Boulder Cascade Orct Shaman

Metatype: Ork Shamanic Magician; Male; Age: 25; Height:

1.9m; Weight: 128kg

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

Attributes			
Body 7	Essence 6		
Agility 3	Edge1		
Reaction4	Magic3		
Strength7	Initiative 8+1D6		
Willpower4	Inherent Limits		
Logic 3	[9] Physical Limit		
Industrian 4	[5] Mental Limit		
Intuition 4	[6] Social Limit		
Charisma3	[6] Astral Limit		
Marrant			

Movement

5m/+1 Swimming

Active Skills

4 [A] Throwing Weapons 1 (Agi) 4 [A] Unarmed Combat 1 (Agi)

Knowledge Skills

6 [5] Salish-Sidhe Nation 3 (Log)

8 [5] Sprawl Life 4 (Int)

5 [5] Tir Tairngire 2 (Log)

Language Skills

5 [5] Politics 2 (Log)

7 [5] Tarislar 4 (Log)

N English

N Sperethiel

6 [5] Salish 2

1 * Athletics Group 1

4 * Sorcery Group 4

8 [9] Swimming* (Str)

6m/12m/+2 Land Movement

Active Skills

- 7 [F] Alchemy 4 (Mag)
- 5 [?] Animal Handling 2 (Cha)
- 7 [6] Assensing 3 (Int)
- 5 [6] Banishing 2 (Mag)
- 6 **□** [A] Blades 3 (Agi)
- 9 [6] Counterspelling* (Mag)
- 5 [5] Disguise 1 (Int)
- 5 [6] Etiquette 2 (Cha)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

- 11 [9] First Aid 4 (Log)
- 4 [9] Gymnastics* (Agi)
- 5 [6] Intimidation 2 (Cha)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

- **7** [5] Medicine 4 (Log)
- **5** [5] Navigation 1 (Int)
- 5 [6] Negotiation 2 (Cha)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

- 5 [5] Perception 1 (Int)
- 5 [6] Performance 2 (Cha)

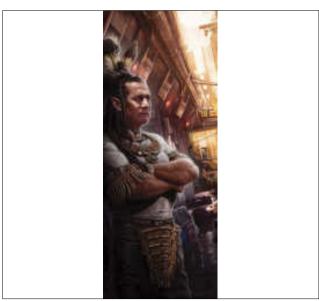
Prejudiced: 2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

- **7 F** Ritual Spellcasting* (Mag)
- 8 [9] Running* (Str)
- 4 [9] Sneaking 1 (Agi)
- 7[™] [F] Spellcasting* (Mag)
- 9 [F] Summoning 6 (Mag)
- 7 [9] Survival 1 (Wil)









Physical Damage	Stun Damage		
-1 -2 -3 -4	-1 -2 -3		
Overflow: UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU	Natural Recovery: 11 [®] (1 hour), heal 1 box/hit		
Defe	nses		
Ranged attacks against you are at :+0 ** Ranged Defense (No Action): 8 ** Full Defense (-10 Interrupt, for the rest of the turn): +4			
Melee attacks against you are at :+0 Melee Defense (No Action): 8 Full Defense (-10 Interrupt, for the rest of the turn): +4 Dodge (-5 Interrupt, vs. one melee attack): +1 Combat Knife Parry (-5 Interrupt, vs. one melee attack): +3 [9] Survival Knife Parry (-5 Interrupt, vs. one melee attack): +3 [9] Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +1 [9]			
Sensor-aided attacks against you are at :+0 ♥ Sensor Defense (No Action): 4 ♥ [9]			
Edge	Pool		

Validation Report (0 issues): Nothing identified

Damage Resistances

16 Armor 9

16[®] Acid Protection 9 16[®] Electricity Protection 9

16 Cold Protection 9 16 Fire Protection 9

16 Falling Protection 9 11 Fatigue Resistance

Attribute-Only Tests

7 Composure

7 Judge Intentions

14 Lifting & Carrying

7 Memory

Toxin Resistances

	Toxin	Disease
Contact	11 學	11 🖤
Ingestion	11 🖤	11 🖤
Inhalation (1 / 1)	12 @	12 🖤
Injection	11 學	11 ₩

