

JACK DARKLI

Initiate level 6 need 10 for 7
3 BOXES LESS THAN B.C. 8-2-94

Player TODD
Name JACK DARKLI
Street Name DARK
Race HUMAN Sex OFTEN*
Archetype PHYSICAL ADEPT
SIN# 0830973918
Birth Date 5/29/26 Age 24

MONEY:
Credstick 1,700 6,550*
Certified Credsticks 180,000
* On Hand 40,500 1,201,000
= Stashed
Cash on Hand 1300* 50,000*
Cash Stashed 6100 82,250
INITIATE LEVEL 6 (FOR NEXT LEVEL 18 w/ ORDEAL 14%)
INCOME/LOANS
Source 54,000 500
Frequency 1178

ATTRIBUTES	
PHYSICAL	Rating
Body	<u>6</u>
Quickness	<u>6</u>
Strength	<u>6</u>
MENTAL	
Charisma	<u>6</u>
Intelligence	<u>6</u>
Willpower	<u>6</u>
SPECIAL	
Essence	<u>6</u>
(Magic)	<u>6(12)</u>
Reaction	<u>6</u>
ALLERGIES	
Substance	<u>-</u>
Severity	<u>-</u>
Racial Adv	<u>-</u>
KARMA	<u>10</u>

CONDITION MONITOR		
PHYSICAL		MENTAL
Unconscious > Possibly Dead		< Unconscious, Further damage causes wounds
Seriously > Wounded		< Seriously Fatigued
Moderately > Wounded	X	< Moderately Fatigued
Lightly > Wounded	X	< Lightly Fatigued

Damage Modifiers

Damage	T#	Initiative
None	-	-
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

GAVE 60,000 TO NEAL GAZ
44,000/100,000
506,000

DOCWAGON: Platinum Card!

SKILL	Rating
UNARMED COMBAT (HANDS)	<u>6</u> GD
ARMED COMBAT (KITANA)	<u>6</u>
FIREARMS (INGRAM)	<u>6/8</u> w/ INGRAM
STEALTH	<u>6</u>
ATHLETICS	<u>6</u>
MAGIC THEORY	<u>5</u>
SORCERY	<u>4</u>
COMPUTOR	<u>2</u>
ELECTRONICS	<u>3</u>
BIOTECH	<u>5</u>
NEGOTIATION	<u>3</u>
STREET ETIQUETTE	<u>5</u>
ENGLISH	<u>8</u>
CAR	<u>4</u>
THROWING	<u>5</u>
GUNNERY	<u>6</u>

CYBERWARE		
Type TO SPEND	Rating	Magic Essence Cost
KILLING HANDS 3.5	<u>D</u>	<u>4</u>
INCREASED REACTION 2	<u>3</u>	<u>6</u>
PAIN RESISTANCE .5 x 2 = 1	<u>3</u>	<u>1.5</u>
THERMOGRAPHIC VISION .25	<u>-</u>	<u>.25</u>
HIGH FREQUENCY HEARING .25	<u>-</u>	<u>.25</u>

Defense Pool
Combat Pool
9 3

ACTION HT.
23 16
19 2

Current Armor
(6/4) Value:
5 13
Ballistic Impact
MNY/ALM 7/5

Action Phases

ALL'S MARY WHERE POSSIBLE

Weapon	Ammo	Conceal.	Reach	Ammo/Loading	Short	Medium	Long	Extreme	Damage Code
ARIES CRUSADER MP 40	WOOD FLESHETTE		40:111						9/M (AUTO)
INGRAM SM.GUN (VENT)	20 clips	<u>5</u>	APDS	32:	0-10	11-40	41-80	81-150	7/M
INGRAM SM.GUN (VENT)	20 v	<u>5</u>	1000	32:	0-10	11-40	41-80	81-150	8/M
ARES PRED II	20 v		250	15:	0-5	6-20	21-40	41-60	10/M
RANGER SM3	20 v			26:	0-40	41-80	81-200	201-400	15/S
HEK127	20 v	<u>5</u>		20:	0-10	11-40	41-80	81-150	7/M
NARCOJET PISTOL SM	20 v	<u>7</u>		5:	0-5	6-15	16-30	31-50	6/D
RIFLE	20 v			10:	0-10	11-20	21-50	51-100	6/D
PNUEMATIC NARCO SMG	20	<u>6</u>		20:	RANGE AS RIFLE				6/D

