

## BamBam

Metatype: Dwarf; Male; Ethnicity: Asiatisch; Age: 45;  
Height: 1.24m; Weight: 84kg; Hair: Rot; Eyes: Grau; Skin:  
Getönt  
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:  
1; Public Awareness: 0

### Attributes

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

### Movement

10m/20m/+1 Land Movement      5m/+1 Swimming

### Active Skills

10 [A] Automatics\* (Agi)  
10 [A] Blades\* (Agi)  
10 [A] Clubs\* (Agi)  
6 [?] Demolitions 4 (Log)  
5 [4] Etiquette 3 (Cha)  
(Street +2)  
8 [A] Gunnery 3 (Agi)  
(Ballistic +2)  
8 [7] Gymnastics 3 (Agi)  
8 [A] Heavy Weapons 3 (Agi)  
6 [4] Intimidation 4 (Cha)  
10 [A] Longarms\* (Agi)  
8 [5] Perception 4 (Int)  
8 [H] Pilot Ground Craft 3 (Rea)  
10 [A] Pistols\* (Agi)  
7 [A] Throwing Weapons 2 (Agi)  
10 [A] Unarmed Combat\* (Agi)  
\* Close Combat Group 5  
\* Firearms Group 5

### Knowledge Skills

8 [5] Billiger Synthahol 4 (Int)  
Home Ground (Street Politics) : +2 for tests  
relating to gangs or their operations  
9 [5] Jazz 5 (Int)  
Home Ground (Street Politics) : +2 for tests  
relating to gangs or their operations  
8 [5] PMCs 4 (Int)  
(Combat Inc. +2)  
Home Ground (Street Politics) : +2 for tests  
relating to gangs or their operations  
8 [5] Unterweltpolitik 4 (Int)  
(Tsim Sha Tsu +2)  
Home Ground (Street Politics) : +2 for tests  
relating to gangs or their operations

### Language Skills

N Chinese  
N English  
5 [5] Filipino (Tagalog) 1  
5 [5] Japanese 1  
5 [5] Korean 1

### Attribute-Only Tests

7 Composure  
6 Judge Intentions  
11 Lifting & Carrying  
7 Memory

### Toxin Resistances

|                    |       |         |
|--------------------|-------|---------|
| Contact (2 / 2)    | Toxin | Disease |
| Ingestion (2 / 2)  | 13    | 13      |
| Inhalation (4 / 4) | 13    | 13      |
| Injection (2 / 2)  | 15    | 15      |
|                    | 13    | 13      |

### Metatype Abilities

Resistance: Pathogens and Toxins +2



### Physical Damage

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### Stun Damage

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### Defenses

Ranged attacks against you are at : +0  
Ranged Defense (No Action): 9  
Full Defense (-10 Interrupt, for the rest of the turn): +5  
Melee attacks against you are at : +0  
Melee Defense (No Action): 9  
Full Defense (-10 Interrupt, for the rest of the turn): +5  
Dodge (-5 Interrupt, vs. one melee attack): +3 [7]  
Club Parry (-5 Interrupt, vs. one melee attack): +5 [7]  
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [7]

### Damage Resistances

17 Armor 11  
17 Acid Protection 11 17 Falling Protection 11  
17 Cold Protection 11 17 Fire Protection 11  
22 Electricity Protection 16

### Edge Pool

|  |
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### Positive Qualities

Bilingual  
High Pain Tolerance (1)  
Home Ground (Street Politics): Tsim Sha Tsu

### Negative Qualities

Dependent(s) (2): Stammkunden  
Incompetent: Acting Group  
Unsteady Hands (11 vs. 2)

Validation Report (0 issues): Nothing identified

## Identities

### Sammy Tse

#### Fake SIN

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

**Licenses & SINS :** Fake SIN (2)

## Armor

**Armor Vest** 9

Electricity: +5

**Modifications:** Concealable Holster, Nonconductivity (5)

**Dermal Plating (2)** +2

**Respirator (2)** +0

## Firearms & Heavy Weapons

**Franchi SPAS-24** 14P(f) v +4 12 [6] 15/30/45/60

**Ammo Usage :** 10 (c): □□□□□ □□□□□

**Narrow Spread :**

**Semi-Auto** (1, simple action): 12 vs. -1 Def, 14P(f) Damage

**Double-Tap** (2, complex action): 12 vs. -1 Def, 15P(f) Damage

**Burst Fire** (3, simple action) or **Semi-Automatic Burst** (3, complex action): 12 vs. -3 Def, 14P(f) Damage

**Aimed Burst** (3, complex action): 12 vs. -1 Def, 15P(f) Damage

**Long Burst** (6, complex action): 12 vs. -6 Def, 14P(f) Damage

**Recoil Compensation :** 6

**Modifications:** Gas-Vent System (1), Smartgun System, Internal

**Accessories:** Shock Pad, Sling, Spare Clips

**Flechette Rounds :** +2(f) v +5, \_\_\_\_/10

**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:** -, \_\_\_\_/6

## Melee & Other Weapons

**Club** 8P 10 [4] Reach: 1

**Unarmed Strike** 5S 10 [7] Reach: -

## Matrix Devices

### Sony Emperor Commlink



**Device Rating :** 2

**Data Processing :** 2, **Firewall:** 2



**Matrix Initiative :** 6

**Matrix DR :** 4 (7 vs. Black IC)



## Cyberware (Essence: 3.5)

**Cybereyes (2)** Essence: 0.3

**Modifications:** Flare Compensation, Image Link, Low-Light

Vision, Smartlink, Vision Magnification

**Damper** Essence: 0.1

**Datajack** Essence: 0.1

**Dermal Plating (2)** Essence: 1

**Wired Reflexes (1)** Essence: 2

## Gear (Cash: 1,000¥)

Bliss

Certified Credstick, Silver

Chisel/Crowbar

Dropped to Ground

Sony Emperor Commlink

## Gear (Cash: 1,000¥)

Trauma Patch