Addiction Resistance

11 Resist Physical Addiction

7 Resist Psychological Addiction

Positive Qualities

Bilingual

Mentor Spirit: Mountain Shamanic Magician

Spirit Affinity: Spirits of Water

Negative Qualities

Gremlins (2)

Prejudiced (Biased): Hermetic Magicians

Simsense Vertigo

Metatype Abilities

Enhanced Senses: Low-Light Vision

Mentor Spirit Effects

+2 dice for Counterspelling Tests

+2 dice for Survival Tests

Stick to the Plan (7 [@] (3))

Spells

8 [F] Antidote (Health)

Type: M Rng: T Dur: P DV: 7 ♥ v F-3

8 [F] Cure Disease (Health: Essence)

Type: M Rng: T Dur: P DV: 7 ♥ v F-4

7 [F] Electricity Grenade (Combat: Elemental, Indirect)

Type: P Rng: T Dam: P Dur: I DV: 7 9 v F-1

7 [F] Entertainment (Illusion: Area, Multi-Sensory, Obvious)

Type: M Rng: LOS (A) Dur: S DV: 7 * v F-3

8 [F] Heal (Health: Essence)

Type: M Rng: T Dur: P DV: 7 9 v F-4

Spells

7 [F] Hot Potato (Illusion: Area, Realistic, Single-Sense) Type: M Rng: LOS (A) Dur: S DV: 7 V F-3

7 [F] Manabolt (Combat: Direct)

Type: M Rng: LOS Dam: P Dur: I DV: 7 ♥ v F-3

7 ● [F] Mist (Manipulation: Area, Environmental)

Type: P Rng: LOS (A) Dur: I DV: 7 ● v F-3

7 [F] Stunball (Combat: Area, Direct)

Type: M Rng: LOS (A) Dam: S Dur: I DV: 7 * v F

7 [F] Trid Phantasm (Illusion: Area, Multi-Sensory, Realistic)

Type: P Rng: LOS (A) Dur: S DV: 7 V F

Identities

Identity: Specify Name

Fake SIN

Lifestyles: (2 months) Squatter Lifestyle [Comforts & Necessities

(1), Neighborhood (1), Security (1)]

Licenses & SINs: Fake License: Practice Magic (3), Fake

License: Practice Medicine (3), Fake SIN (3)

Armor

Lined Coat 9
Respirator (1) +0

Melee & Other Weapons

Combat Knife	9P v -3	6 🗭 [6]	Reach: -
Survival Knife	9P v -1	6 🗭 [5]	Reach: -
Unarmed Strike	7S	4 🖤 [9]	Reach: -
Throwing Knife	8P v -1	4 🖤 [9]	7/14/21/35

Gear (Cash: 1,000¥)

Alchemy Kit Biomonitor

Dropped to Ground

Flashlight

Magical Lodge Materials (3)

Medkit (4)
Medkit Supplies

Spellcasting Focus: Health Spells (1)

Contacts

Street Ganger

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Talismonger

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Tanamous Member

Connection: 1 Loyalty: 1

Chips: You and the contact are even

Tarislar Politician

Connection: 3 Loyalty: 3

Chips: You and the contact are even

Tribal Bureaucrat

Connection: 2 Loyalty: 2

Chips: You and the contact are even

Background & Personal Details

One who came into his magic late in life, the street shaman relies on the spirits of the land more than the medicine that Bear has taught him, well aware that his own magical power pales before that of the spirit world. He has long healed the people of his community, but he has decided that the time is right to share his knowledge. The sprawl has been sick from many cancers and, with Bear's strength, he will do his best to cure it.

Captain Acer Brawling Adept

Metatype: Ork Adept; Female; Age: 25; Height: 1.9m;

Weight: 128kg

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

Attributes			
Body 8	Essence 6		
Agility 5	Edge5		
Reaction5/6	Magic6		
Strength7	Initiative 9/10+2D6		
Willpower4	Inherent Limits		
Logic 2	[10] Physical Limit [4] Mental Limit		
Intuition4	[5] Social Limit		
Charisma3			

Movement 10m/20m/+2 Land Movement 6m/+1 Swimming

Active Skills

8 [A] Archery 3 (Agi)

(Harpoon Guns +2)

6 [A] Automatics* (Agi)

14 (Agi) [A] Blades 6 (9) (Agi) (Axes +2)

6 [A] Clubs 1 (Agi)

3 [M] Computer 1 (Log)

6 [5] Con 3 (Cha)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

3 [?] Demolitions 1 (Log)

6 [4] Disguise 1 (Int)

4 [M] Electronic Warfare 2 (Log)

8 [10] Escape Artist 3 (Agi)

5 [5] Etiquette 2 (Cha)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

6 [7] First Aid 1 (Log)

9 [A] Gunnery 4 (Agi)

13 (Agi) (Parkour +2)

8 [6] Intimidation 5 (Cha) (Mental +2)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

5 [5] Leadership 2 (Cha) Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the

encounter is a negotiation **7** [10] Locksmith 2 (Agi)

Active Skills

8 [A] Longarms* 3 (Agi) (Shotguns +2)

4 [?] Nautical Mechanic 2 (Log)

6 [4] Navigation* (Int)

5 [5] Negotiation 2 (Cha) (Bargaining +2)

Prejudiced: -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

7 [4] Perception 3 (Int)

7 [H] Pilot Ground Craft 1 (Rea)

10 [H] Pilot Watercraft 4 (Rea)

6 [A] Pistols* (Agi)

13 [10] Running* (Str)

9 [10] Sneaking 4 (Agi)

6 [10] Survival* (Wil)

13 [10] Swimming* (Str)

10 [A] Throwing Weapons 5 (Agi) (Axes +2)

6 [4] Tracking* (Int)

10 [A] Unarmed Combat 5 (Agi)

4 * Athletics Group 4

1 * Firearms Group 1

2 * Outdoors Group 2

Knowledge Skills

6 [4] Black Markets 2 (Int)

6 **[4]** Cascade Orks 2 (Int)

8 [4] Small Unit Tactics 4 (Int)

6 [4] Smuggling Routes 2 (Int)

6 [4] Triads 2 (Int)







Physical Damage	Stun Damage
-1	-1
-2	-2
-3	-3
	Natural Recovery: 12♥ (1 hour), heal 1 box/hit

Overflow:

Natural Recovery:

16@ (1 day), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0 ** Ranged Defense (No Action): 11

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

Melee attacks against you are at :+0 **

Melee Defense (No Action): 11

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

Dodge (-5 Interrupt, vs. one melee attack): +10 [10] Cavalier Arms Urban Tribe Tomahawk (Melee) Parry

Harpoon/Javelin (Melee) Parry (-5 Interrupt, vs. one melee attack): +9 💚 [10]

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 🗭 [10]

Damage Resistances 25 Armor 17 25 Acid Protection 17 25 Cold Protection 17 25 Fire Protection 17

Edge Pool	

Language Skills

25 Falling Protection 17 12 Fatigue Resistance

N English N Mandarin

Attribute-Only Tests

7 Composure

7 Judge Intentions

15 Lifting & Carrying

6 Memory

Toxin Resistances

	Toxin	Disease
Contact	12 🖤	12 🖤
Ingestion	12 🖤	12 🖤
Inhalation	lmm	lmm
Injection	12♥	12 🖤

Addiction Resistance

12 Resist Physical Addiction

6 Resist Psychological Addiction

Positive Qualities

Acrobatic Defender

Adept

Ambidexterous

Bilingual

High Pain Tolerance (1)

Natural Athlete

Water Sprite

Negative Qualities

Code of Honor: Thug Life, the Code of the Streets (7 ** vs. 4)

Poor Self Control - Thrill-Seeker Prejudiced (Biased): Elves SINner (Criminal SIN): NAN

Wanted

Martial Arts

Arnis De Mano

•Two-Weapon Style Attack +1: Victorinox Collapsible Hatchet

• Two-Weapon Style Defense: Victorinox Collapsible Hatchet

Wudang Sword

Finishing Move

Riposte

Adept Powers (Drain: Wil + Bod = 12 *)

