

Buddhist Monk

Player: SL

Metatype: Human Adept; Male; Age: 25; Height: 1.75m;
Weight: 78kg

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....	5	Essence	6
Agility	5	Edge	4
Reaction	4/5	Magic	4
Strength	5	Initiate Grade	0
Willpower	3	Initiative ...	8/9+2D6
Logic	3	Inherent Limits	
Intuition	4		
Charisma.....	3		
		[7] Physical Limit	
		[5] Mental Limit	
		[5] Social Limit	

Movement

10m/20m/+2 Land Movement

5m/+1 Swimming

Active Skills

- 7 [5] Arcana 4 (Log)
- 10 [?] Artisan 6 (Int)
(Drawing +2)
- 12 [A] Blades 7 (Agi)
(Wudang Sword +2)
- 10 [A] Clubs 5 (Agi)
(Staves +2)
- 9 [7] Escape Artist 4 (Agi)
(Contortionism +2)
- Flexibility: -2 threshold to move through tight corners or escape from restraints
- 8 [5] Etiquette 5 (Cha)
- 7 [6] First Aid 3 (Log)
(Broken Bones +2)
- 10 [7] Free Fall 5 (Bod)
(Break-Fall +2)
- 12 [7] Gymnastics* (Agi)
- 9 [5] Perception 5 (Int)
- 12 [7] Running* (Str)
- 10 [7] Sneaking 5 (Agi)
- 12 [7] Swimming* (Str)
- 12 [A] Unarmed Combat 7 (Agi)
* Athletics Group 7

Knowledge Skills

- 8 [5] Botany 4 (Int)
(Herbalism +2)
- 8 [5] Literature 4 (Int)
(Chinese +2)
- 8 [5] Magical Theory 4 (Int)
- 9 [5] Religion 6 (Log)
(Buddhism +2)

Language Skills

- N Chinese
- 9 [5] Mandarin 5

Attribute-Only Tests

- 6 Composure
- 7 Judge Intentions
- 10 Lifting & Carrying
- 6 Memory

Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	11	11
Ingestion	8	8
Inhalation (3 / 3)	11	11
Injection	8	8



Physical Damage

		-1
		-2
		-3

Overflow: [] [] [] []

Natural Recovery:
10 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +3

Acrobatic Full Defense (-10 Interrupt, for the rest of the turn): +7 [7]

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +3

Acrobatic Full Defense (-10 Interrupt, for the rest of the turn): +7 [7]

Dodge (-5 Interrupt, vs. one melee attack): +7 [7]

Staff Parry (-5 Interrupt, vs. one melee attack): +7 [7]

Sword Parry (-5 Interrupt, vs. one melee attack): +9 [7]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +7 [7]

Staff Riposte (-7 Interrupt, vs. one melee attack): 12 [6]

Sword Riposte (-7 Interrupt, vs. one melee attack): 14 [7]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 10 [7]

Damage Resistances

12 Armor 7

15 Acid Protection 10 12 Electricity Protection 7

12 Cold Protection 7 13 Fire Protection 8

12 Falling Protection 7 8 Fatigue Resistance

Edge Pool

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Addiction Resistance

- 8 Resist Physical Addiction
- 6 Resist Psychological Addiction

Positive Qualities

Acrobatic Defender

Validation Report (0 issues): Nothing identified

Positive Qualities

Adept
The Athlete's Way

Negative Qualities

Code of Honor: The Code of Wuxia (6 🐼 vs. 4)
Distinctive Style: Buddhist Monk
Pacifist (avoids violence)
SINner (National SIN): Hongkong

Martial Arts

Wudang Sword
• **Ballestra**
• **Flying Kick**
• **Hammerfist +1**
• **Iaijutsu**
• **Riposte**

Adept Powers (Drain: Wil + Bod = 8 🐼)

Adept Accident (7 🐼[5] vs. Reaction + Intuition [Physical])
Attribute Boost (3): Agility (7 🐼)
Blind Fighting
Enhanced Accuracy: Blades
Flexibility (2)
Improved Reflexes (1)
Missile Parry (1)
Stillness (1 hours) (1)

Identities

Buddhist Monk

National SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
Neighborhood (2), Security (2)]

Licenses & SINs : License: Adept

Armor

Forearm Guards +1
Modifications: AR Gloves
Monk Robes 6
Acid: +3, **Fire:** +1
Modifications: Chemical Protection (3), Concealed Pockets, Fire
Resistance (1), Thermal Dampening (1)
Respirator (3) +0

Melee & Other Weapons

Staff	8P	12 🐼 [6]	Reach: 2
Sword	8P v -2	14 🐼 [7]	Reach: 1
Unarmed Strike	5S	12 🐼 [7]	Reach: -
(2x) Throwing Knife	6P v -1	4 🐼 [7]	5/10/15/25

Matrix Devices

Common Denominator Element



Device Rating: 2

Data Processing: 2, **Firewall:** 2

Matrix Initiative: 6



Matrix DR: 4 🐼 (5 🐼 vs. Black IC)

Modifications: Biomonitor, Receiver



Programs (1/1): Diagnostics

Gear (Cash: 1,000¥)

Certified Credstick, Silver

Chloroform

Common Denominator Element

Modifications: Biomonitor, Receiver

Programs (1/1): Diagnostics

Datachip

Dropped to Ground

Flashlight

Goggles (1)

Modifications: Image Link

Magecuff

Magemask

Medkit (1)

Mystic Restraints (Jacket) (1)

Qi Focus: Missile Parry (1) (1)

Qi Focus: Stillness (1 hours) (1) (1)

Stim Patch (2)

Tranq Patch (5)