

CHARACTER SHEET

SLEDGE

B	A	R	S	W	L	I	C	EDG	ESS
8	5 (7)	4 (8)	7 (7)	4	2	3	1	1	0.74

INITIATIVE: 7+1D6 (11+2D6) **METATYPE:** ORK

ARMOR: 14 **LIMITS:** PHYSICAL 10, MENTAL 4, SOCIAL 3

METATYPE ABILITIES: LOW-LIGHT VISION

ACTIVE SKILLS

(Numbers in brackets are the final dice pool, linked skill + attribute rating)
 Automatics 4 (5) [9 (12)], Blades 4 (5) [9 (12)], Etiquette 1 (Street +2) [2 (+2)], Gymnastics 3 [8(10)], Intimidation 4 (Physical +2) [5 (+2)], Pistols 3 (4) [8 (11)], Sneaking 1 (Urban +2) [6 (+2)], Unarmed Combat 5 [10 (12)]

GEAR & LIFESTYLE

Activesofts [Firearm Basics Armorer 1, Just Toss It Throwing Weapons 1, Controlled Explosions and You Demolitions 1, Ares Introductions: Big Guns Heavy Weapons 1], ammunition [400 regular rounds, 100 gel rounds], armor clothing [6], armor vest [10], explosive foam 10 [1 kilo w/ detonator cap], fake SIN (Rating 4), fake possession and concealed carry permit (Ares Predator, Rating 4), Renraku Sensei commlink [DR 3], 2 x Last Call trauma patches, Redmond Apartment [Low Lifestyle, 3 mos. prepaid]

WEAPONS

Ares Predator V [Heavy Pistol, SA, Acc 5(7), DV 8P, AP -1, 15 (c), w/ quick draw holster, silencer]
 Ingram Smartgun [Submachine Gun, BF/FA, Acc 4(6), DV 8P, AP —, 32 (c)]
 Streetline Special [Hold-out Pistol, SA, Acc 4, DV 6P, AP —, 6 (c)]
 Ingram Valiant [Light Machine Gun, SA, Acc 5(7), DV 9P, AP -2, 50(c) or 100 (b), w/ external smartgun system]
 2 High Explosive Grenades [Lobbed, DV 16P, AP -2, -2/m blast]
 Sword [Blade, Reach 1, Acc 6, DV 10P, AP -2]
 Survival Knife [Blade, Reach —, Acc 5, DV 9P, AP -1]

AUGMENTATIONS

(Game effects of augmentations are pre-calculated into the character's attributes)
 Two cyberarms [alphaware, customized, obvious, full, w/ customized agility 3, customized strength 4, enhanced agility 1, enhanced armor 2, left arm cyber holster, fingertip compartment, and smuggling compartment, right arm spurs and shock hand], cyberears [Rating 2, alphaware, w/ balance augments, damper, spatial recognizer], cybereyes [Rating 2, alphaware, w/ flare compensation, low-light vision, smartlink, thermographic vision], damage compensators 4, orthoskin 1 [alphaware], reaction enhancers 2 [alphaware], reflex recorders [Automatics, Blades, Pistols], skilljack 1, skillwires 1, wired reflexes 1 [alphaware]

KNOWLEDGE & LANGUAGE SKILLS

English N, Ork Underground 3, Or'zet 4, Seattle Street Gangs 3

QUALITIES

Bad Luck, Distinctive Style (unique cyberarms), Guts, Home Ground (Ork Underground: I Know A Guy), Prejudiced (Humans, Biased)

CONTACTS

Red Dot (Weapons Dealer), Sturm (Skraacha Smuggler), Elkarra (Orkish Beat Cop)

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

●	—	-1
—	—	-2
—	—	-3
—	—	-4
→	→	Dying +4 BOXES OVERFLOW DAMAGE

STUN DAMAGE TRACK

●	—	-1
—	—	-2
—	—	-3
←	←	Unconscious
—	—	-4

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ABOUT SLEDGE

Sledge is a classic. Bullet-headed and nicely sculpted, he can wield guns or blades depending on the situation or his mood. His childhood in the Ork Underground taught him the importance of keeping a leg up on the competition, and he does it with long hours of training and new implanted tech whenever he can afford it. He is resolutely a street samurai, not a thug, and he is determined to show the difference between those two things whenever he can. He is considered and strategic in how he uses violence, but when he unleashes his full fury, there are not too many people who would want to stand in his way.