



MI Spec.	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
Trained	4-4	21	11	12	13	2	3	1	2

Equipment: Killer Hacking Device

Skills: Combat Jump, Courage, Dodge (+1"), Hacker, Martial Arts L1, Parachutist, Stealth, Super-Jump (Jet Propulsion)

Weapon Name	<8	<16	<24	<32	<40	<48	<96"	PS	B	Ammo	Traits
Boarding Shotgun	+6	0	-3					6	2	AP	
D-Charges [CC]			CC		6	1	AP+Exp				Anti-materiel, Disposable (3), Improvised
D-Charges [Demolition]					6	1	AP+Exp				Anti-materiel, Disposable (3)
Discover	+3	0	0	0	-3	-3	-6	-	-	*	
Pistol	+3	0	-6					9	2	N	
Shock CC Weapon			CC		7*	1	Shock				

KURAYAMI NINJA

SK Spec.	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
Trained	4-4	22	11	13	13	0	3	1	2

Equipment: Bangbom (4), Hacking Device

Skills: Courage, Dodge (+1"), Hacker, Hidden Deployment, Infiltration, Martial Arts L2, Mimetism (-3), Stealth, Super-Jump, Surprise Attack (-3), Terrain (Total)

Weapon Name	<8	<16	<24	<32	<40	<48	<96"	PS	B	Ammo	Traits
D-Charges [CC]			CC		6	1	AP+Exp				Anti-materiel, Disposable (3), Improvised
D-Charges [Demolition]					6	1	AP+Exp				Anti-materiel, Disposable (3)
DA CC Weapon			CC		6*	1	DA				Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-	*	
Light Shotgun	+6	0	-3			7	2	N			
Pistol	+3	0	-6		9	2	N				
Viral Mine			Small Teardrop		7	1	N				Intuitive Attack, Bioweapon (DA+SHOCK), Concealed, Disposable (3), Direct Template, Deployable

Hacking Programs 1

Name	Device	Attack/Opp. Mod	PSB	Target	Skill Type	
Carbonite	Hacking, Hacking Plus	0/0	7	2 TAG, HI, REM, Hacker, VH	short, aro	DA A
Cybermask	Killer, Hacking Plus	-/-	-	-	entire order	Replace the
Oblivion	Hacking, Hacking Plus	0/0	4	2 TAG, HI, REM, Hacker, VH	short, aro	AP Am
Spotlight	Hacking, Hacking Plus	0/0	5	2	short, aro	AP Am
Total Control	Hacking, Hacking Plus	0/0	4	1	TAG	short, aro
Trinity	Killer	+3/0	6	3	Hacker	short, aro
					Target	s

HI Headquarters	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
	4-4	21	13	14	13	5	3	2	5

Equipment:

Skills: Courage, Martial Arts L2, NCO, No Wound Incapacitation, Stealth

Weapon Name	<8	<16	<24	<32	<40	<48	<96"	PS	B	Ammo	Traits
AP + DA CC Weapon			CC		4*	1	AP+DA				Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-	*	
MULTI Marksman Rifle [Anti-Material]	-3	+3	+3	-3	-3	-6		6*	1	DA	Anti-materiel
MULTI Marksman Rifle [AP]	-3	+3	+3	-3	-3	-6		6*	3	AP	Suppressive Fire
MULTI Marksman Rifle [Shock]	-3	+3	+3	-3	-3	-6		6*	3	Shock	Suppressive Fire
Panzerfaust	-3	0	+3	+3	-3	-3		5*	1	AP+Exp	Anti-materiel, Disposable (2)
Pistol	+3	0	-6					8*	2	N	
Suppressive Fire	0	0	-3					*	3	*	

INFINITY HI Character	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
	6-2	24	12	14	14	3	6	2	2

Equipment:

Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2"), Frenzy, Lieutenant, Martial Arts L3, Stealth, Tactical Awareness

CORVUS INFINITY WB Character	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
	6-4	25	9	14	15	1	3	1	2

Equipment:

Skills: CC Attack (AP), Courage, Dodge (+2"), Immunity (ARM), Martial Arts L5, No Wound Incapacitation, Stealth

Weapon Name	<8	<16	<24	<32	<40	<48	<96"	PS	B	Ammo	Traits
Chain Rifle			Large Teardrop		7	1	N				Intuitive Attack, Direct Template
Discover	+3	0	0	0	-3	-3	-6	-	-	*	
EXP CC Weapon			CC		4*	1	Exp				Anti-materiel
Flash Pulse	0	+3	+3	-3	-3	-6	7	1	Stun		BS Weapon (WIP), State: Stunned, Non-lethal
Pistol	+3	0	-6				9	2	N		
Tactical Bow	+3	0	-6				8	1	DA		Anti-materiel, Silent (-6)

DOMARU HI Line	MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
	6-2	24	12	14	13	3	3	2	2

Equipment:

Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2"), Frenzy, Martial Arts L3, Stealth