

Shin Bon-Moo - Red Bay Security Shift Leader

Player: SL

Metatype: Hobgoblin; Male; Ethnicity: Asian; Age: 31;
Height: 1.86m; Weight: 109kg; Hair: grey-blonde; Eyes:
yellow; Skin: tan

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body.....	6	Essence	3.65
Agility	4	Edge	5
Reaction	3	Initiative	7+2D6
Strength	5	Inherent Limits	
Willpower	4	[7] Physical Limit	
Logic	3	[5] Mental Limit	
Intuition.....	4	[5] Social Limit	
Charisma.....	4		

Movement

8m/16m/+2 Land Movement

5m/+1 Swimming

Active Skills

- 10 [A] Automatics* (Agi)
- 10 [A] Clubs 6 (Agi)
(Batons +2)
- 5 [M] Computer 2 (Log)
- 8 [4] Etiquette 5 (Cha)
(Corporate +2)
- 8 [A] Exotic Ranged Weapon:
Ares S-III Super Squirt 4
(Agi)
- 5 [5] First Aid 2 (Log)
- 9 [7] Gymnastics 5 (Agi)
- 5 [?] Industrial Mechanic 2 (Log)
- 6 [4] Instruction 3 (Cha)
- 9 [5] Intimidation 6 (Cha)
(Mental +2)
- 9 [4] Leadership 6 (Cha)
(Command +2)
- 10 [A] Longarms* (Agi)
- 8 [4] Negotiation 5 (Cha)
(Diplomacy +2)
- 10 [5] Perception 6 (Int)
- 6 [H] Pilot Ground Craft 3 (Rea)
- 10 [A] Pistols* (Agi)
- 10 [A] Unarmed Combat 6 (Agi)
(Karate +2)
- 6 * Firearms Group 6

Lion's Roar: +1 to Intimidate tests vs
metahumans.

Closer: +2 dice pool modifier to Negotiation tests
when it is a matter of life or death.

Knowledge Skills

- 7 [5] Combat Biking 3 (Int)
- 7 [5] Corporate Culture 3 (Int)
- 6 [5] Employee Scheduling 3
(Log)
- 9 [5] Security Procedures 6 (Log)
- 10 [5] Small Unit Tactics 6 (Int)

Language Skills

- N Chinese
- 6 [5] English 2
- 8 [5] Mandarin 4



Physical Damage

		-1
		-2
		-3

Overflow: ☐☐☐☐☐

Natural Recovery:

42 (4 dice) heal 4 hex/ht

Stun Damage

		-1
		-2
		-3

Natural Recovery:

10 (4 dice) heal 4 hex/ht

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): +5 [7]

Extendable Baton Parry (-5 Interrupt, vs. one melee
attack): +8 [7]

Fangs Block (-5 Interrupt, vs. one melee attack): +6 [7]

Plasteel Toe Boots Block (-5 Interrupt, vs. one melee
attack): +8 [7]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):
+8 [7]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [7]

Damage Resistances

- 21 Armor 15
- 22 Acid Protection 16
- 21 Electricity Protection 15
- 22 Cold Protection 16
- 22 Fire Protection 16
- 21 Falling Protection 15
- 10 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Attribute-Only Tests

- 8 Composure
- 8 Judge Intentions
- 11 Lifting & Carrying
- 7 Memory

Toxin Resistances

Contact (1 / 2)	Toxin	Disease
Ingestion (0 / 1)	11	12
	10	11

Validation Report (0 issues): Nothing identified

Toxin Resistances

	Toxin	Disease
Inhalation (4 / 5)	14	15
Injection (0 / 1)	10	11

Addiction Resistance

- 10 Resist Physical Addiction
- 7 Resist Psychological Addiction

Positive Qualities

Closer
Cynic
Fangs
Good Looking and Knows It
Keen-Eared
Low-Light Vision (Extravagant Eyes)

Negative Qualities

Alpha Junkie (8 (3))
Impassive
Poor Self Control - Vindictive
SINner (National SIN): Hong Kong

Martial Arts

Karate
•Counterstrike (9 [7] vs. opponent's Attack Test)
•Kick Attack
•Sweep

Metatype Abilities

Enhanced Senses: Low-Light Vision

Identities

Shin Bon-Moo
National SIN
Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3)]
Licenses & SINs : License: Concealed Carry License, License: Cyberware Permit

Armor

Armor Jacket 12
Acid: +1, Cold: +1, Fire: +1
Modifications: Chemical Protection (1), Concealable Holster, Concealed Pockets, Fire Resistance (1), Gear Access, Insulation (1)
Dermal Plating (Alphaware) (2) +2
Respirator (4) +0
Securetech PPP Legs Kit +1
Modifications: Concealed Pockets, Decrease Social Limit by 1

