

## Dr. Hsien Shu

Metatype: Human; Male; Ethnicity: Asiatisch; Age: 64;  
Height: 1.64m; Weight: 58kg; Hair: Grau; Eyes: Grün; Skin:  
Gräulich-blass  
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:  
0; Public Awareness: 0

### Attributes

Body.....2	<input type="checkbox"/>	Essence.....4.5	<input type="checkbox"/>
Agility.....4	<input type="checkbox"/>	Edge.....3	<input type="checkbox"/>
Reaction.....3	<input type="checkbox"/>	Initiative.....8+1D6	<input type="checkbox"/>
Strength.....1/2	<input type="checkbox"/>	<b>Inherent Limits</b>	
Willpower.....6	<input type="checkbox"/>	[4] Physical Limit	
Logic.....6/8	<input type="checkbox"/>	[11] Mental Limit	
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles			
Intuition.....5	<input type="checkbox"/>	[6] Social Limit	
Charisma.....3	<input type="checkbox"/>		

### Movement

8m/16m/+2 Land Movement

3m/+1 Swimming

### Active Skills

18 [?] **Biotechnology\*** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 [?] **Chemistry 5** (Log)  
(Analytical +2,

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

14 **Computer 6** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

8 [6] **Con 5** (Cha)

12 **Cybercombat 4** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

18 [?] **Cybertechnology\*** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

10 **Electronic Warfare 2** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

11 [6] **Etiquette\*** (Cha)

22 **First Aid\*** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

12 **Hacking 4** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

### Active Skills

13 **Hardware 5** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

12 [6] **Instruction 9** (Cha)  
(Academic

8 [6] **Intimidation 5** (Cha)  
(Mental +2)

11 [6] **Leadership\*** (Cha)

18 **Medicine\*** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

11 [6] **Negotiation\*** (Cha)

10 **Perception 5** (Int)  
(Visual +2)

6 [A] **Pistols 2** (Agi)  
(Holdouts +2)

13 **Software 5** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

\* **Biotech Group 10**

\* **Influence Group 8**

### Knowledge Skills

17 **Biology 8** (Log)  
(Genetics +2)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles



### Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3

### 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"/>	

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +6

Dodge (-5 Interrupt, vs. one melee attack): +3 [4]

Shock Glove Block (-5 Interrupt, vs. one melee attack):  
+3 [4]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):  
+3 [4]

### Damage Resistances

12 **Armor 8**

15 **Acid Protection 11**

12 **Falling Protection 8**

12 **Cold Protection 8**

12 **Fire Protection 8**

12 **Electricity Protection 8**

### Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### Knowledge Skills

15 **Biotechnology 6** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 **Chess 4** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

11 **Corp Politics 5** (Int)  
(Evo +2)

14 **Medicine 5** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

17 **Nanotechnology 8** (Log)

Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

13 **Scientific World 7** (Int)

### Language Skills

N **Chinese**

11 **English 5**

9 [11] **Japanese 3**

Validation Report (0 issues): Nothing identified

## Language Skills

10 🗡️ Latin 4

## Attribute-Only Tests

9 🗡️ Composure  
8 🗡️ Judge Intentions  
4 🗡️ Lifting & Carrying  
17 🗡️ Memory

## Toxin Resistances

	Toxin	Disease
Contact (3 / 3)	11 🗡️	11 🗡️
Ingestion	8 🗡️	8 🗡️
Inhalation (4 / 4)	12 🗡️	12 🗡️
Injection	8 🗡️	8 🗡️

## Positive Qualities

Analytical Mind  
Indomitable (Mental) (1)  
Photographic Memory

## Negative Qualities

Aged (60-69)  
SINner (Corporate SIN): Evo

## Identities

**Andrew Suzuki**  
Fake SIN  
Lifestyles: (1 month) Squatter Lifestyle [Comforts & Necessities (1), Neighborhood (1), Security (1)]  
Licenses & SINs : Fake SIN (4)  
**Dr. Hsien Shu**  
Corporate SIN  
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

## Armor

🛡️ <b>Armor Clothing</b>	6
Acid: +3 Modifications: Chemical Protection (3)	
🛡️ <b>Bone Lacing (Aluminum) (Deltaware)</b>	+2
<b>Executive Suite</b>	12
Modifications: Custom Fit, Increase Social Limit by 1, Newest Model	
🛡️ <b>Respirator (4)</b>	+0

## Firearms & Heavy Weapons

<b>Fichetti Tiffani Self-Defender 2075</b>	6P	8 🗡️ [4]	5/15/30/50
Ammo Usage : 4 (c): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
Single Action (1, simple action): 8 🗡️, 6P Damage			
Recoil Compensation : 2			
Regular Ammo: -, ____/8			
<b>Tiffani Élégance Shooting Bracers</b>	9P v -1	4 🗡️ [6]	5/10/15/20
Ammo Usage : 1 (b): <input type="checkbox"/>			
Single Action (1, simple action): 4 🗡️, 9P Damage			
Recoil Compensation : 2			
Accessories: Laser Sight			
EX-Explosive Rounds : +2 v -1, ____/1			

## Melee & Other Weapons

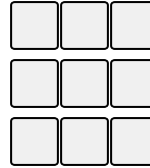
**Shock Glove** 8S(e) v -5 3 🗡️ [4] Reach: -

## Melee & Other Weapons

**Unarmed Strike** 4P 3 🗡️ [4] Reach: -

## Matrix Devices

### Microtrónica Azteca 200



Device Rating : 2  
Attribute Array : 5 4 3 2  
currently assigned as:  
Attack: 4, Data Processing : 2, Firewall: 3,  
Sleaze: 6  
Matrix Initiative : 7  
Matrix DR : 5 🗡️ (9 🗡️ vs. Black IC)  
Modifications: Sim Module, Modified for Hot  
Sim  
Programs (2/2): Edit, Stealth

## Cyberware (Essence: 0.85)

<b>Bone Lacing (Aluminum) (Deltaware)</b>	Essence: 0.5
<b>Cybereyes (Deltaware) (1)</b>	Essence: 0.1
Modifications: Image Link (Deltaware), Vision Enhancement (Deltaware) (2), Vision Magnification (Deltaware)	
<b>Datajack (Deltaware)</b>	Essence: 0.05
<b>Simrig (Deltaware)</b>	Essence: 0.1
<b>Skilljack (Deltaware) (5)</b>	Essence: 0.05
<b>Sound Link (Deltaware)</b>	Essence: 0.05

## Bioware (Essence: 0.65)

<b>Cerebral Booster (Deltaware) (2)</b>	Essence: 0.2
<b>Enhanced Articulation (Deltaware)</b>	Essence: 0.15
<b>Mnemonic Enhancer (Deltaware) (1)</b>	Essence: 0.05
<b>Muscle Augmentation (Deltaware) (1)</b>	Essence: 0.1
<b>Sleep Regulator (Deltaware)</b>	Essence: 0.05
<b>Symbiotes (Deltaware) (1)</b>	Essence: 0.1

## Gear (Cash: 1,000¥)

**Biomonitor**  
**Certified Credstick, Ebony**  
**(10x) Datachip**  
**Dropped to Ground**  
**MD-9 Autoinjection Gun**  
Modifications: Narcoject  
**Medkit (4)**  
**Micro-Tranceiver**  
**Microtrónica Azteca 200**  
Modifications: Sim Module, Modified for Hot Sim  
Programs (2/2): Edit, Stealth  
**(5x) Narcoject**  
**Satellite Link**  
**(3x) Slab**  
**(2x) Stim Patch (3)**  
**Trid Projector**