

Triad Wujen

Player: SL

Metatype: Oni Wuxing Aspected Magician (Conjuring);
Male; Ethnicity: Asian; Age: 21; Height: 1.84m; Weight:
137kg; Hair: Black; Eyes: Purple; Skin: Blue
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
2; Court of Shadows Notoriety: 2; Public Awareness: 0

Attributes

Body.....4	<input type="checkbox"/>	Essence.....6	<input type="checkbox"/>
Agility.....4	<input type="checkbox"/>	Edge.....3	<input type="checkbox"/>
Reaction.....4	<input type="checkbox"/>	Magic.....4	<input type="checkbox"/>
Strength.....3	<input type="checkbox"/>	Initiate Grade.....0	<input type="checkbox"/>
Willpower.....5	<input type="checkbox"/>	Initiative.....9+1D6	<input type="checkbox"/>
Logic.....5	<input type="checkbox"/>		
Intuition.....5	<input type="checkbox"/>		
Charisma.....3	<input type="checkbox"/>		

Inherent Limits

[5] Physical Limit
[7] Mental Limit
[7] Social Limit
[7] Astral Limit

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 10 [7] Arcana 5 (Log)
- 9 [?] Armorer 4 (Log)
- 9 [?] Artisan 4 (Int)
(Writing +2)
- 10 [8] Assensing 5 (Int)
- 10 [A] Astral Combat 5 (Wil)
- 10 [7] Banishing* (Mag)
- 10 [F] Binding* (Mag)
- 8 [7] Con 5 (Cha)
- Industrious: +1 dice pool bonus to Social Tests
when worn within the appropriate corp.
- 7 [7] Etiquette 4 (Cha)
- Industrious: +1 dice pool bonus to Social Tests
when worn within the appropriate corp.
- 9 [?] Industrial Mechanic 4 (Log)
- 8 [7] Negotiation 5 (Cha)
- Industrious: +1 dice pool bonus to Social Tests
when worn within the appropriate corp.
- 10 [F] Summoning* (Mag)
- 7 [5] Swimming 2 (Str)
- * Conjuring Group 6

Attribute-Only Tests

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

Knowledge Skills

- 8 [7] Drug Trade 3 (Int)
- 10 [7] Magical Phenomena 5 (Int)
(Hong Kong +2)
- 8 [7] Pachinko Parlors 3 (Int)
(Hong Kong +2)
- 10 [7] Triad mysticism 5 (Int)

Language Skills

- 9 [7] Chinese 4
- 7 [7] English 2
- N Japanese

Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	12	12
Ingestion	9	9
Inhalation (2 / 2)	11	11
Injection	9	9



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"/>		

Overflow: ☐☐☐☐

Natural Recovery:

8 (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:

9 (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): +5

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

Dodge (-5 Interrupt, vs. one melee attack): +3 [5]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):
+3 [5]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [5]

Damage Resistances

13 Armor 9

16 Acid Protection 12 16 Electricity Protection 12

13 Cold Protection 9 13 Fire Protection 9

13 Falling Protection 9 9 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Addiction Resistance

9 Resist Physical Addiction

10 Resist Psychological Addiction

Positive Qualities

Home Ground (Astral Acclimation): Yen-Yen Tea House

Made Man

Mentor Spirit: Sea

Practice, Practice, Practice: Assensing

Wuxing Aspected Magician (Conjuring)

Validation Report (0 issues): Nothing identified

Negative Qualities

Blind (w/ Astral Sight)
SINner (National SIN): Japan
Striking Skin Pigmentation: Bright blue
Weak Immune System

Metatype Abilities

Enhanced Senses: Low-Light Vision

Mentor Spirit Effects

+2 dice for summoning spirits of water
+2 dice for Swimming Tests
Hoarding (8 🎲 (3))

Identities

Shun Sato

National SIN

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

Armor

🛡️ **Industrious** 9

Acid: +3, Electricity: +3

Modifications: Chemical Protection (3), Gear Access, Increase Social
Limit by 1, Lightly Worn, Nonconductivity (3)

🛡️ **Respirator (2)** +0

Firearms & Heavy Weapons

Streetline Special 8P(f) v +5 3 🎲 [4] 5/15/30/50

Ammo Usage : 6 (c): ☐☐☐☐☐

Semi-Auto (1, simple action): 3 🎲, 8P(f) Damage

Double-Tap (2, complex action): 3 🎲, 9P(f) Damage

Semi-Automatic Burst (3, complex action): 3 🎲 vs. -2 Def, 8P(f)
Damage

Recoil Compensation : 2

Flechette Rounds : +2(f) v +5, ____/6

Melee & Other Weapons

Unarmed Strike 3S 3 🎲 [5] Reach: –

Matrix Devices

Renraku Sensei



Device Rating : 3

Data Processing : 3, **Firewall**: 3

Matrix Initiative : 8



Matrix DR : 6 🎲 (8 🎲 vs. Black IC)