Adrenaline Boost (2) Combat Sense (1)

Critical Strike (2): Blades
Elemental Weapon: Electricity
Facial Sculpt (6 hours) (1) (14 *)
Improved Ability (3): Blades
Improved Reflexes (1)

Nimble Fingers
Wall Running (11 **)

Metatype Abilities

Enhanced Senses: Low-Light Vision

Identities

Identity: Specify Name

Fake SIN

Lifestyles: (1 month) Squatter Lifestyle [Comforts & Necessities

(1), Neighborhood (1), Security (1)]
Licenses & SINs : Fake SIN (1)
Identity: Specify Name

Criminal SIN

Identity: Specify Name

Fake SIN

Licenses & SINs: Fake SIN (3)

Armor

12
9
+2
+0
+0
+1
+1
+1

Firearms & Heavy Weapons

i ii dai iii da i ii davy i i dapone
Mossberg AM-CMDT 12P v -5 11
Semi-Auto (1, simple action): 11 **, 12P Damage
Double-Tap (2, complex action): 11 , 13P Damage
Burst Fire (3, simple action) or Semi-Automatic Burst (3,
complex action): 11 🖤 vs2 Def, 12P Damage
Aimed Burst (3, complex action): 11 🖤, 13P Damage
Full Auto (6, simple action) or Long Burst (6, complex action):
10 vs5 Def, 12P Damage
Brain Blaster (6, complex action): 10 *, 14P Damage
Full Auto (10, complex action): 6 💚 vs9 Def, 12P Damage
Recoil Compensation : 4
Modifications: Smartgun System, Internal
Accessories: Extended Clip (2)
APDS : - v -4,/60

Melee & Other Weapons			
AquaDyne Shark-XS Harpoon Gun 9P v -2 Ammo Usage : 5 (m): $\Box\Box\Box\Box\Box$ Single Action (1, simple action): 10	10 [5]	5/20/40/60	
Bow (Compound) (5) 7P v -2 <i>Arrow, Str Min 5</i> :-,/10	8 [6]	5/50/150/300	
Harpoon/Javelin (Melee) 11P	14 🕡 [10]	Reach: 2	
Survival Knife 10P v -1	14 🗘 [5]	Reach: -	
Unarmed Strike 7S	10 🖤 [10]	Reach: -	
Victorinox Collapsible Hatchet Wei 10P v -1 Modifications: Gecko Grip, Personalized	18 ♥ [6] d Grip, Weapo	Reach: 1 n Focus (2)	
Cavalier Arms Urban Tribe TomahavgP v -1	12 [11]	7/14/21/35	
Harpoon/Javelin 10P v -1 □	10 🗭 [10]	14/28/56/105	
(2x) Throwing Knife 8P v -1	10 🖗 [10]	7/14/21/35	
Cavalier Arms Urban Tribe Tomaha 10P v -1	16 [11]	Reach: -	
Grenade	S		
(5x) Flash-Bang Grenade 10S, 10m R _V -4	10 🗭 [10]	14/28/42/70	
(5x) Gas Grenade, CS/Tear GaBy Chem., 10m R	10 🗭 [10]	14/28/42/70	
Modifications: CS/Tear Gas			
(5x) Gas Grenade, Nausea Ga By Chem., 10m R	10 🖤 [10]	14/28/42/70	
(7x) Gas Grenade, Pepper Pur By Chem., 10m R	10 🕪 [10]	14/28/42/70	
(10x) Smoke Grenade Smoke, 10m R	10 [10]	14/28/42/70	
(5x) Thermal Smoke Grenade Th. Smoke, 10m R	10 🗭 [10]	14/28/42/70	
Matrix Devi	ces		
Meta Link			
Device Rating: 1 Data Processing: 1, Firewall: 1 Matrix Initiative: 5 Matrix DR: 2 (5 vs. Black IC)			
Renraku Sensei Device Rating: 3 Data Processing: 3, Firewall: 3 Matrix Initiative: 7 Matrix DR: 6 (7) vs. Black IC) Programs (0/2): Mapsoft: Campaign City			

