

SLA OPERATIVE SECURITY CLEARANCE CARD

NAME: Dru McThomas

RACE: Frother

PACKAGE: Heavy Support

SQUAD: Blistering Rain

SCL

10





RATINGS POINTS

BODY: 2

BRAINS: 1

BRAVADO: 3

STATS

STR: 3

KNOW: 2

CHA: 2

INITIATIVE BONUS 6

DEX: 4

CONC: 2

COOL: 4

LUCK: _/3

SKILLS	RANK	BONUS
Demolitions (CONC)	1	3
Detect (CONC)	2	4
Interrogate (COOL)	2	6
Melee Weapons (STR)	1	4
Pistol (DEX)	2	6
Rifle (DEX)	3	7
Stealth (DEX)	1	5
Streetwise (KNOW)	2	4
Unarmed Combat (STR)	3	6

TRAITS	RANK
Drug Addict (Rush)	1
Arrogant	1
Hearing: Good	2

MOVEMENT	
Closing	2
Rushing	5

ENCUMBRANCE
/

HIT POINTS
_/18

EXPERIENCE POINTS

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

WEAPONS, ARMOUR & EQUIPMENT			
FEN 603 Auto-Pistol (2 clips)	HARD Armour	FEN 706 Power Reaper 2.1000 (2 clips)	
Under-barrel Flashlight (Power Reaper)		BOSH SLA Blade	BOOPA CASDIS
Headset Communicator	5x doses of Rush	2x doses of Mind Numb	

DRU MCTHOMAS - FROTHER

Frothers appear human to the untrained eye, be it on the bulkier, more physical end of the spectrum. Despite the extremely similar appearance, they are in fact an entirely different race, originating from a distant part of the planet where tartan-wearing clan-based culture revolves around the use of hard drugs from an early age, a trait which has led to most adults salivating constantly like rabid dogs. By the time teenage years have hit, most Frothers are pushed into the arms of SLA Industries, who just happen to be the World of Progress' most prominent drugs manufacturer. This match is one that helps both parties; SLA get a willing army of combat capable Operatives, whereas the young Frother gains access to SLA's impressive combat drug line. Most Frothers favour close-combat, based largely on the fact that claymore duelling is somewhat of a national sport in Heberia, however more and more Frothers are turning to ranged weapons to get their fix of violence.

Dru is one of those Frothers that likes to break the mold. Sure, he still pumps himself full of combat drugs at every opportunity, but he's found himself more at home holding a big gun than a Power Claymore. Dru's weapon of choice is the Power Reaper, a weapon so feared and respected that it has a price tag to match its reputation; just how Dru managed to afford one is something of a mystery. Dru is short tempered, considered a tad arrogant and doesn't play well with others, but that hasn't stopped him becoming a valued member of Blistering Rain. His keen eye and passion for blasting anything that gets close to his squadmates makes him a valuable ally when things get dirty.



FEN 706 POWER REAPER 2.1000

SKILL:	Rifle	
DMG	MIN DMG	AD
1d10+2	5	1

ROF	RECOIL	RANGE	CLIP
3/10	1/2	220m	25

PP10 HARD ARMOUR

PV	RESISTANCE
6	20

FEN 603 AUTO-PISTOL

SKILL:	Pistol	
DMG	MIN DMG	AD
1d10-2	4	1

ROF	RECOIL	RANGE	CLIP
1/3	0/1	60m	20

NOTES

Feel No Pain - Dru ignores the penalties and modifiers applied to him by any one wound that they he's received, so for example, if

Dru has suffered three wounds, he only applies the effects for two of them. The player may always choose which wound to ignore.

Drug Resistance - Any drugs used by a Dru are considered to have an additional 30 minutes duration.