

Ray Chen La - "Marlowe"

Metatype: Human; Male; Ethnicity: Asian; Age: 24; Height: 1.68m; Weight: 63kg; Hair: Black; Eyes: Green; Skin: tan
Total Karma: 16; Current Karma: 0; Street Cred: 3;
Notoriety: 0; Public Awareness: 0



Attributes			
Body.....	3	Essence	5
Agility	6	Edge	5
Reaction	3	Initiative	7+1D6
Strength	3	Inherent Limits	
Willpower	3		
Logic	2		
Intuition.....	4		
Charisma.....	4		

Inherent Limits

[4] Physical Limit
[4] Mental Limit
[5] Social Limit

Movement

12m/24m/+2 Land Movement

5m/+1 Swimming

Active Skills

9 [A] Clubs 3 (Agi)
4 [M] Computer* (Log)
8 [5] Con 4 (Cha)
(Fast Talking +2)

First Impression : +2 to tests during the first meeting

8 [4] Disguise* (Int)
10 [5] Etiquette 6 (Cha)

First Impression : +2 to tests during the first meeting

10 [4] Gymnastics* (Agi)
6 [M] Hacking 4 (Log)
4 [M] Hardware* (Log)
5 [5] Impersonation 1 (Cha)
First Impression : +2 to tests during the first meeting

8 [5] Intimidation 4 (Cha)
(Interrogation +2)

First Impression : +2 to tests during the first meeting

10 [4] Palming* (Agi)
10 [4] Perception 6 (Int)
4 [H] Pilot Ground Craft 1 (Rea)
(Wheeled +2)

13 [A] Pistols 6 (7) (Agi)
(Semi-Automatics)

7 [4] Running* (Str)
10 [4] Sneaking* (Agi)
4 [M] Software* (Log)
7 [4] Swimming* (Str)

Active Skills

8 [4] Tracking 4 (Int)
(Urban +2)
12 [A] Unarmed Combat 6 (Agi)
* Athletics Group 4
* Electronics Group 2
* Stealth Group 4

Knowledge Skills

5 [4] Forensics 3 (Log)
(Scene of the Crime)
7 [4] Local Environment 3 (Int)
(Mong Kok +2)
7 [4] Mysticism 3 (Int)
5 [4] Police Procedures 3 (Log)
(Knight Errant +2)
5 [4] Detective Novels 1 (Int)
5 [4] Flatvid Movies 1 (Int)
6 [4] Gang Politics 2 (Int)
3 [4] Nanotechnology Knowsoft 0 (1) (Log)

Language Skills

N Chinese
7 [4] English 3



Physical Damage

		-1
		-2
		-3

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): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 7

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

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

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

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

Sensor Defense (No Action): 10 [4]

Damage Resistances

11 Armor 7

11 Acid Protection 7

11 Falling Protection 7

11 Cold Protection 7

11 Fire Protection 7

11 Electricity Protection 7

Activated Adjustments

Free Knowledge/Language Skill Karma +6

Validation Report (0 issues): Nothing identified

Edge Pool



Attribute-Only Tests

- 7 🐼 Composure
- 8 🐼 Judge Intentions
- 6 🐼 Lifting & Carrying
- 5 🐼 Memory

Toxin Resistances

	Toxin	Disease
Contact	6 🐼	6 🐼
Ingestion	6 🐼	6 🐼
Inhalation	6 🐼	6 🐼
Injection	6 🐼	6 🐼

Positive Qualities

- Ambidexterous
- First Impression

Negative Qualities

- Code of Honor: Tötet nicht. (7 🐼 vs. 4)
- Unsteady Hands (9 🐼 vs. 2)

Martial Arts

- Knight Errant Tactical
- Close Quarter Defense Against Firearms +1 🐼

Identities

- Ray Chan La
- Fake SIN
- Lifestyles: (1 month) Low Lifestyle
- Licenses & SINS : Fake License: Concealed Carry (3), Fake License: Detective Licence (3), Fake License: Weapon Permit (3), Phat Chow (4)

Armor

- Armor Clothing 6
- Securetech PPP Vitals Kit +1
- Modifications: Decrease Social Limit by 1

Firearms & Heavy Weapons

- Savalette Guardian 8P v -1 15 🐼 [5] 5/20/40/60
- Ammo Usage : 12 (c): □□□□□ □□□□□ □□
- Semi-Auto (1, simple action): 15 🐼, 8P Damage
- Double-Tap (2, complex action): 15 🐼, 9P Damage
- Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 15 🐼 vs. -2 Def, 8P Damage
- Aimed Burst (3, complex action): 15 🐼, 9P Damage
- Long Burst (6, complex action): 13 🐼 vs. -5 Def, 8P Damage
- Recoil Compensation : 3
- Modifications: Smartgun System, Internal
- Accessories: Spare Clips
- Regular Ammo: -, ____/17

Firearms & Heavy Weapons

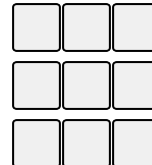
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- Double-Tap (2, complex action): 15 🐼, 9S Damage
- Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 15 🐼 vs. -2 Def, 8S Damage
- Aimed Burst (3, complex action): 15 🐼, 9S Damage
- Long Burst (6, complex action): 13 🐼 vs. -5 Def, 8S Damage
- Recoil Compensation : 3
- Modifications: Smartgun System, Internal
- Accessories: Spare Clips
- Gel Rounds: +0S v +1, ____/14

Melee & Other Weapons

- Pistol 4P 9 🐼 [4] Reach: -
- Unarmed Strike 3P 12 🐼 [4] Reach: -

Matrix Devices

Microdeck Summit



- Device Rating : 1
- Attribute Array : 4 3 3 1
- currently assigned as:
- Attack: 1, Data Processing : 3, Firewall: 3, Sleaze: 3
- Matrix Initiative : 7
- Matrix DR : 4 🐼 (6 🐼 vs. Black IC)
- Modifications: Sim Module, Modified for Hot Sim
- Programs (3/3): Browse, Edit, Virtual Machine

Cyberware (Essence: 0.6)

- Cybears (1) Essence: 0.2
- Modifications: Audio Enhancement (2), Select Sound Filter (2), Sound Link
- Cybeyes (1) Essence: 0.2
- Modifications: Image Link, Vision Enhancement (2), Vision Magnification
- Datajack Essence: 0.1
- Skilljack (4) Essence: 0.1
- Programs: Knowsoft: Knowledge Skill (1)

Bioware (Essence: 0.4)

- Bone Density Augmentation (1) Essence: 0.3
- Reflex Recorder: Pistols Essence: 0.1

Gear (Cash: 100¥)

- Bug Scanner (3)
- Datachip
- Dropped to Ground
- Flashlight
- Gecko Tape Gloves
- Glasses (3)
- Modifications: Image Link, Low Light Vision
- Lockpick Set
- Metal Restraints
- Microdeck Summit
- Modifications: Sim Module, Modified for Hot Sim
- Programs (3/3): Browse, Edit, Virtual Machine
- (100x) Microwire (m)
- Sensor Tags
- Modifications: Audio Enhancement (1), Image Link
- (10x) Standard Tags
- (10x) Stealth Tags

Gear (Cash: 100¥)

Stim Patch (2)

Vehicles

Yamaha Growler

Contacts

"BamBam" (Bartender)

Connection: 4 Loyalty: 3

"Ché" (Talismonger)

Connection: 2 Loyalty: 2

"Mó Yú" - Andy Leung (Beat Cop)

Connection: 2 Loyalty: 5

Bo (Squatter)

Connection: 1 Loyalty: 3

Crystal (Stripper)

Connection: 2 Loyalty: 3

Kelly Chen (Lawyer)

Connection: 4 Loyalty: 3

Robert Cheung (Street Doc)

Connection: 1 Loyalty: 3

Yamaha Growler

Yamaha Growler



Attributes

Handling	4	<input type="checkbox"/>	Device Rating	1	<input type="checkbox"/>
Handling (Off-Road)	5	<input type="checkbox"/>	Initiative	2+4D6	<input type="checkbox"/>
Speed	3	<input type="checkbox"/>	Inherent Limits		
Speed (Off-Road)	4	<input type="checkbox"/>			
Acceleration	1	<input type="checkbox"/>	[2] Mental Limit		
Body	5	<input type="checkbox"/>			
Pilot	1	<input type="checkbox"/>			
Sensor	1	<input type="checkbox"/>			
Seating	1	<input type="checkbox"/>			
Data Processing ..	1	<input type="checkbox"/>			
Firewall	1	<input type="checkbox"/>			



Damage Resistances

10 [5] Armor 5	
10 Acid Protection 5	10 Electricity Protection 5
10 Cold Protection 5	10 Fire Protection 5

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

Sensor Defense (No Action): 1 [4]

Toxin Resistances

	Toxin	Disease
Contact	5	5
Ingestion	5	5
Inhalation	5	5
Injection	5	5

Armor

Vehicle Armor [5]

Validation Report (0 issues): Nothing identified

Gear (Cash: 100¥)

Dropped to Ground