EXPLOSIVE ROUNDS: +1 Force *ROOMSWEEPER: MAG 8 = 2 SHOTS/RD. 9/5 fleshette

APDS INHERIT BALLISTIC IMPACT OF ARMOR

CYBERDECK

Type	Rating
Persona	_____
Hardening	_____
Memory	_____
Storage	_____
Load	_____
I/O	_____
Response	_____
Hitcher Jacks	_____
Vidscreen	_____

Condition Monitor
< Deck Crash
< Seriously Wounded
< Moderately Wounded
< Lightly Wounded

Notes: **
 HARLEQUIN'S RAPIER: 5,000,000
 BELONGS TO MELOCE, RICE, RAVEN, HAMMER

PROGRAM Rating Size In Ram

B	_____
E	_____
M	_____
S	_____
A	_____
M	_____
M	_____
S	_____
S	_____
A	_____
S	_____
D	_____
E	_____
R	_____
Br	_____
D	_____
Smoke	_____

TO HAVE MADE:
 AEROSOL
 SUPER-GLUE
 (super glue in an aerosol can!!!)
 GROUP HANDLE:
 BLACK CARD

Hacking Pool



Height: 6'0" Hair: BLACK
 Weight: 180 Eyes: ST. GREY

POSSESSIONS

APDS: 1000 R&S ease/year 1ea DSL - Pistol

Item	Location	Item	Location
* ARMORED CLOTHES BY 3	LOCKPICKS (BELT)	PHOSPHORUS:	
* ARMORED JACKET BY 5/13	MAGNA LOCK PICK (BELT)	GRENADES	
ARMOR LONG COAT 4/12	SMART GOGGLES	SMOKE: 15	STIMULENTS (6) 10 150
↳ CONCEAL 10 +50% TO CR	STEALTH GRAPPLE	CONCUSS: 12 M Stim 10	ANTIDOTE PATCH (8) 10 400
PARTIAL HEAVY	FLASH PAK	FRAG: 10.5" 12	TRANQ. PATCH (10) 10 200
↳ ARMOR w/ HLM 7/5	PASSPORT 3	GAS: 6.5 Stim 17	TRAUMA PATCH (6) 9 450
WRIST VIDPHONE	THRU-INDIAN TERRITORY →	FLASH 6L 15	STAB. UNIT (IN GROUP PLAN)
MICROTRANCEIVER	YISA	MISSILE LAUNCHERS	
COMMLINK (HEADSET)	GRAPPEL GUN: CONCEAL	SAMS 14:1	BINOCULARS X50
U21 3	300m RANGE →	INT. 4 13D	(THERMAL, U.Y.)
ARES PREDATOR	RAPPELLING GEAR	Antivehic INT. 4 16D	TELESCOPE X500
DRAGONS TRID	DESERT } FATIGUES	22: (SMART: 5000ea DUMB: 2000ea)	ORICHALCUM = MAGIC METAL
UNIT w/ ROCK N ROLL	FOREST } FATIGUES	HIGH EXPLOSIVE 3	1 KILO (300 grams to make kitana)
LIBRARY	PLAINS } FATIGUES	16D	
* STON BATON!	MONOFILAMENT WHIP 105	12: 20	
(+4 to opp. target # for 4 turns!)	RAWHIDE WHIP	ANTI PERSONEL: 3	
	SURVIVAL KNIFE * 8L	16D	
MICRO CAMCORDER (6)	NET GUN - NORMAL *	12: 20	
RESPIRATOR: 2	NET GUN - LARGE *	KITANA + 5 add 5d6 *	KITANA + 3
CHEMSUIT = 1	EXTRA NETS	to attacks, Bonded	9M
BUGSCANNER (10)		(best way to drop regenerators)	reach: +1
LASER MICROPHONE		9M CONCEALABILITY 3	

THANKS MERCURIAL

