

Yen-Yen Guards (Dwarf)

Player: SL

Metatype: Dwarf; Male; Age: 25; Height: 1.2m; Weight: 54kg
Total Karma: 6; Current Karma: 6; Street Cred: 0; Notoriety: 1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body..... 6	<input type="checkbox"/>	Professional Rating 4	<input type="checkbox"/>
Agility 4/5	<input type="checkbox"/>	Essence 2.5	<input type="checkbox"/>
Reaction 3	<input type="checkbox"/>	Edge 5	<input type="checkbox"/>
Strength 7/8	<input type="checkbox"/>	Initiative 8+1D6	<input type="checkbox"/>
Willpower 4	<input type="checkbox"/>	Inherent Limits	
Logic 2	<input type="checkbox"/>	[9] Physical Limit	
Intuition..... 5	<input type="checkbox"/>	[5] Mental Limit	
Charisma..... 3	<input type="checkbox"/>	[5] Social Limit	

Movement

10m/20m/+1 Land Movement 7m/+1 Swimming

Active Skills

10 [A] Automatics 5 (Agi)
(Submachine Guns)

11 [A] Clubs 6 (Agi)

6 [5] Etiquette 3 (Cha)
(Street +2)

Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

10 [9] Gymnastics* (Agi)

9 [5] Intimidation 6 (Cha)
(Physical +2)

Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

9 [5] Perception 4 (Int)

10 [A] Pistols 5 (Agi)

13 [9] Running* (Str)

13 [9] Swimming* (Str)

10 [A] Unarmed Combat 5 (Agi)
(Boxing (Brawler

* Athletics Group 5

Knowledge Skills

8 [5] Chinese Pop 3 (Int)

10 [5] Easily breakable Bones 5 (Int)

7 [5] Numerology 2 (Int)

8 [5] Street Drugs 3 (Int)

9 [5] Triads of Hong Kong 4 (Int)

Language Skills

N Chinese

6 [5] English 1

6 [5] Japanese 1

Attribute-Only Tests

7 Composure

8 Judge Intentions

14 Lifting & Carrying

6 Memory

Toxin Resistances

Contact (4 / 4)

Ingestion (2 / 2)

Inhalation (2 / 2)

Injection (2 / 2)

Toxin Disease

14 14

12 12

12 12

12 12

Addiction Resistance

10 Resist Physical Addiction

6 Resist Psychological Addiction



Grunt Damage

		-1
		-2
		-3

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 8

Melee attacks against you are at : +0

Melee Defense (No Action): 8

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 4 [9]

Damage Resistances

22 Armor 13

24 Acid Protection 15 25 Electricity Protection 16

22 Cold Protection 13 22 Fire Protection 13

22 Falling Protection 13 13 Fatigue Resistance

Edge Pool

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Positive Qualities

High Pain Tolerance (2)

Toughness

Negative Qualities

Prejudiced (Specific) (Biased): Junkies

Uneducated

Martial Arts

Boxing (Brawler Style)

• Full Offense

Metatype Abilities

Enhanced Senses: Thermographic Vision

Resistance: Pathogens and Toxins +2




Validation Report (0 issues): Nothing identified; Active: Full Offense

Identities









Identity: Specify Name

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



Armor

 Armor Vest	9
Acid: +2, Electricity: +3	
Modifications: Chemical Protection (2), Concealable Holster, Nonconductivity (3)	
 Bone Lacing (Aluminum)	+2
 Dermal Plating (Used) (2)	+2


Firearms & Heavy Weapons

Browning Ultra-Power	8S	11  [6]	5/20/40/60
Ammo Usage: 10 (c): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
Semi-Auto (1, simple action): 11  , 8S Damage			
Double-Tap (2, complex action): 11  , 9S Damage			
Semi-Automatic Burst (3, complex action): 11  vs. -2 Def, 8S Damage			
Recoil Compensation: 4			
Modifications: Laser Sight			
Accessories: (2) Spare Clips			
Gel Rounds: +0S v +1, ____/20			
Defiance T-250 (short-barrel ver	11P(f) v +4	3  [5]	5/20/40/60
Ammo Usage: 5 (m): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
Narrow Spread:			
Single Action (1, simple action): 3  vs. -1 Def, 11P(f) Damage			
Double-Tap (2, complex action): 3  vs. -1 Def, 12P(f) Damage			
Semi-Automatic Burst (3, complex action): 3  vs. -3 Def, 11P(f) Damage			
Recoil Compensation: 5			
Accessories: Foregrip, Laser Sight			
Flechette Rounds: +2(f) v +5, ____/15			

Melee & Other Weapons

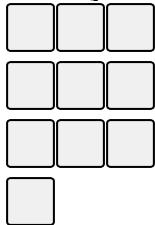
Extendable Baton	10P	11  [5]	Reach: 1
Unarmed Strike	10P	14  [9]	Reach: –



Grenades

(2x) Gas Grenade, Pepper Pur	By Chem., 10m R	4  [9]	16/32/48/80
Modifications: Pepper Punch			

Matrix Devices

Matrix Systems GridGopher



Device Rating: 3
Data Processing: 3, **Firewall:** 3
Matrix Initiative: 8
Matrix DR: 6  (7  vs. Black IC)
Modifications: Receiver

Gear (Cash: 1,000¥)

(11x) **Certified Credstick, Standard Chloroform**
Concealed Quick-Draw Holster
Datachip
Dropped to Ground
Ear buds (2)
Modifications: Select Sound Filter (2)
Flashlight, Low-Light
Glasses (1)
Modifications: Image Link
Matrix Systems GridGopher
Modifications: Receiver
Pepper Punch
Plasteel Restraints
Stim Patch (3)

Cyberware (Essence: 3.5)

Bone Lacing (Aluminum)	Essence: 1
Dermal Plating (Used) (2)	Essence: 1.25
Muscle Replacement (Used) (1)	Essence: 1.25

Gear (Cash: 1,000¥)

AR Gloves