

## Yen-Yen Guards (Human)

Player: SL

Metatype: Human; Male; Age: 25; Height: 1.75m; Weight: 78kg

Total Karma: 6; Current Karma: 6; Street Cred: 0; Notoriety: 1; Court of Shadows Notoriety: 1; Public Awareness: 0

### Attributes

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

### Movement

10m/20m/+2 Land Movement

6m/+1 Swimming

### Active Skills

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

11 [A] Clubs 6 (Agi)

6 [4] 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 [7] Gymnastics\* (Agi)

9 [4] 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 [4] Perception 4 (Int)

10 [A] Pistols 5 (Agi)

11 [7] Running\* (Str)

11 [7] Swimming\* (Str)

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

\* Athletics Group 5

### Knowledge Skills

8 [4] Chinese Pop 3 (Int)

10 [4] Easily breakable Bones 5 (Int)

7 [4] Numerology 2 (Int)

8 [4] Street Drugs 3 (Int)

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

### Language Skills

N Chinese

6 [4] English 1

6 [4] Japanese 1

### Attribute-Only Tests

6 Composure

8 Judge Intentions

10 Lifting & Carrying

5 Memory

### Toxin Resistances

Contact (2 / 2)

Ingestion

Inhalation

Injection

Toxin Disease

9 9

7 7

7 7

7 7

### Addiction Resistance

7 Resist Physical Addiction

5 Resist Psychological Addiction



### Grunt Damage

		-1
		-2

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 4 [7]

### Damage Resistances

20 Armor 13

22 Acid Protection 15 23 Electricity Protection 16

20 Cold Protection 13 20 Fire Protection 13

20 Falling Protection 13 10 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





### Identities

Identity: Specify Name

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

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



## Armor

 <b>Armor Vest</b>	9
<b>Acid:</b> +2, <b>Electricity:</b> +3	
<b>Modifications:</b> Chemical Protection (2), Concealable Holster, Nonconductivity (3)	
 <b>Bone Lacing (Aluminum)</b>	+2
 <b>Dermal Plating (Used) (2)</b>	+2
 <b>Worn Suit</b>	0


## Firearms & Heavy Weapons

<b>Colt Manhunter A1</b>	8S	11  [6]	5/20/40/60
<b>Ammo Usage :</b> 16 (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"/>			
<b>Semi-Auto</b> (1, simple action): 11  , 8S Damage			
<b>Double-Tap</b> (2, complex action): 11  , 9S Damage			
<b>Semi-Automatic Burst</b> (3, complex action): 11  vs. -2 Def, 8S Damage			
<b>Recoil Compensation :</b> 3			
<b>Modifications:</b> Holographic Sight			
<b>Accessories:</b> (2) Spare Clips			
<b>Gel Rounds:</b> +0S v +1, ____/32			
<b>Uzi IV</b>	7P	13  [5]	10/40/80/150
<b>Ammo Usage :</b> 24 (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"/>			
<b>Burst Fire</b> (3, simple action): 13  , vs. -2 Def, 7P Damage			
<b>Aimed Burst</b> (3, complex action): 13  , 8P Damage			
<b>Long Burst</b> (6, complex action): 12  , vs. -5 Def, 7P Damage			
<b>Recoil Compensation :</b> 4			
<b>Modifications:</b> Folding Stock, Laser Sight			
<b>Accessories:</b> Sling, (2) Spare Clips			
<b>Regular Ammo:</b> -, ____/48			

## Melee & Other Weapons

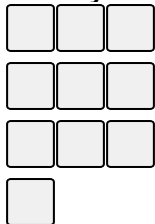
<b>Extendable Baton</b>	8P	13  [5]	Reach: 1
<b>Unarmed Strike</b>	8P	14  [7]	Reach: -



## Grenades

<b>(2x) Gas Grenade, Pepper Pur</b> By Chem., 10m R	4  [7]	12/24/36/60
<b>Modifications:</b> Pepper Punch		

## Matrix Devices

### Matrix Systems GridGopher



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

## Cyberware (Essence: 3.5)

<b>Bone Lacing (Aluminum)</b>	Essence: 1
<b>Dermal Plating (Used) (2)</b>	Essence: 1.25
<b>Muscle Replacement (Used) (1)</b>	Essence: 1.25

## Gear (Cash: 1,000¥)

**AR Gloves**  
**(11x) Certified Credstick, Standard**  
**Chloroform**  
**Concealed Quick-Draw Holster**  
**Datachip**  
**Dropped to Ground**

## Gear (Cash: 1,000¥)

**Ear buds (2)**  
**Modifications:** Select Sound Filter (2)  
**Flashlight, Low-Light**  
**Glasses (2)**  
**Modifications:** Image Link, Low Light Vision  
**Matrix Systems GridGopher**  
**Modifications:** Receiver  
**Pepper Punch**  
**Plasteel Restraints**  
**Stim Patch (3)**