

Mathew Black (Human)		Movement: 10/25, Swim: 5														
B	A	R	S	C	I	L	W	E	MAG	ESS	INIT	IP	A INITM INIT	A IPM IP	CM	
2	1	2 (5)	2 (4)	1	2	5 (7)	1	2	5	5,12	4 (7)	1 (4)	45	31	9/9	
Qualities: Adept, Combat Paralysis, Erased (24 Hours), Lost Loved One (Mother), Paranoia, Restricted Gear (Rating 1), The Artisan's Way																
Active Skills: Aeronautics Mechanic 8, Animal Handling 1, Animal Training 1, Archery 6, Armorer 8, Artisan 1, Automatics 6, Automotive Mechanic 8, Blades 6, Chemistry (Compounds) 8 (10), Climbing 5, Clubs 6, Computer 8, Cybercombat 8, Data Search 8, Demolitions 8, Disguise 6, Diving 1, Dodge 4, Electronic Warfare 8, Escape Artist 8, First Aid 6, Flight 5, Forgery 6, Gunnery 6, Gymnastics 8, Hacking 8, Hardware 8, Heavy Weapons 13, Industrial Mechanic 8, Infiltration 11, Locksmith 6, Longarms 6, Nautical Mechanic 8, Navigation 1, Palming 12, Parachuting 1, Perception 3, Pilot Ground Craft 6, Pilot Watercraft 4, Pistols 6, Riding 4, Running 5, Shadowing 6, Software 8, Swimming 5, Throwing Weapons 6, Tracking 1, Unarmed Combat 6																
Knowledge Skills: Architecture 11, Chemistry (Industrial) 11 (13), Conspiracies 3, English N, Firearms (Heavy Weapons) 11 (13), Military 3, Seattle Gangs 3, Security Design 6																
Weapon	DMG	AP	Mode	RC	Combat Skill	Rtg	Armor (8/8)	B	I							
ArmTech MGL-6	Grenade	-	SA	1	Archery	6	Clothing	0	0							
Airburst Link, Concealable Holster, Flashlight, Low-Light, Smartgun System, Internal, Spare Clips, Additional Clip, Chameleon Coating, Personalized Grip, Skinlink					Automatics	6	Victory: Industrious	8	8							
					Blades	6	Winterized Coverall									
					Clubs	6	(w/ Carbon-Boron, Chemical Protection, Fire Resistance, Gel Packs, Insulation, Ruthenium Polymer Coating, Thermal Damping)									
Commlink: Small Explosive Device	5P (1m Radius)	-2	0	0	Dodge	4										
Ingram White Knight	6P	-1	BF/FA	14	Heavy Weapons	13										
Flashlight, Low-Light, Gyro Stabilization, Smartgun System, Internal, Stock, Heavy Barrel, High Velocity, Personalized Grip					Longarms	6										
					Pistols	6										
Minigrenade: Fragmentation	12P(f) (-1/m)	+5	0	0	Throwing Weapons	6										
Minigrenade: High Explosive	10P (-2/m)	-2	0	0	Unarmed Combat	6										
Minigrenade: Thermal Smoke	(10m Radius)	-	0	0												
Minigrenade: White Phosphorus	8P/4P (-1/m)	-half	0	0												
Unarmed Attack	2S	-	0	0												
Powers: Improved Reflexes 3, Mind Over Matter (AGI), Nimble Fingers, Sustenance																
Cyberware/Bioware: Cerebral Booster Rating 2, Muscle Augmentation Rating 2, Skinlink																
Gear: Ammo: Regular Ammo x100, Anti-Removal Device, Ares Low Intensity Laser, Backpack, Blasting Cap x3, Catalyst Stick, Chemistry Kit, Climbing Gear, Commercial Explosive, Custom Commlink [Custom Commlink OS, Laser Link 3, Satellite Link, Small Explosive Device, Subvocal Microphone, Trodes] , Detonating Cord x3, Detonator Cap x2, Electrical Detonator x2, Electrical Detonator x2, Exploder, Electrical, Exploder, Optical, Fake SIN [Fake License 1 (Demolition permit), Fake License 1 (Smartlink), Fake License 1 (Grapple Gun)] , Foam Explosive, Foam Explosive, Forensic Tool Kit, Gas Mask, Gecko Tape Gloves, Goggles [Flare Compensation, Image Link, Low Light, Smartlink, Vision Magnification] , Grapple Gun, Jammer, Directional, Microwire (100 m), Minigrenade: Fragmentation x6, Minigrenade: High Explosive x6, Minigrenade: Thermal Smoke x6, Minigrenade: White Phosphorus x6, MOSLTOV, Pressure Detonator x2, Pull Detonator x2, Push Detonator x2, Radio Detonator x2, Rappelling Gloves, Safety Fuse x4, Sensor Tags x20, Sensor Tags x20, Sleeping Bag, Stealth Rope (100 m), Survival Kit, Tag Eraser, Tent, Timer Detonator x2, Tool Kit x4, Tool Kit, Tool Kit, Tool Kit, Vacuum Seal, White Noise Generator																
Nuyen: 0																
Notes: Usually armed with granade pistol and extra granages. Often carries IEDs.																