Firearms & Heavy Weapons

Colt New Model Revolver 5P 11 [8] 5/15/30/50
Ammo Usage : 5 (cy): ☐☐☐☐☐
Semi-Auto (1, simple action): 11 , 5P Damage
Double-Tap (2, complex action): 11 , 6P Damage
Semi-Automatic Burst (3, complex action): 11 vs. -2 Def, 5P Damage
Recoil Compensation : 3
Modifications: Cybersafety RFID Detector, Personalized Grip
Accessories: Laser Sight
Regular Ammo: -, ____/15
Remington 990 11S 11 [5] 10/40/80/150
Ammo Usage : 8 (c): ☐☐☐☐☐☐
Semi-Auto (1, simple action): 11 , 11S Damage
Double-Tap (2, complex action): 11 , 12S Damage
Semi-Automatic Burst (3, complex action): 11 vs. -2 Def, 11S Damage
Recoil Compensation : 3
Modifications: Cybersafety RFID Detector, Flashlight
Accessories: Flashlight, Holographic Sight, Slide Mount, Slide Mount
Flechette Rounds: +2(f) v +5, ____/16
Gel Rounds: +0S v +1, ____/16

Melee & Other Weapons

Extendable Baton 7P 12 [5] Reach: 1
Fangs 6P 10 [7] Reach: -1
Plasteel Toe Boots 6P 12 [7] Reach: -
Unarmed Strike 5S 12 [7] Reach: -

Grenades

Flash-Pak Grenade Flash 3 [7] 10/20/30/50
☐

Matrix Devices

Shiawase Jishi headware commlink (Cyber)
☐☐☐ Device Rating : 3
Data Processing : 3, Firewall: 3
Matrix Initiative : 7
Matrix DR : 6 (7 vs. Black IC)
Modifications: Receiver
Programs (1/2): Diagnostics, Mapsoft: Diamond Hill Complex
☐

Cyberware (Essence: 1.43)

Cybersafety (Alphaware)
Dermal Plating (Alphaware) (2) Essence: 0.8
Fiberoptic Hair (10cm) (1) Essence: 0.1
LED Tattoo (medium (Alphaware) Essence: 0.08
Shiawase Jishi headware commlink (Cyber)
Modifications: Receiver
Programs (1/2): Diagnostics, Mapsoft: Diamond Hill Complex
Shiawase Kacho Essence: 0.45
Dentatus datajack
Denwaki sound link
Hekiqa image link

Bioware (Essence: 0.92)

Amplified Immune System (Alphaware) (1) Essence: 0.08
Boosted Reflexes (Alphaware) Essence: 0.8
Striking Callus (Alphaware) Essence: 0.04

Gear (Cash: 1,000¥)

Binoculars (1)

Modifications: Thermographic Vision, Vision Magnification,
Electronic

Certified Credstick, Gold

Datachip

Dropped to Ground

Flashlight

Handheld Sensor Housing (2)

Modifications: Cyberware Scanner, MAD Scanner

Jammer, Area (2)

Jazz

Lion's Roar

Pepper Punch

Plasteel Restraints

Plasteel Toe Boots

(10x) Plastic Restraints

Quick-Draw Holster

Red Bay Uniform

(5x) Security Tags

Vehicles

Ares-Segway Terrier

CHASSIS: ARES-SEGWAY TERRIER

Handling 5, Handling (Off-Road) 2, Speed 2, Acceleration 1, Body
2, Pilot 2, Sensor 2, Seating 1, Device Rating 2, Data Processing
2, Firewall 2

Condition Monitor: 13

Armor: 2H

Limits: Mental 3

Physical Initiative: 4+4D6

Vehicle Mods:

Emergency light bar

Gyro Stabilization

Searchlight

Siren

SunCell

Gear:

Camera (1) w/ Vision Enhancement (1)

Headjammer (4)

Linguistics: Chinese (local language)

Linguistics: Japanese (Manufacturer's Language)

Magemask

Medkit (4)

Stim Patch (2) x2

Tranq Patch (5)

Trauma Patch

Tracked Resources

Flash-Pak Charges (10)

□□□□□ □□□□□

Ares-Segway Terrier

Player: SL

Ares-Segway Terrier



Attributes

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

Damage Resistances

4 [2] Armor 2	
4 Acid Protection 2	4 Electricity Protection 2
4 Cold Protection 2	4 Fire Protection 2

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"/>		

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): 2

Melee attacks against you are at : +0
Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 2 [5]

Vehicle Modifications

Emergency light bar
Gyro Stabilization
Searchlight
Siren
SunCell

Gear (Cash: 1,000¥)

Camera (1)
Modifications: Vision Enhancement (1)
Dropped to Ground
Headjammer (4)
Magemask
Medkit (4)
(2x) Stim Patch (2)
Tranq Patch (5)
Trauma Patch

Programs

Linguistics: Chinese (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified