

SLA OPERATIVE SECURITY CLEARANCE CARD

NAME: Sassanakrop Farrokhzad

RACE: Neophron

PACKAGE: Investigation & Interrogation

SQUAD: Blistering Rain



SCL

10



RATINGS POINTS

BODY: 0

BRAINS: 4

BRAVADO: 2

STATS

STR: 1

KNOW: 4

CHA: 4

INITIATIVE BONUS 6

DEX: 2

CONC: 4

COOL: 3

LUCK: _/2

SKILLS	RANK	BONUS
Bribery (COOL)	1	4
Detect (CONC)	3	7
Diplomacy (CHA)	3	7
Forensics (KNOW)	1	5
Interrogate (COOL)	2	5
Leadership (CHA)	3	7
Medical (KNOW)	2	6
Melee Weapons (STR)	1	2
Oratory (CHA)	2	6
Persuasion (CHA)	3	7
Pistol (DEX)	2	4
Read Lips (CONC)	1	5
Stealth (DEX)	2	4
Streetwise (KNOW)	3	7
Torture (COOL)	2	5
Unarmed Combat (STR)	1	2

TRAITS	RANK
Vision: Good	1
Sterile	1

MOVEMENT	
Closing	2
Rushing	5

ENCUMBRANCE
/

HIT POINTS
_/12

EXPERIENCE POINTS

WOUNDS					
Head	[]	Left Arm	[]	Right Arm	[]
Torso	[]	Left Leg	[]	Right Leg	[]
Conditions:					

WEAPONS, ARMOUR & EQUIPMENT			
FEN 603 Auto-Pistol (2 clips)	Body Blocker Armour	MAC Knife	Headset Communicator
Flashlight	BOOPA Medi-Kit		

SASSANAKROP FARROKHZAD – NEOPHRON

Neophron are avian humanoids. They do not have wings, despite having a feathered plumage that covers all but their hands and feet. Their heads are especially bird-like and there is a wide diversity of colour and shape, particularly around the beak and eyes. The majority of Neophron entering the World of Progress are tall and slender, with refined and graceful mannerisms and gestures. They acknowledge their light, delicate physical frames and never take excessively combat driven training packages, much preferring the more cerebral based careers within the company. Neophron take pride in their appearance, regularly wearing smart suits or attire that makes them stand out from the gunslingers of SLA Industries. When they do wear armour, it is often light and maneuverable, something they have little choice over as most manufacturers simply don't make helmets that will fit a Neophron's head.

Sassanakrop is a gifted investigator and natural communicator. Though the Neophron are relatively new to Mort, his talent for communication and quick thinking have seen him well accepted by Blistering Rain. Sassanakrop understands the street and the people he finds there, he knows the importance of careful investigation, asking questions, considering the information at hand and coming to a rational decision. Though a reasonable shot, he will always be reluctant to draw his weapon unless he's sure it's the only option. Sassanakrop is also a natural leader and excellent interrogator, two things that the rest of Blistering Rain regularly look to him for.



FEN 603 AUTO-PISTOL

SKILL:	Pistol		
DMG	MIN DMG	AD	
1d10-2	4	1	
ROF	RECOIL	RANGE	CLIP
1/3	0/1	60m	20

MAC KNIFE

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	
1d10-3	2	1	

PP664.2 BODY BLOCKER

PV	RESISTANCE
4	12

NOTES

Charm Offensive - Sassanakrop receives a +1 modifier to the Success Die for all Diplomacy, Oratory and Persuasion rolls. This bonus is not applied when dealing with other members of the Neophron race.