Gear (Cash: 1,000¥)

Backpack Certified Credstick, Silver **Climbing Gear** Contacts (1) Modifications: Image Link **Dropped to Ground** Ear buds (1)

Gear (Cash: 1,000¥)

Flashlight Flashlight Glasses (4)

Modifications: Flare Compensation, Smartlink, Thermographic Vision, Vision Magnification, Electronic

Lockpick Set Medkit (3) **Meta Link Metal Restraints** Micro-Tranceiver

(10x) Plastic Restraints

Renraku Sensei

Programs (0/2): Mapsoft: Campaign City

Survival Kit

Contacts

Crusading reporter

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Street kid

Connection: 1 Loyalty: 3

Chips: You and the contact are even

Triad member

Connection: 3 Loyalty: 2

Chips: You and the contact are even

Background & Personal Details

The brawling adept is an unstoppable typhoon of kicks and punches but is also a modern-day youxia, a wandering force that stands up for those who cannot defend themselves. In a youxia's eyes, it is the duty of the strong to protect the weak, not dominate them. The brawling adept puts her fists and force in the service of others, battling against those who oppress the common people. In the modern world, this most often pits her against the megacorporations, but corrupt government officials, criminal syndicates, and twisted spirits have all been known to draw her wrath as well, and her wrath is a force of nature.

First Mate Razzer - Ork Gunslinger Adept

Metatype: Ork Adept; Male; Age: 25; Height: 1.9m; Weight: 128kg

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:

1; Court of Snadows Notoriety: 1; Public Awareness: 0		
Attrib	utes	
Body 6	Essence 6	
Agility 5	Edge5	
Reaction3/5	Magic 6	
Strength4	Initiative 6/8+3D6	
Willpower2	Inherent Limits	
Logic 1	[7] Physical Limit [3] Mental Limit	
	[4] Social Limit	
Charisma1		
Movement		
10m/20m/+2 Land Movement	5m/+1 Swimming	
Active Skills	Knowledge Skills	

Knowledge Skills

5 [3] Drinks 2 (Int) **7** [3] Weapon Manufacturers 4

Language Skills

8 🕯 [3] English 5

N Lakota

7 [3] Sperethiel 4

10 **□** [A] Pistols* (Agi)

10 [A] Automatics* (Agi)

8[™] [7] First Aid 3 (Log)

10 [A] Longarms* (Agi)

12 [7] Gymnastics 5 (Agi)

7 [3] Perception 4 (Int) 8 [H] Pilot Ground Craft 3 (Rea)

9 [A] Blades 4 (Agi) 4 [4] Con 3 (Cha) **Prejudiced**: -2 when dealing with the target of your prejudice and +2 to their dicepool if the

encounter is a negotiation

10 (Str) | Running 4 (Str)

9 [7] Sneaking 4 (Agi) (Urban +2)

8 [7] **Swimming 2** (Str)

6 [3] Tracking 3 (Int)

5 * Firearms Group 5

Attribute-Only Tests

4 Judge Intentions

10 Lifting & Carrying

3 Composure

magically induced fear from spells or critter

3 Memory

Guts: +2 to resist fear and intimidation, including

Toxin Resistances

Toxin Disease 11⊕ 11 ₩ Contact (3 / 3) 89 8 🕸 Ingestion 8 8 Inhalation Injection 89 8₩

Overflow: **Natural Recovery:**

Physical Damage

12 (1 day), heal 1	box/hit
	Defenses

Stun Damage

Natural Recovery:

8 (1 hour), heal 1 box/hit

Ranged attacks against you are at :+0 ** Ranged Defense (No Action): 9 **

Full Defense (-10 Interrupt, for the rest of the turn): +2

Melee attacks against you are at :+0 Melee Defense (No Action): 9 Full Defense (-10 Interrupt, for the rest of the turn): +2

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +4 🖤 [7]

Sensor-aided attacks against you are at : +0 ** Sensor Defense (No Action): 9 * [7]

