

Triad Thug

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg
 Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body.....	4	<input type="checkbox"/>	Professional Rating 3	<input type="checkbox"/>
Agility	4	<input type="checkbox"/>	Essence	4.75 <input type="checkbox"/>
Reaction	4	<input type="checkbox"/>	Edge	3 <input type="checkbox"/>
Strength	4	<input type="checkbox"/>	Initiative	8+1D6 <input type="checkbox"/>
Willpower	3	<input type="checkbox"/>	Inherent Limits	
Logic	3	<input type="checkbox"/>	[6] Physical Limit	
Intuition.....	4	<input type="checkbox"/>	[5] Mental Limit	
Charisma.....	3	<input type="checkbox"/>	[5] Social Limit	

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 8 [A] Automatics 4 (Agi)
- 8 [A] Blades 4 (Agi)
- 6 [5] Con 3 (Cha)
 Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 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
- 8 [6] Gymnastics 4 (Agi)
- 7 [5] Intimidation 4 (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
- 8 [5] Perception 4 (Int)
- 8 [A] Pistols 4 (Agi)
- 9 [A] Unarmed Combat 5 (Agi)

Attribute-Only Tests

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

Addiction Resistance

- 7 Resist Physical Addiction
- 6 Resist Psychological Addiction

Knowledge Skills

- 8 [5] Drugs 4 (Int)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations
- 8 [5] Hong Kong 4 (Int)
 (Sai Kung +2)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations
- 6 [5] Triad Mysticism 2 (Int)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations
- 7 [5] Triads of Hong Kong 3 (Int)
 (Smokey Circle +2)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations

Language Skills

- N Chinese
- N English

Toxin Resistances

Toxin	Disease
Contact (1 / 1)	8
Ingestion	7
Inhalation (2 / 2)	9
Injection	7



Grunt 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"/>		

Defenses

- Ranged attacks against you are at : +0
- Ranged Defense (No Action): 8
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Melee attacks against you are at : +0
- Melee Defense (No Action): 8
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Dodge (-5 Interrupt, vs. one melee attack): +4 [6]
- Hand Razors (Used) Block (-5 Interrupt, vs. one melee attack): +5 [6]
- Knife Parry (-5 Interrupt, vs. one melee attack): +4 [6]
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [6]
- Sensor-aided attacks against you are at : +0
- Sensor Defense (No Action): 3 [6]

Damage Resistances

- 14 Armor 10
- 15 Acid Protection 11
- 14 Electricity Protection 10
- 14 Cold Protection 10
- 14 Fire Protection 10
- 14 Falling Protection 10
- 7 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Positive Qualities

- Bilingual
- Home Ground (Street Politics): Sai Kung
- Made Man

Negative Qualities

- Prejudiced (Specific) (Biased): Non-Asians
- SINner (Criminal SIN): Hong Kong

Martial Arts

- Jeet Kune Do
- Kick Attack

Validation Report (0 issues): Nothing identified

Identities

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

Armor

Rapid Transit	9
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Modifications: AR Gloves, Chemical Protection (1), Quick-Draw Holster

Firearms & Heavy Weapons

[illegible]

Double-Tap (2, complex action): 9 , 8P Damage

complex action): 9 vs. -2 Def, 7P Damage

Long Burst (6. complex action): 7 vs. -5 Def. 7P Damage

Recoil Compensation : 3

Modifications: Folding Stock [Turned Off]

Accessories: Laser Sight, (3) Spare Clips

Hollow Points : +1 v +2, _____/63

Melee & Other Weapons

Knife 5P v -1 8 [5] Reach: -

Enhanced Strike	16	5 + [6]	Readout
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Matrix Devices

Device Rating: 2
Data Processing : 2. Firewall: 2

Matrix Initiative : 6

			Modifications: Receiver, Sim Module, Modified for Hot Sim

Programs (1/1): Dreamchip Download, Shopsoft: BodyBay, Theme Music

Cyberware (Essence: 1.25)

Modifications: Image Link, Low-Light Vision, Vision Magnification

Dermal Plating (Used) (1)	Essence: 0.63
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Gear (Cash: 1,000¥)

Cram

Handheld Sensor Housing (1)

Modifications: MAD Scanner

Micro-Tranceiver

Novacoke

Sony Emperor

Modifications: Receiver, Sim Module, Modified for Hot Sim

Programs (1/1): Dreamchip Download, Shopsoft: BodyBay, Theme Music

Contacts

Group Contact

Connection: 3 Loyalty: 3