

CHARACTER SHEET

MS. MYTH

B	A	R	S	W	L	I	C	EDG	ESS
5	2	2	5	4	4 (5)	5	5	1	5.4

INITIATIVE: 7+1D6 **METATYPE:** TROLL

ARMOR: 8 **LIMITS:** PHYSICAL 6, MENTAL 6 (7), SOCIAL 7

METATYPE ABILITIES: THERMOGRAPHIC VISION
 +1 REACH
 +1 DERMAL ARMOR
 +100% INCREASED LIFESTYLE COSTS

ACTIVE SKILLS

(Numbers in brackets are the final dice pool, linked skill + attribute rating)
 Automatics 4 [6], Computer 3 [7(8)], Con 6 [11], First Aid 2 [6(7)], Gymnastics 2 [4], Impersonation 3 [8], Influence skill group 6 [11], Intimidation 6 [11], Negotiation 6 [11], Perception 5 [10], Pistols 3 [5], Running 2 [7], Stealth skill group 4 [6], Unarmed Combat 4 [6]

GEAR & LIFESTYLE

Ammunition [100 regular rounds], Actioneer Business Clothes, chameleon suit, fake SIN (Rating 4), fake licenses [weapons permit and concealed carry, Rating 4], goggles [Rating 1, w/ smartlink], medkit (Rating 3), Middle Lifestyle (1 month)

WEAPONS

Fichetti Security 600 [Light Pistol, Acc 6(7), AP —, DV 7P, 30 (c)]
 2 x Ingram Smartgun X [Submachine Gun, Acc 5(7), AP —, DV 8P, 32 (c)]

AUGMENTATIONS

(Game effects of augmentations are pre-calculated into the character's attributes)
 Cerebral booster 1, commlink implant (Transys Avalon, Device Rating 6), datajack, image link

KNOWLEDGE & LANGUAGE SKILLS

Business 3, Cantonese 2, Corporate Policies 2 (Horizon +2), English N, Fashion 2, Japanese 2, Mandarin 1, Organized Crime 1, Or'zet 2, Psychology 3, Sperethiel 1

QUALITIES

Combat Paralysis, Exceptional Attribute (Charisma), First Impression, SINner (Corporate Limited, Horizon)

CONTACTS

The Juggler (Elven fixer), Frankie (Bartender), Esmeralda Expertise (Talent broker), Khayyim (Street doc), Billy Shen (Triad red pole), Mr. Satou (Renraku company man), Kelly Quick (Cutters gangbanger)

COMBAT ACTIONS

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

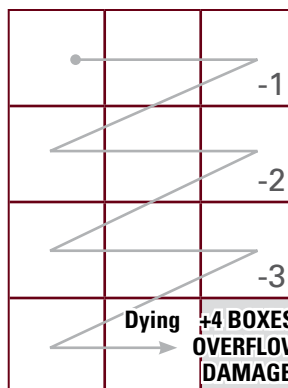
Simple Actions: Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim, Throw Weapon

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

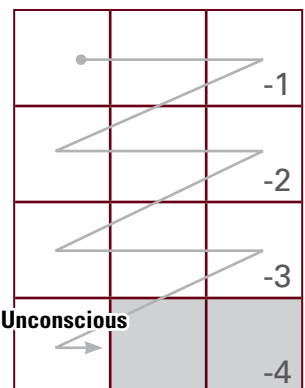


DAMAGE TRACKS

PHYSICAL DAMAGE TRACK



STUN DAMAGE TRACK



MS. MYTH

ABOUT MS. MYTH

Graceful. Well-mannered. Sophisticated. Troll. Ms. Myth embraces all of those labels and doesn't see any contradiction in them. Born of working-class parents, Ms. Myth learned two things in her youth: that a smile and good manners can get you far, and knowledge of people's darkest desires and secrets can get you even farther. She cultivated a pleasant manner and a keen eye, so she could get in people's good graces and then take that opportunity to learn the things they may not want others to discover. She is keen-eyed, wily, and able to use her word to smooth over some of the trouble her team causes. That, by itself, should keep her quite busy for a while.

