

Das Ping-Fragment

Player: SL

Metatype: Human; Male; Ethnicity: Asiatisch; Age: 29;
Height: 1.68m; Weight: 76kg; Hair: keine; Eyes: Schwarz;
Skin: Blass
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
1; Public Awareness: 0

Attributes

| | | | |
|--------------------|--------------------------|------------------------|--------------------------|
| Body..... 2 | <input type="checkbox"/> | Essence 3.27 | <input type="checkbox"/> |
| Agility 7 | <input type="checkbox"/> | Edge 3 | <input type="checkbox"/> |
| Reaction 6/9 | <input type="checkbox"/> | Initiative .10/13+2D6 | <input type="checkbox"/> |
| Strength 3 | <input type="checkbox"/> | Inherent Limits | |
| Willpower 3 | <input type="checkbox"/> | [6] Physical Limit | |
| Logic 3 | <input type="checkbox"/> | [5] Mental Limit | |
| Intuition..... 4 | <input type="checkbox"/> | [6] Social Limit | |
| Charisma..... 4 | <input type="checkbox"/> | | |

Movement

14m/28m/+2 Land Movement

5m/+1 Swimming

Active Skills

14 [A] Blades 6 (7) (Agi)
(Knives +2)
5 [M] Computer 2 (Log)
8 [6] Con 3 (Cha)
10 [6] Disguise* (Int)
8 [6] Etiquette 3 (Cha)
11 [6] Gymnastics* (Agi)
10 [6] Impersonation 5 (Cha)
8 [6] Intimidation 3 (Cha)
11 [7] Locksmith 3 (Agi)
13 [6] Palming* (Agi)
10 [5] Perception 6 (Int)
10 [H] Pilot Ground Craft 1 (Rea)
(Wheeled +2)
12 [A] Pistols 5 (Agi)
(Holdouts +2)
7 [6] Running* (Str)
13 [6] Sneaking* (Agi)
7 [6] Swimming* (Str)
10 [5] Tracking 6 (Int)
(Urban +2)
10 [A] Unarmed Combat 3 (Agi)
* Athletics Group 4
* Stealth Group 6

Knowledge Skills

6 [5] Numerologie 2 (Int)
8 [5] Sicherheitsprozeduren 4 (Int)
7 [5] Triaden 4 (Log)
(Hongkong +2)

Language Skills

N Chinese
6 [5] English 2
6 [5] German 2
7 [5] Japanese 3

Attribute-Only Tests

7 Composure
8 Judge Intentions

Toxin Resistances

Contact Toxin Disease
5 5



Physical Damage

| | |
|--|----|
| | -1 |
| | -2 |
| | -3 |
| | -4 |
| | |

Stun Damage

| | |
|--|----|
| | -1 |
| | -2 |
| | -3 |
| | -4 |
| | -5 |

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 13

Full Defense (-10 Interrupt, for the rest of the turn): +3

Agile Full Defense (-10 Interrupt, for the rest of the turn): +7

Melee attacks against you are at : +0

Melee Defense (No Action): 13

Full Defense (-10 Interrupt, for the rest of the turn): +3

Agile Full Defense (-10 Interrupt, for the rest of the turn): +7

Dodge (-5 Interrupt, vs. one melee attack): +4 [6]

Cougar Fineblade Knife, Short Blade Parry (-5 Interrupt, vs. one melee attack): +9 [6]

Cougar Fineblade Knife, Short Blade Parry (-5 Interrupt, vs. one melee attack): +9 [6]

Garrote Parry (-5 Interrupt, vs. one melee attack): -

Survival Knife Parry (-5 Interrupt, vs. one melee attack): +9 [6]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [6]

Damage Resistances

13 Armor 11

13 Acid Protection 11 13 Falling Protection 11

13 Cold Protection 11 13 Fire Protection 11

13 Electricity Protection 11

Edge Pool

☐ ☐ ☐

Attribute-Only Tests

5 Lifting & Carrying

6 Memory

Toxin Resistances

| | | |
|--------------------|-------|---------|
| Ingestion | Toxin | Disease |
| Inhalation (4 / 4) | 5 | 5 |
| | 9 | 9 |

Validation Report (0 issues): Nothing identified

Toxin Resistances

| | Toxin | Disease |
|-----------|-------|---------|
| Injection | 5 | 5 |

Positive Qualities

Agile Defender
Exceptional Attribute: Agility

Negative Qualities

Low Pain Tolerance
SINner (Criminal SIN): Ping Yeung

Identities

Pak Lee
Fake SIN
Lifestyles: (1 month) Street Lifestyle [Comforts & Necessities, Neighborhood, Security]
Licenses & SINs : Fake SIN (3)
Ping Yeung
Criminal SIN
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

Armor

| | |
|---|----|
| Berwick Suit | 9 |
| Modifications: -2 modifier for concealability, Autopicker (1), Concealable Holster, Custom Fit, Increase Social Limit by 1 | |
| Forearm Guards | +1 |
| Orthoskin (1) | +1 |
| Respirator (4) | +0 |

Firearms & Heavy Weapons

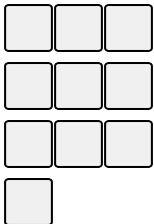
Fichetti Tiffani Self-Defender 2075 6P v -4 15 [6] 5/15/30/50
Ammo Usage : 4 (c): ☐☐☐☐
Single Action (1, simple action): 15 [6], 6P Damage
Recoil Compensation : 2
Modifications: Gecko Grip, Smartgun System, Internal
Accessories: (3) Spare Clips
APDS: - v -4, ____/12

Melee & Other Weapons

| | | |
|--|--------|----------|
| Cougar Fineblade Knife, Short Blade 5P v -1 | 16 [7] | Reach: - |
| Cougar Fineblade Knife, Short Blade 5P v -1 | 16 [7] | Reach: - |
| Garrote 7S v -6 | 6 [5] | Reach: - |
| Survival Knife 5P v -1 | 16 [5] | Reach: - |
| Unarmed Strike 3S | 10 [6] | Reach: - |

Matrix Devices

Erika Elite Commlink



Device Rating: 4
Data Processing : 4, **Firewall:** 4
Matrix Initiative : 8
Matrix DR : 8 (7 vs. Black IC)
Modifications: Sim Module

Cyberware (Essence: 2.4)

Cybereyes (Alphaware) (1) Essence: 0.16
Modifications: Image Link (Alphaware), Low-Light Vision (Alphaware), Thermographic Vision (Alphaware)
Datajack (Alphaware) Essence: 0.08
Fingertip Compartment (Alphaware) Essence: 0.08
Reaction Enhancers (Alphaware) (2) Essence: 0.48
Wired Reflexes (Alphaware) (1) Essence: 1.6

Bioware (Essence: 0.33)

Reflex Recorder (Alphaware): Blades Essence: 0.08

Gear (Cash: 1,000¥)

Certified Credstick, Gold
Chem Patch
Modifications: Gamma-Scopolamine
Concealed Quick-Draw Holster
Concealed Quick-Draw Holster
Dropped to Ground
Erika Elite Commlink
Modifications: Sim Module
Medkit (2)
Micro-Tranceiver
Monocle (4)
Modifications: Image Link, Smartlink, Vision Enhancement (1), Vision Magnification, Electronic
Sequencer (5)
(3x) Tranq Patch (6)

Vehicles

Suzuki Mirage
CHASSIS: SUZUKI MIRAGE
Handling 5, Handling (Off-Road) 3, Speed 6, Acceleration 3, Body 5, Pilot 1, Sensor 2, Seating 1, Device Rating 1, Data Processing 1, Firewall 1
Condition Monitor: 15
Armor: 6H
Limits: Mental 2

Suzuki Mirage

Player: SL

Suzuki Mirage



Attributes

Handling 5 ☐ Device Rating 1 ☐
 Handling (Off-Road) 3 ☐ Initiative 2+4D6 ☐
 Speed 6 ☐ **Inherent Limits**
 Acceleration 3 ☐ [2] Mental Limit
 Body 5 ☐
 Pilot 1 ☐
 Sensor 2 ☐
 Seating 1 ☐
 Data Processing .. 1 ☐
 Firewall 1 ☐

Damage Resistances

11 [6] Armor 6
 11 Acid Protection 6
 11 Cold Protection 6
 11 Electricity Protection 6
 11 Fire Protection 6

Physical 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"/> | -4 |
| <input type="checkbox"/> | <input type="checkbox"/> | -5 |

Matrix Damage

| | | |
|--------------------------|--------------------------|--------------------------|
| <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"/> |

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 | 5 | 5 |
| Ingestion | 5 | 5 |
| Inhalation | 5 | 5 |
| Injection | 5 | 5 |

Gear (Cash: 1,000¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified