CHARACTERISTICS

15 STR	000cm (0'0"), 000kg (000#), 0m(0m) reach, -0" KNB
15 DEX 12-	Run 6" (12"), 21.6 kph 13.4 mph, 4.5 m/mi, DCV 2, 1 END/t
18 CON 13-	Swim 2" (4"), 10.8 kph, 6.7 mph, 8.9 m/mi, DCV 0, 0 END/t
15 BOD	Leap 4" (8"), 4.8 kph, 3.0 mph, 20.1.m/mi, DCV 1, 6 END/t
13 INT 12-	Tunnel 1" (1"), 1.8 kph, 1.1 mph, 53.6 m/mi, DCV 0, 3 END/t
15 EGO 12-	
13 PRE 12-	
10 COM 11-	
8 PD 1 rPD	OCV 5, DCV 5 // ECV 5
6 ED 1 rED	
3 SPD	
11 REC	
46 END	PER 12-
32 STUN	Heal 11/30, 1/2.7d

WEAPONS

Weapon	OCA	RM	DAM	STUN	STR min	@STR	DAM	Notes
Katana (1h)	+1	+0	5k	+0	12	17	6k	M, Thr, 1.5h
(2h)	+1	+0	5k	+0	10	15	6k	
.47 Magnum Selong	+1	+1	6k	+1	15			Clip: 17+1, Auto (2)

MARTIAL ARTS: EAGLE CLAW KUNG-FU

Name OCV DCV DC DAM Katana NOTES 6k/7k STR+2d Martial Strike 5 7 5 d Killing Strike 3 5 5 DC KA/PH 7 Martial Block 7 Abort, Block Weapon Elements: H2H, Sword

SKILLS

```
WF
                               PRE
                                 8 Conversation
                                                                  8 Colorado Springs, CO
    Hand-to-hand, Clubs,
                                 12 Persuasion
    Small Arms
                                                                  8 The Aurora Group
    Heavy Machine Gun
                                 8 Streetwise
                                                                      (Company Compound)
                               GEN
    Swords
                                                               KS
DEX
                                 8 Co-ordination
                                                                  8 Eagle Claw Kung-Fu
  8 Breakfall
                                  8 Shadowing
                                                               PS
  8 Climbing
                                                                  8 Computer Operation
  8 Stealth
                                                                  8 Security Services
INT
                                                               Languages
  8 Concealment
                                                                    English (imitate+1)
  8 Deduction
                                                               Tr
  8 Paramedic
                                                                    Consumer Transport
 12 Tactics
POWERS
      LS: Scavenger Digestive Tract
      LS: Heat Tolerance
      LS: Hold Breath 10 minutes
      Tunneling 1" vs 2 DEF, 1 turn, 3 END
      Resistant Defense (1/1)
DISADVANTAGES
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Uplift
      Physical Limitation: (Inf/Sli) Color Blind
      Physical Limitation: (Inf/Sli) Accelerated Aging
      Physical Limitation: (Inf/Sli) Nocturnal
      Distinctive Features (Hard/Noticed) Uplifted Armadillo
Group
      Hunted () ???
Personal
      Distinctive Features () Scars
      Psych (Unc/Str) Won't Harm Innocents
      Psych (Unc/Tot) Duty To Crew
      Psych (Unc/Mod) Duty To Family
      Upspent Points: 0
```