Modifications: Receiver



Programs (1/2): Diagnostics



Gear (Cash: 1,000¥)

AR Gloves
Binding Focus: Guidance Spirits (2)
Certified Credstick, Gold
Dropped to Ground
Flashlight
Magical Lodge Materials: Wujen Lodge (4)
Medkit (2)

Gear (Cash: 1,000¥)

Micro-Tranceiver
(40x) Reagents, Raw (dram): Wuxing
Renraku Sensei
Modifications: Receiver
Programs (1/2): Diagnostics
(2x) Stim Patch (2)
Summoning Focus: Guidance Spirits (2)
Tool Kit, Armorer
(4x) Zen

Contacts

Smokey Circle Triad (Crime Syndicate)

Group Contact

Connection: 4 Loyalty: 3

Spirit of Earth

Player: SL

Race: Spirit of Earth; Male; Age: 25; Height: 1.75m; Weight: 78kg



Attributes

Body.....8	<input type="checkbox"/>	Force.....4	<input type="checkbox"/>
Agility2	<input type="checkbox"/>	Essence4	<input type="checkbox"/>
Reaction3	<input type="checkbox"/>	Edge2	<input type="checkbox"/>
Strength8	<input type="checkbox"/>	Magic4	<input type="checkbox"/>
Willpower4	<input type="checkbox"/>	Initiative7+2D6	<input type="checkbox"/>
Logic3	<input type="checkbox"/>	Inherent Limits	
Intuition.....4	<input type="checkbox"/>	[9] Physical Limit	
Charisma.....4	<input type="checkbox"/>	[5] Mental Limit	
		[6] Social Limit	
		[6] Astral Limit	

Movement

4m/8m/+2 Land Movement

Active Skills

- 8 [6] Assensing 4 (Int)
- 8 [A] Astral Combat 4 (Wil)
- 8 [5] Perception 4 (Int)
- 6 [A] Unarmed Combat 4 (Agi)

Attribute-Only Tests

- 8 Composure
- 8 Judge Intentions
- 16 Lifting & Carrying
- 7 Memory

Toxin Resistances

	Toxin	Disease
Contact	12	12
Ingestion	12	12
Inhalation	12	12
Injection	12	12

Addiction Resistance

- 12 Resist Physical Addiction
- 7 Resist Psychological Addiction

Damage Resistances

- 16 [8] Armor 8
- 16 Acid Protection 8
- 16 Cold Protection 8
- 16 Falling Protection 8
- 16 Electricity Protection 8
- 16 Fire Protection 8
- 12 Fatigue Resistance

Critter Powers

- Astral Form
- Binding (8 vs. Strength + Body)
- Guard (4 characters)
- Immunity to Normal Weapons (Armor Rating 8)
- Materialization

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

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"/>	

Overflow: ☐☐☐☐☐☐☐
 Natural Recovery:
 16 (1 day), heal 1 box/hit

Natural Recovery:
 12 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +1 [9]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):
 +4 [9]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 1 [9]

Edge Pool



Critter Powers

Movement (x/÷ 4)

Sapience

Search (8 (5, 10 minutes))

Validation Report (1 issues): Optional Powers: Resource unspent

Armor

 Immunity to Normal Weapons [+8]

Melee & Other Weapons

Unarmed Strike 8S 6  [9] Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Fire

Player: SL

Race: Spirit of Fire; Male; Age: 25; Height: 1.75m; Weight: 78kg



Attributes

Body.....5	<input type="checkbox"/>	Force.....4	<input type="checkbox"/>
Agility.....6	<input type="checkbox"/>	Essence.....4	<input type="checkbox"/>
Reaction.....7	<input type="checkbox"/>	Edge.....2	<input type="checkbox"/>
Strength.....2	<input type="checkbox"/>	Magic.....4	<input type="checkbox"/>
Willpower.....4	<input type="checkbox"/>	Initiative....11+2D6	<input type="checkbox"/>
Logic.....4	<input type="checkbox"/>	Inherent Limits	
Intuition.....5	<input type="checkbox"/>	[6] Physical Limit	
Charisma.....4	<input type="checkbox"/>	[6] Mental Limit	
		[6] Social Limit	
		[6] Astral Limit	

Movement

12m/24m/+5 Land Movement

Active Skills

- 9 [6] **Assensing** 4 (Int)
- 8 [A] **Astral Combat** 4 (Wil)
- 10 [A] **Exotic Ranged Weapon:**
Elemental Attack 4 (Agi)
- 10 [6] **Flight** 4 (Agi)
- 9 [6] **Perception** 4 (Int)
- 10 [A] **Unarmed Combat** 4 (Agi)

Attribute-Only Tests

- 8 **Composure**
- 9 **Judge Intentions**
- 7 **Lifting & Carrying**
- 8 **Memory**

