

Yue Lao - Brothel Guards

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..... 5	<input type="checkbox"/>	Professional Rating 4	<input type="checkbox"/>
Agility 4/5	<input type="checkbox"/>	Essence 3.6	<input type="checkbox"/>
Reaction 4	<input type="checkbox"/>	Edge 4	<input type="checkbox"/>
Strength 4/5	<input type="checkbox"/>	Initiative 8+1D6	<input type="checkbox"/>
Willpower 3	<input type="checkbox"/>	Inherent Limits	
Logic 3	<input type="checkbox"/>	[7] Physical Limit	
Intuition..... 4	<input type="checkbox"/>	[5] Mental Limit	
Charisma..... 3	<input type="checkbox"/>	[5] Social Limit	

Movement

10m/20m/+2 Land Movement

5m/+1 Swimming

Active Skills

- 10 [A] Blades 5 (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
 7 [5] Etiquette 4 (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 [7] Gymnastics* (Agi)
 7 [5] Intimidation 4 (Cha)
 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)
 Vision Enhancement : +1 for visual perception tests.
 10 [A] Pistols 5 (Agi)
 10 [7] Running* (Str)
 7 [7] Sneaking 2 (Agi)
 10 [7] Swimming* (Str)
 11 [A] Unarmed Combat 6 (Jeet Kune Do +2)
 * Athletics Group 5

Knowledge Skills

- 7 [5] Drug Trade 3 (Int)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations
 7 [5] Mahjongg 3 (Int)
 Home Ground (Street Politics) : +2 for tests relating to gangs or their operations
 9 [5] Prostitution 5 (Int)
 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

Attribute-Only Tests

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

Toxin Resistances

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



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"/>	<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): +5 [7]
 Knife Parry (-5 Interrupt, vs. one melee attack): +5 [7]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +8 [7]

- Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 7 [7]

Damage Resistances

- 16 Armor 10
 17 Acid Protection 11 16 Electricity Protection 10
 16 Cold Protection 10 16 Fire Protection 10
 16 Falling Protection 10 9 Fatigue Resistance

Edge Pool

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

- 8 Resist Physical Addiction
 6 Resist Psychological Addiction

Positive Qualities

Bilingual
 Home Ground (Street Politics): Sai Kung

Negative Qualities

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

Martial Arts

Jeet Kune Do

Validation Report (0 issues): Nothing identified

Martial Arts

- Kick Attack

Identities

Identity: Specify Name

Criminal SIN

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

Armor

 **Actioneer Business Clothes** 8

Acid: +1

Modifications: Chemical Protection (1), Concealable Holster,
Concealed Pockets, Lightly Worn, Sony Emperor

 **Bone Lacing (Plastic)** +1


 **Dermal Plating (1)** +1


Firearms & Heavy Weapons

Colt New Model Revolver 6P v -1 10  [6] 5/15/30/50

Ammo Usage : 5 (cy): ☐☐☐☐☐

Semi-Auto (1, simple action): 10 , 6P Damage

Double-Tap (2, complex action): 10 , 7P Damage


Semi-Automatic Burst (3, complex action): 10  vs. -2 Def, 6P
Damage

Recoil Compensation : 3

Explosive Rounds : +1 v -1, ____/5

Taurus Omni-6 7P v -1 11  [6] 5/15/30/50

Ammo Usage : 6 (cy): ☐☐☐☐☐ ☐


Single Action (1, simple action): 11 , 7P Damage

Recoil Compensation : 3

Modifications: Laser Sight

Regular Ammo: -, ____/18

Melee & Other Weapons

Knife 6P v -1 10  [5] Reach: -

Unarmed Strike 6P 13  [7] Reach: -

Matrix Devices

Sony Emperor





Device Rating : 2

Data Processing : 2, Firewall: 2



Matrix Initiative : 6

Matrix DR : 4  (5  vs. Black IC)



Cyberware (Essence: 2.4)

Bone Lacing (Plastic) Essence: 0.5

Cybereyes (1) Essence: 0.2

Modifications: Image Link, Smartlink, Vision Enhancement (1)

Datajack Essence: 0.1

Dermal Plating (1) Essence: 0.5

Muscle Replacement (1) Essence: 1

Sound Link Essence: 0.1

Gear (Cash: 1,000¥)

Certified Credstick, Standard

Cram

Dropped to Ground

Glasses (1)

Modifications: Low Light Vision

Gear (Cash: 1,000¥)

Micro-Tranceiver

Sony Emperor

Stim Patch (4)