CHARACTER SHEET

HARDPOINT

and the owner where the party of			-					
В	Α	R	S	W	L	C	EDG	ESS
		5 (6)						

INITIATIVE: 8 +1D6 (9+2D6) METATYPE: DWARF LIMITS: PHYSICAL 6, MENTAL 6, SOCIAL 4 **ARMOR: 13** METATYPE ABILITIES: THERMOGRAPHIC VISION +2 DICE TO RESIST PATHOGENS/TOXINS

ACTIVE SKILLS

(Numbers in brackets are the final dice pool, linked skill + attribute rating) Armorer 2 [8], Automatics 2 [5], Engineering skill group 3 [9], Electronics skill group 2 [8], Electronic Warfare 4 [10], Etiquette 3 (Japanese +2) [6 (+2)], Gunnery 7 [10], Navigation 3 [6], Perception 2 [5], Pilot Aircraft 5 [10 (11)], Pilot Ground Craft 4 [9 (10)], Pilot Watercraft 2 [7 (8)], Unarmed Combat 4 (Jujutsu +2) [7 (+2)]

GEAR & LIFESTYLE

Ammunition [1,800 regular rounds], AR gloves, Mitsuhama Secure armor jacket [12], fake SIN (rating 4), MCT Drone Web Command Console [Device Rating 6, Data Processing 7, Firewall 6], Toolkits (Auto Mechanic, Aeronautics Mechanic, Hardware), Transys Avalon commlink (device rating 6), 3x MCT-Nissan Roto-Drone Medium Flier [Handling 4, Speed 4, Accel 2, Bod 4, Arm 4, Pilot 3, Sensors 3, each w/ standard weapon mounted Ares Alpha], Steel Lynx Large Combat Drone [Handling 5, Speed 4, Accel 2, Bod 6, Arm 12, Pilot 3, Sensors 3, w/ heavy weapon mounted Stoner-Ares M202], GMC Bulldog Step-Van [durable medium-sized van that seats 6, w/ Rigger Adaptation], Houseboat/Marina Lot (Middle Lifestyle, 2 mos. prepaid)

WEAPONS

Ingram Smartgun X [Submachine Gun, BF/FA, Acc 4(6), DV 8P, AP-, 32 (c)] 4x Ares Alpha [Assault Rifle, SA/BF/FA, Acc 5(7), DV 11P, AP –2, 42 (c), dronemounted, underbarrel grenade launchers]

- 10 Fragmentation Grenades [Launched, DV 18P (f), +5 AP, -1/m blast]
- 10 Smoke Grenades [Launched, DV —, AP, 10m radius smoke, 4 turns] Ingram Valiant [Machine Gun, BF/FA, Acc 5(6), DV 9P, AP –2, 100 (belt), w/ laser sight, shock pad]

AUGMENTATIONS

(Game effects of augmentations are pre-calculated into the character's attributes) Bone Lacing [plastic], Commlink Implant [alphaware], Control Rig [2], Cyberears [Rating 1 with Audio Enhancement 3, Damper], Cybereyes [Rating 3 with Flare Compensation, Low Light, Smartlink, Thermographic, Vision Enhancement 2], 2x Datajack [alphaware], Wired Reflexes 1 [alphaware]

KNOWLEDGE & LANGUAGE SKILLS

Criminal Organizations 1 (Yakuza +2), Engineering 5 (Mechanical +2), English N, Japanese N, Philosophy 2 (Eastern +2), Seattle Knowledge 3, Security Procedures 4

QUALITIES

Bilingual, Distinctive Style (MCT Brand Loyalty), Gearhead, SINner (Corporate Limited, MCT), Social Stress

CONTACTS

Johnson-san (MCT Company Man), Black (Seattle Scrapyard, Owner/Mechanic), Quick Billy McCoy (Smuggler)

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



CHARACTER SHEET

HARDPOINT

ABOUT HARDPOINT

Hardpoint's been working double-time to prove himself since he was in elementary school, and he views every shadowrun as a chance to show he's as good as anyone out there. While Gentry is flashy, Hardpoint is detail-oriented and driven. He has a fleet of drones at his disposal, and he is committed to them never suffering a moment of downtime in the field due to mechanical failure. He is relentless in maintaining his drones and studying how best to use them, which can sometimes make him seem like a bit of a grind. The addition of Coydog to the team, though, brought a revelation—Hardpoint has a fine, if very dry, sense of humor, and enjoys the elf's pranks as much as anyone. He's still focused on getting the job done, but the other team members are happy to know he's not all about nuts and bolts.