

## Das Shan-Fragment

Player: SL

Metatype: Ork; Male; Ethnicity: Asiatisch; Age: 19; Height: 1.93m; Weight: 132kg; Hair: Schwarz; Eyes: Violett; Skin: Grün-braun

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 2; Public Awareness: 0

### Attributes

Body.....	8	<input type="checkbox"/>	Essence .....	2.475	<input type="checkbox"/>
Agility .....	5	<input type="checkbox"/>	Edge .....	3	<input type="checkbox"/>
Reaction .....	3	<input type="checkbox"/>	Initiative .....	7+1D6	<input type="checkbox"/>
Strength .....	6	<input type="checkbox"/>	<b>Inherent Limits</b>		
Willpower .....	4	<input type="checkbox"/>	[8] Physical Limit		
Logic .....	2	<input type="checkbox"/>	[4] Mental Limit		
Intuition.....	4	<input type="checkbox"/>	[4] Social Limit		
Charisma.....	1	<input type="checkbox"/>			

### Movement

10m/20m/+2 Land Movement

6m/+1 Swimming

### Active Skills

11 [A] Automatics\* (Agi)  
 4 [?] Cybertechnology 2 (Log)  
 6 [?] Demolitions 4 (Log)  
 9 [8] Gymnastics\* (Agi)  
 11 [A] Longarms\* (Agi)  
 7 [4] Perception 3 (Int)  
 11 [A] Pistols\* (Agi)  
 10 [8] Running\* (Str)  
 8 [8] Sneaking 3 (Agi)  
 10 [8] Swimming\* (Str)  
 9 [A] Throwing Weapons 4 (Agi)  
 13 [A] Unarmed Combat 8 (Agi)  
 \* Athletics Group 4  
 \* Firearms Group 6

### Knowledge Skills

7 [4] Combat Biking 3 (Int)  
 8 [4] Synthahol 4 (Int)

### Language Skills

N Chinese  
 5 [4] English 1

### Attribute-Only Tests

5 [Guts] Composure  
 Guts: +2 to resist fear and intimidation, including magically induced fear from spells or critter powers  
 5 [Jud] Judge Intentions  
 14 [Lift] Lifting & Carrying  
 6 [Mem] Memory

### Toxin Resistances

	Toxin	Disease
Contact	12	12
Ingestion	12	12
Inhalation (4 / 4)	16	16
Injection	12	12

### Edge Pool

☐ ☐ ☐



### Physical Damage

		-1
		-2
		-3
		-4

### Stun Damage

		-1
		-2
		-3

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +4 [8]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +8 [8]

### Damage Resistances

25 Armor 15

25 Acid Protection 15 25 Falling Protection 15  
 25 Cold Protection 15 28 Fire Protection 18  
 28 Electricity Protection 18

### Positive Qualities

Guts  
 Toughness

### Negative Qualities

SINner (Criminal SIN): Shan Leng  
 Uneducated

Validation Report (0 issues): Nothing identified

## Identities

### Shan Leng

#### Criminal SIN

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

### Wu Ling

#### Fake SIN

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

**Licenses & SINS :** Fake SIN (1)

## Armor

**Bone Lacing (Plastic)** +1

**Dermal Plating (3)** +3

**Industrious** 9

**Electricity:** +3, **Fire:** +3

**Modifications:** Fire Resistance (3), Gear Access, Increase Social Limit by 1, Nonconductivity (3)

**Motordrathelm** +2

**Modifications:** Respirator (4)

## Firearms & Heavy Weapons

**Defiance T-250** 12P(f) v +4 10 [6] 15/30/45/60

**Ammo Usage :** 5 (m): ☐☐☐☐☐

**Narrow Spread :**

**Single Action** (1, simple action): 10 vs. -1 Def, 12P(f) Damage

**Double-Tap** (2, complex action): 10 vs. -1 Def, 13P(f) Damage

**Semi-Automatic Burst** (3, complex action): 10 vs. -3 Def, 12P(f) Damage

**Recoil Compensation :** 4

**Accessories:** Foregrip, Sling, Smartgun System, External

**Flechette Rounds :** +2(f) v +5, \_\_\_\_/15

**Ruger Super Warhawk** 9P v -6 10 [7] 5/20/40/60

**Ammo Usage :** 6 (cy): ☐☐☐☐☐

**Single Action** (1, simple action): 10 , 9P Damage

**Recoil Compensation :** 3

**Modifications:** Flashlight, Low-Light, Smartgun System, Internal

**Accessories:** Flashlight, Low-Light, Speed Loader

**APDS:** - v -4, \_\_\_\_/18

## Melee & Other Weapons

**Unarmed Strike** 7P 13 [8] Reach: -

## Grenades

**(3x) Fragmentation Grenade** 18P(f), -1/m v +5 9 [8] 12/24/36/60

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**(3x) Smoke Grenade** Smoke, 10m R 9 [8] 12/24/36/60

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## Matrix Devices

### Sony Emperor Commlink



**Device Rating :** 2

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



**Matrix Initiative :** 6

**Matrix DR :** 4 (6 vs. Black IC)



## Cyberware (Essence: 3.525)

**Balance Augmenter** Essence: 0.1

**Bone Lacing (Plastic)** Essence: 0.5

**Cyber Hand (Obvious)** Essence: 0.25

**Modifications:** Cyberlimb Agility (3), Cyberlimb Strength (3)

## Cyberware (Essence: 3.525)

**Cyber Hand (Obvious)** Essence: 0.25

**Modifications:** Cyberlimb Agility (3), Cyberlimb Strength (3)

**Cyber Lower Leg (Obvious)** Essence: 0.45

**Modifications:** Cyberlimb Agility (3), Cyberlimb Strength (3)

**Cybereyes (Used) (1)** Essence: 0.25

**Modifications:** Image Link (Used), Low-Light Vision (Used), Vision Magnification (Used)

**Datajack** Essence: 0.1

**Dermal Plating (3)** Essence: 1.5

**Sound Link (Used)** Essence: 0.13

## Gear (Cash: 1,000¥)

**Biomonitor**

**Certified Credstick, Standard**

**Datachip**

**Dropped to Ground**

**Duffle Bag**

**Goggles (3)**

**Modifications:** Flare Compensation, Image Link, Smartlink

**Medkit (3)**

**Micro-Tranceiver**

**Sony Emperor Commlink**

**Stim Patch (6)**

**Tool Bag**

**Tool Kit, Hardware**

**Tool Kit, Industrial Mechanic**

## Vehicles

**GMC Bulldog Step-Van**

**CHASSIS: GMC BULLDOG STEP-VAN**

**Handling** 3, **Handling (Off-Road)** 3, **Speed** 3, **Acceleration** 1, **Body**

16, **Pilot** 1, **Sensor** 2, **Seating** 6, **Device Rating** 1, **Data**

**Processing** 1, **Firewall** 1

**Condition Monitor:** 20

**Armor:** 12H

**Limits:** Mental 2

## GMC Bulldog Step-Van

Player: SL

GMC Bulldog Step-Van



### Attributes

Handling ..... 3 ☐ Device Rating ..... 1 ☐  
 Handling (Off-Road) 3 ☐ Initiative ..... 2+4D6 ☐  
 Speed ..... 3 ☐ **Inherent Limits**  
 Acceleration ..... 1 ☐ [2] Mental Limit  
 Body ..... 16 ☐  
 Pilot ..... 1 ☐  
 Sensor ..... 2 ☐  
 Seating ..... 6 ☐  
 Data Processing .. 1 ☐  
 Firewall ..... 1 ☐

### Damage Resistances

28 🐉 [12] Armor 12  
 28 🐉 Acid Protection 12      28 🐉 Electricity Protection 12  
 28 🐉 Cold Protection 12      28 🐉 Fire Protection 12

### Physical Damage

		-1
		-2
		-3
		-4
		-5
		-6

### Matrix Damage


### Defenses

Ranged attacks against you are at :

+0 🐉

Ranged Defense (No Action): 1 🐉

Melee attacks against you are at : +0 🐉

Melee Defense (No Action): 1 🐉

### Toxin Resistances

	Toxin	Disease
Contact	16 🐉	16 🐉
Ingestion	16 🐉	16 🐉
Inhalation	16 🐉	16 🐉
Injection	16 🐉	16 🐉

### Gear (Cash: 1,000¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified