

Jade Warriors

Player: SL

Metatype: Ork; Male; Ethnicity: Caucasian/Asian; Age: 24;
Height: 1.9m; Weight: 128kg; Hair: Black; Eyes: Jade; Skin:
Tan

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

Attributes

Body.....	9	<input type="checkbox"/>	Essence	0.365	<input type="checkbox"/>
Agility	4/6	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	4/7	<input type="checkbox"/>	Initiative ..	8/11+2D6	<input type="checkbox"/>
Strength	8/10	<input type="checkbox"/>	Inherent Limits		
Willpower	3	<input type="checkbox"/>	[12] Physical Limit		
Logic	1	<input type="checkbox"/>	[3] Mental Limit		
Intuition.....	4	<input type="checkbox"/>	[1] Social Limit		
Charisma.....	1	<input type="checkbox"/>			

Movement

12m/24m/+2 Land Movement

8m/+1 Swimming

Active Skills

- 11 [A] Automatics* (Agi)
- 12 [A] Blades 6 (Agi)
- 2 [1] Etiquette 3 (Cha)
- (Street +2)
- 13 [12] Gymnastics* (Agi)
- 5 [1] Intimidation 4 (Cha)
- (Physical +2)
- 11 [A] Longarms* (Agi)
- 9 [3] Perception 5 (Int)
- 11 [A] Pistols* (Agi)
- 17 [12] Running* (Str)
- 10 [12] Sneaking 4 (Agi)
- 17 [12] Swimming* (Str)
- 13 [A] Unarmed Combat 7 (Agi)
- (Wrestling MMA)
- * Athletics Group 7
- * Firearms Group 5

Knowledge Skills

- 9 [3] Bodybuilding 5 (Int)
- 8 [3] Cyberware Implants 4 (Int)
- 9 [3] Small Unit Tactics 5 (Int)
- 8 [3] Sports 4 (Int)
- (MMA +2)
- 9 [3] Underworld Politics 5 (Int)
- (Jade Empire +2)

Language Skills

- 7 [3] Chinese 3
- N English
- 7 [3] Korean 3

Attribute-Only Tests

- 4 Composure
- 5 Judge Intentions
- 19 Lifting & Carrying
- 4 Memory

Toxin Resistances

Toxin	Disease
Contact (-2 / -2)	10
Ingestion (-2 / -2)	10
Inhalation (2 / 2)	14
Injection (-2 / -2)	10

Addiction Resistance

- 10 Resist Physical Addiction
- 4 Resist Psychological Addiction



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	-4
<input type="checkbox"/>	<input type="checkbox"/>	

Overflow:

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Natural Recovery:

18 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	

Natural Recovery:

12 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 11

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

Melee attacks against you are at : +0

Melee Defense (No Action): 11

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

Dodge (-5 Interrupt, vs. one melee attack): +7 [12]

Hand Blade (Betaware) Block (-5 Interrupt, vs. one melee attack): +7 [12]

Knucks Block (-5 Interrupt, vs. one melee attack): +9 [12]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +9 [12]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 10 [12]

Damage Resistances

26 Armor 15

26 Acid Protection 15 28 Electricity Protection 17

26 Cold Protection 15 29 Fire Protection 18

26 Falling Protection 15 14 Fatigue Resistance

Edge Pool

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Positive Qualities

Made Man

School of Hard Knocks

Tough as Nails (Physical) (1)

Tough as Nails (Stun) (1)

Validation Report (0 issues): Nothing identified