Toxin Resistances

	Toxin	Disease
Contact	9	9
Ingestion	9	9
Inhalation	9	9
Injection	9	9

Addiction Resistance

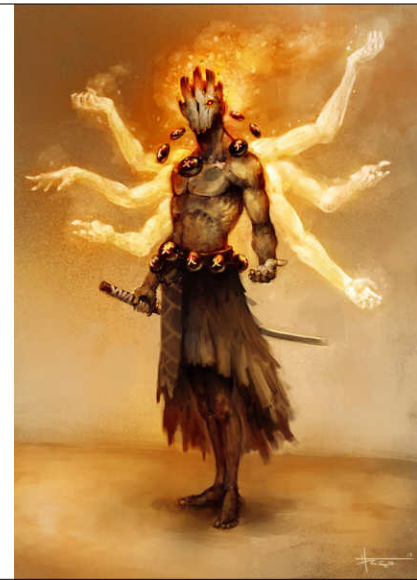
- 9 **Resist Physical Addiction**
- 8 **Resist Psychological Addiction**

Damage Resistances

- 13 [8] **Armor** 8
- 13 **Acid Protection** 8
- 13 **Cold Protection** 8
- 13 **Falling Protection** 8
- 13 **Electricity Protection** 8
- 13 **Fire Protection** 8
- 9 **Fatigue Resistance**

Critter Powers

- Accident** (8 vs. Reaction + Intuition)
- Astral Form**
- Confusion** (8 vs. Willpower + Logic)



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"/>	

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"/>	

Overflow: ☐☐☐☐☐

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

Natural Recovery:
9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 12

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 12

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +5 [6]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [6]

Edge Pool

☐☐

Critter Powers

Elemental Attack: Fire

Validation Report (0 issues): Nothing identified

Critter Powers

Energy Aura (DV 8P(fire) v -4): Fire

Engulf (9  vs. Strength + Body): Fire

Fear (8  vs. Willpower + Logic)

Immunity to Normal Weapons (Armor Rating 8)

Materialization

Sapience





Weaknesses

Allergy, Severe: Water

Armor

 Immunity to Normal Weapons [+8]

Melee & Other Weapons

Engulf: Fire	8P(fire) v -4	10  [6]	Reach: –
Unarmed Strike	6P(fire) v -4	10  [6]	Reach: –
Elemental Attack: Fire	8P(fire) v -4	10  [6]	LOS
Single Action (1, simple action): 10  , 8P(fire) Damage			

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Water

Player: SL

Race: Spirit of Water; Male; Age: 25; Height: 1.75m;
Weight: 78kg



Attributes

Body.....4	<input type="checkbox"/>	Force.....4	<input type="checkbox"/>
Agility5	<input type="checkbox"/>	Essence4	<input type="checkbox"/>
Reaction6	<input type="checkbox"/>	Edge2	<input type="checkbox"/>
Strength4	<input type="checkbox"/>	Magic4	<input type="checkbox"/>
Willpower4	<input type="checkbox"/>	Initiative10+2D6	<input type="checkbox"/>
Logic4	<input type="checkbox"/>	Inherent Limits	
Intuition.....4	<input type="checkbox"/>	[6] Physical Limit	
Charisma.....4	<input type="checkbox"/>	[6] Mental Limit	
		[6] Social Limit	
		[6] Astral Limit	

Movement

10m/20m/+2 Land Movement

Active Skills

- 8 [6] **Assensing** 4 (Int)
- 8 [A] **Astral Combat** 4 (Wil)
- 8 [6] **Perception** 4 (Int)
- 9 [A] **Unarmed Combat** 4 (Agi)

Attribute-Only Tests

- 8 **Composure**
- 8 **Judge Intentions**
- 8 **Lifting & Carrying**
- 8 **Memory**

Toxin Resistances

	Toxin	Disease
Contact	8	8
Ingestion	8	8
Inhalation	8	8
Injection	8	8

Addiction Resistance

- 8 **Resist Physical Addiction**
- 8 **Resist Psychological Addiction**

Damage Resistances

- 12 [8] **Armor** 8
- 12 **Acid Protection** 8
- 12 **Cold Protection** 8
- 12 **Falling Protection** 8
- 12 **Electricity Protection** 8
- 12 **Fire Protection** 8
- 8 **Fatigue Resistance**

Critter Powers

- Astral Form**
- Concealment** (-4 for 20 small or 4 large targets)
- Confusion** (8 vs. Willpower + Logic)
- Engulf** (8 vs. Strength + Body): Water
- Immunity to Normal Weapons** (Armor Rating 8)

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"/>		

Overflow: ☐☐☐☐

Natural Recovery:

8 (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"/>		

Natural Recovery:

8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 10

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +4 [6]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 4 [6]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>
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Critter Powers

Materialization

Movement (x/÷ 4)

Sapience

Search (8 (5, 10 minutes))

Weaknesses



Allergy, Severe: Fire

Validation Report (1 issues): Optional Powers: Resource unspent

Armor

 Immunity to Normal Weapons [+8]

Melee & Other Weapons

Engulf: Water	8S v -4	9  [6]	Reach: –
Unarmed Strike	4S	9  [6]	Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground