

# BLOOPER

<b>NAME:</b>	Henry Tyler as "Blooper"			<b>AGE:</b>	28
<b>PLAYER:</b>	Brunius			<b>WEIGHT:</b>	55kg
<b>METATYPE:</b>	Dwarf			<b>SKIN:</b>	White
<b>SEX:</b>	Male	<b>HEIGHT:</b>	122cm	<b>PUBLIC AWARENESS:</b>	0
<b>HAIR:</b>	Brown	<b>EYES:</b>	Blue	<b>MEMORY:</b>	7
<b>STREET CRED:</b>	0	<b>NOTORIETY:</b>	0	<b>PRIMARY ARM:</b>	Right
<b>COMPOSURE:</b>	5	<b>JUDGE INTENTIONS:</b>	7	<b>CAREER KARMA:</b>	0
<b>LIFT/CARRY:</b>	10	<b>LIFT/CARRY WEIGHT:</b>	45 kg / 30 kg		
<b>MOVEMENT:</b>	20/40 (1m/hit)	<b>SWIM:</b>	6.5 (1m/hit)		
<b>NUYEN:</b>	5¥	<b>KARMA:</b>	1		

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 7	CHARISMA: 2	EDGE: 3	INITIATIVE: 12 +4D6
AGILITY: 6 (10)	INTUITION: 5	CURRENT EDGE POINTS:	ASTRAL INITIATIVE: 10 +3D6
REACTION: 3 (6)	LOGIC: 4	ESSENCE: 6.00	RIGGER INITIATIVE: 12 +4D6
STRENGTH: 3	WILLPOWER: 3	MAGIC: 6	MATRIX AR: 12 +4D6 MATRIX COLD: 6 +3D6 MATRIX HOT: 6 +4D6

PHYSICAL LIMIT: 7	MENTAL LIMIT: 6	SOCIAL LIMIT: 5	ASTRAL LIMIT: 6
	Medkit [+3] (Only for First Aid and Medicine)		
	Medkit [+4] (Only for First Aid and Medicine)		
	Vision Enhancement [+1] (Only for Perception (Visual))		
	Vision Enhancement [+1] (Only for Perception (Visual))		

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
<b>Combat Active</b>			<b>Social Active</b>			<b>Interest</b>		
Automatics <small>AGI</small> (Assault Rifles +2)	6	16	Etiquette <small>CHA</small>	2	4	Military <small>INT</small> (Army +2)	4	9
Heavy Weapons <small>AGI</small> (Grenade Launchers +2)	6	16	Negotiation <small>CHA</small>	2	4	<b>Professional</b>		
<b>Physical Active</b>			<b>Vehicle Active</b>			Small Unit Tactics <small>LOG</small> (Urban +2)	6	10
Perception <small>INT</small> +2	6	13	Pilot Ground Craft <small>REA</small>	1	7	Mixed Unit Tactics <small>LOG</small> (Standard Infantry +2)	4	8
Sneaking <small>AGI</small> (Urban +2)	3	13				Military Vehicles <small>LOG</small>	1	5

QUALITY	
Adept	SR5 69
Lightning Reflexes	RF 148
Motion Sickness	R5 33
No Man Left Behind	SL 181
Resistance to Pathogens/Toxins	SR5 77
SINner (National): Henry Tyler	SR5 84
Social Stress: NO MAN LEFT BEHIND	SR5 85
Thermographic Vision	SR5 66

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK																																	
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; border: 1px solid black; height: 30px;"></td> <td style="width: 33%; border: 1px solid black; height: 30px;"></td> <td style="width: 33%; border: 1px solid black; height: 30px; text-align: center;">-1</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">-2</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">-3</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">Down</td> </tr> <tr> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> </tr> <tr> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> </tr> <tr> <td style="border: 1px solid black; height: 30px; text-align: center;">OVR</td> <td style="border: 1px solid black; height: 30px; text-align: center;">Dead</td> <td></td> </tr> </table>			-1			-2			-3			Down	OVR	OVR	OVR	OVR	OVR	OVR	OVR	Dead		<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; border: 1px solid black; height: 30px;"></td> <td style="width: 33%; border: 1px solid black; height: 30px;"></td> <td style="width: 33%; border: 1px solid black; height: 30px; text-align: center;">-1</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">-2</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">-3</td> </tr> <tr> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px;"></td> <td style="border: 1px solid black; height: 30px; text-align: center;">Down</td> </tr> </table> <p style="text-align: center;">Natural Recovery Pool (1 hour): 10</p>			-1			-2			-3			Down
		-1																																
		-2																																
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		Down																																
OVR	OVR	OVR																																
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		Down																																
<p>Natural Recovery Pool (1 day): 14</p>																																		

POWER	RATING	POINTS (TOTAL)	
Enhanced Perception	2	0.5 (1.0)	SR5 309
Improved Physical Attribute (AGI)	4	1 (4)	SR5 309
Improved Reflexes	3	1 (3.5)	SR5 310

RESISTANCE		POOL		RESISTANCE - SPELLS		POOL		
Radiation		10		Direct, Mana		3		
Judge Intentions		5		Combat Spells		7		
Indirect, Defense				Detection Spells		12		
Decrease Attribute - Body		10		Decrease Attribute - Agility		13		
Decrease Attribute - Reaction		9		Decrease Attribute - Strength		6		
Decrease Attribute - Charisma		5		Decrease Attribute - Intuition		8		
Decrease Attribute - Logic		7		Decrease Attribute - Willpower		6		
Decrease Attribute - Willpower		6		Mana		7		
Physical		9		Physical		9		
Mental		7		Mental		7		
Physical		10		Physical		10		
RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL					
Damage		21	21					
Fire		21	21					
Cold		21	21					
Electricity		27	27					
Acid		21	21					
Falling		21	21					
Fatigue		10						
Sonic		3						
RESISTANCE - TOXINS AND PATHOGENS		CONTACT	INGESTION	INHALATION	INJECTION			
Toxin		12	12	Immune	12			
Pathogen		12	12	Immune	12			
RESISTANCE - ADDICTION		NOT ADDICTED YET	ALREADY ADDICTED					
Physiological		10	10					
Psychological		7	7					

ARMOR	VALUE	EQUIPPED	
Armor Jacket	12	**	SR5 437
Nonconductivity 6			
Helmet	+2	**	SR5 438
Trodes			
<b>Total of equipped single highest armor and accessories</b>	<b>14</b>		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]	
Ares Alpha	16 (18)	5 (7)	11P	-2	SA/BF/FA	8 (9)	42(c)		SR5 428
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Assault Rifles		0-25	26-150	151-350	351-550		
Gas-Vent 3 System; Shock Pad; Smartgun System, Internal; Stock; Under: Ares Alpha Grenade Launcher	16	6	Grenade	-	SS	2	6(c)		SR5 428
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Grenade Launchers		5-50	51-100	101-150	151-500		
ArmTech MGL-12	16 (18)	4 (6)	Grenade	-	SA	2	12(c)		SR5 431
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Grenade Launchers		5-50	51-100	101-150	151-500		
Smartgun System, External									
Grenade: Thermal Smoke	9	7	(10m Radius)	-		2	1		SR5 435
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Standard Grenade		0-6	7-12	13-18	19-30		
Minigrenade: Flash-Bang	16	0	10S (10m Radius)	-4		2	-		SR5 435
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Grenade Launchers		5-50	51-100	101-150	151-500		
Minigrenade: Fragmentation	16	0	18P(f) (-1/m)	+5		2	-		SR5 435
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Grenade Launchers		5-50	51-100	101-150	151-500		
Minigrenade: High Explosive	16	0	16P (-2/m)	-2		2	-		SR5 435
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Grenade Launchers		5-50	51-100	101-150	151-500		
Remington Suppressor	16	6 (8)	7P	-1	SA/BF	2	15(c)		GH3 9
		<b>RANGE</b>		<b>S</b>	<b>M</b>	<b>L</b>	<b>E</b>		
		Machine Pistols		0-5	6-15	16-30	31-50		
Concealable Holster; Smartgun System, Internal; Sound Suppressor;									

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	9	7	3S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY			
Ammo: APDS (Assault Rifles)	-	90	SR5 434	Grenade: Thermal Smoke	-	2	SR5 435	Restraint, Plastic	-	10	SR5 447
Ammo: Regular Ammo (Machine Pistols)	-	30	SR5 434	Jammer, Directional	4	1	SR5 441	Slap Patch, Stim Patch	6	2	SR5 451
Ammo: Regular Ammo (Assault Rifles)	-	90	SR5 434	Medkit	3	1	SR5 450	Slap Patch, Trauma Patch	-	1	SR5 451
Ammo: Stick-n-Shock (Machine Pistols)	-	30	SR5 434	Micro-Transceiver	-	1	SR5 441	Spare Clip (ArmTech MGL-12)	-	2	SR5 433
Contacts	3	1	SR5 443	Minigrenade: Flash-Bang	-	16	SR5 435	Spare Clip (Remington Suppressor)	-	3	SR5 433
Flare Compensation, Smartlink;				Minigrenade: Fragmentation	-	6	SR5 435	Spare Clip (Ares Alpha)	-	3	SR5 433
Earbuds	1	1	SR5 445	Minigrenade: High Explosive	-	6	SR5 435	Tag Eraser	-	1	SR5 441
Select Sound Filter rating 1;								Trodes	-	1	SR5 439
Fake SIN (Harry Kasarda)	4	1	SR5 442								
Fake License rating 4 (Driver's License) , Fake License rating 4 (Adept License) , Fake License rating 4 (Firearms License) , Fake License rating 4 (Concealed Carry Permit) ;											

DEVICE	CATEGORY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
MCT Blue Defender	Commlinks	3	0	0	1	5
Commlink Form Factor, Non-Standard (Bracelet) , Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;						

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Toyota Gopher (Heavy-Duty Pickup)	5	2	4	1	14	10	2	19	3	1
Metahuman Adjustment Rating 1; Morphing License Plate; Off-Road Suspension; Special Equipment; Spoof Chips; Sensor Array Rating 2										

LIFESTYLE	LEVEL	COST	DURATION
Redmond Barrens	Low	2,400¥	1 Month
Grid Subscription (Public Grid);			

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT
Hermetic <small>Materialization</small>	BOD + WIL (10)	Spirit of Fire	Spirit of Air	Spirit of Man	Spirit of Water	Spirit of Earth
						SR5 279

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Mr. Munson		Fixer	4	2
	Metatype: Human			
	Sex: Male			
	Type: Networking			

### Notes

Initiative should be 12+5d6 - 1d6 default, 3d6 from rating, 1d6 from quality  
Adept Powers complain there are too many. However, as per the Major Rules Changes document, adepts with full essence get +1 free rating to all their adept powers.

### Description

Blooper is a white dwarven male of average height. He wears his hair in a short, practical style, and is clean-shaven.

### Background

Tyler was employed by the UCAS Military for approximately five years. He was discharged on mental health grounds after an incident involving heavy casualties in his unit.