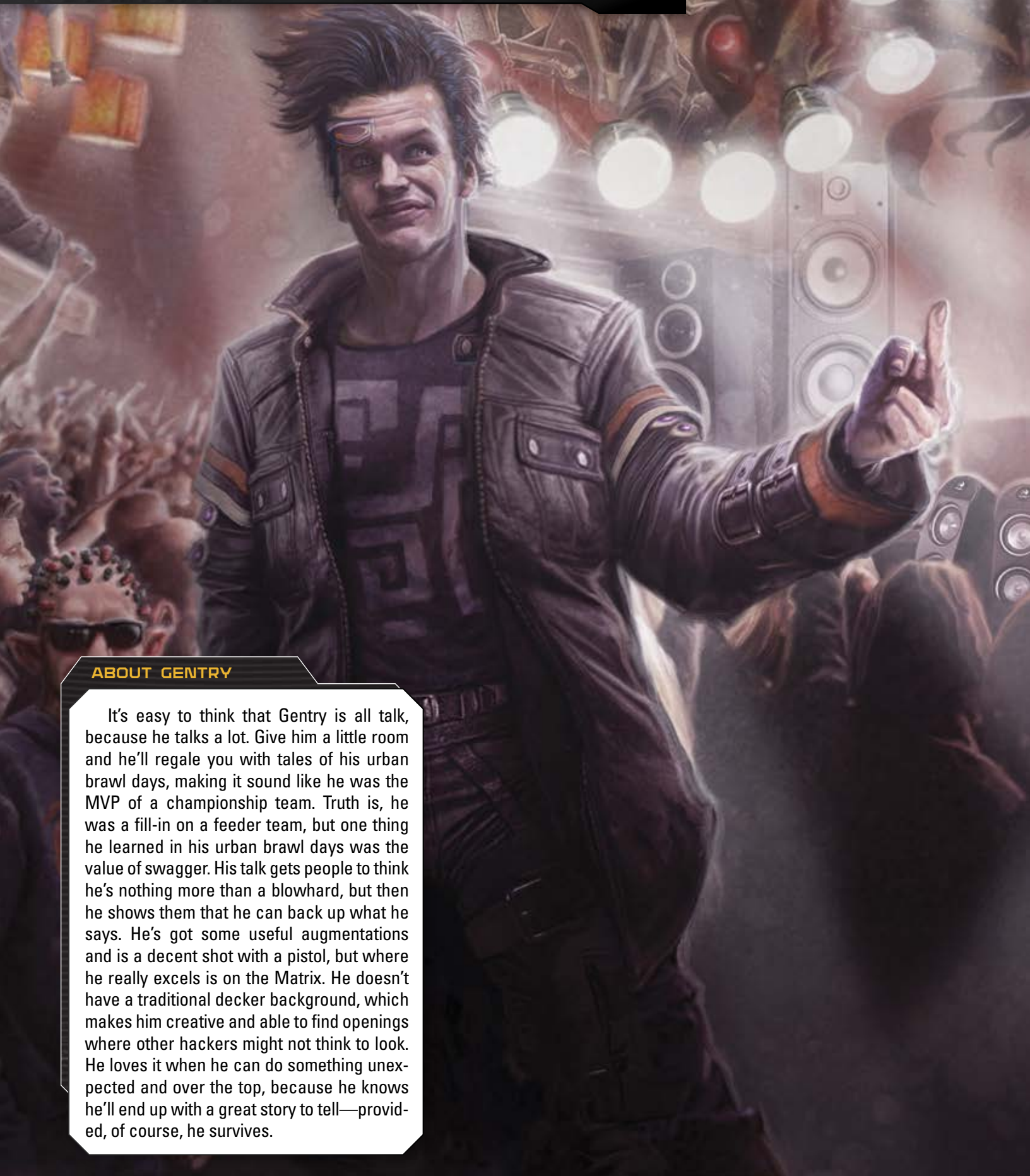


### STUN DAMAGE TRACK



**+4 BOXES  
OVERFLOW  
DAMAGE**

# GENTRY



## ABOUT GENTRY

It's easy to think that Gentry is all talk, because he talks a lot. Give him a little room and he'll regale you with tales of his urban brawl days, making it sound like he was the MVP of a championship team. Truth is, he was a fill-in on a feeder team, but one thing he learned in his urban brawl days was the value of swagger. His talk gets people to think he's nothing more than a blowhard, but then he shows them that he can back up what he says. He's got some useful augmentations and is a decent shot with a pistol, but where he really excels is on the Matrix. He doesn't have a traditional decker background, which makes him creative and able to find openings where other hackers might not think to look. He loves it when he can do something unexpected and over the top, because he knows he'll end up with a great story to tell—provided, of course, he survives.