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8 Resist Physical Addiction

3 Resist Psychological Addiction

Edge Pool	

Damage Resistances Firearms & Heavy Weapons 20 Armor 14 Ares Predator V 8P v -1 5/20/40/60 Ammo Usage: 15 (c): 00000 00000 00000 23 Acid Protection 17 24 Electricity Protection 18 Semi-Auto (1, simple action): 10 , 8P Damage 20 Cold Protection 14 23 Fire Protection 17 Double-Tap (2, complex action): 10 *, 9P Damage 20 Falling Protection 14 8 Fatigue Resistance Semi-Automatic Burst (3, complex action): 10 ws. -2 Def. 8P Damage Recoil Compensation: 3 **Positive Qualities** Modifications: Smartgun System, Internal **Regular Ammo**: -, _____/100 Adept Stick-n-Shock: -2S(e) v -5, _ **Guts** Ingram Smartgun X 11 🕸 [7] 8P 10/40/80/150 Ammo Usage : 32 (c): 00000 00000 00000 00000 00000 **Natural Athlete Sharpshooter** Burst Fire (3, simple action): 11 ** vs. -2 Def, 8P Damage **Water Sprite** Aimed Burst (3, complex action): 11 *, 9P Damage Full Auto (6, simple action) or Long Burst (6, complex action): 11 vs. -5 Def, 8P Damage **Negative Qualities** Brain Blaster (6, complex action): 11 *, 10P Damage Addiction (Mild): BTLs Full Auto (10, complex action): 8 vs. -9 Def, 8P Damage **Prank Warrior** Recoil Compensation: 6 Modifications: Folding Stock, Gas-Vent System (2), Prejudiced (Biased): Smoothies Silencer/Suppressor, Smartgun System, Internal Explosive Rounds: +1 v -1, _____/100 **Regular Ammo**: -, _____/100 Adept Powers (Drain: Wil + Bod = 8) **PJSS Model 55** 11P v -1 9 [6] 10/40/80/150 Attribute Boost (4): Agility (10 *) Ammo Usage : 2 (b): □□ Combat Sense (1) Single Action (1, simple action): 9 *, 11P Damage Burst Fire (2, simple action): 9 vs. -2 Def, 11P Damage **Enhanced Accuracy: Automatics** Long Burst (6, complex action): 8 vs. -5 Def, 11P Damage Improved Reflexes (2) Recoil Compensation: 4 Mystic Armor (2) Accessories: Shock Pad Explosive Rounds: +1 v -1, Wall Running (8) **Regular Ammo**: -, ______/100 Ruger Super Warhawk 9P v -2 9 🕸 [5] 5/20/40/60 **Metatype Abilities Ammo Usage** : 6 (cy): □□□□□ □ Single Action (1, simple action): 9 *, 9P Damage **Enhanced Senses: Low-Light Vision** Recoil Compensation: 3 Regular Ammo: -, ___ **Identities** Stevr TMP 11 [6] 5/15/30/50 Ammo Usage : 30 (c): 00000 00000 00000 00000 **Identity: Specify Name Fake SIN** Semi-Auto (1, simple action): 11 , 7P Damage Double-Tap (2, complex action): 11 , 8P Damage Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)] Burst Fire (3, simple action) or Semi-Automatic Burst (3, Subscriptions: (12 months) DocWagon Platinum Contract complex action): 11 ws. -2 Def, 7P Damage Licenses & SINs: Fake License: gun (5), Fake SIN (5) Aimed Burst (3, complex action): 11 **, 8P Damage **Identity: Specify Name** Full Auto (6, simple action) or Long Burst (6, complex action): **Fake SIN** Licenses & SINs: Fake License: gun (5), Fake SIN (5) 9 vs. -5 Def, 7P Damage Brain Blaster (6, complex action): 9 *, 9P Damage Armor Full Auto (10, complex action): 5 vs. -9 Def. 7P Damage Recoil Compensation : 3 Armor Jacket 12 Modifications: Laser Sight Acid: +3, Electricity: +4, Fire: +3 Accessories: Extended Clip (1) Modifications: Chemical Protection (3), Fire Resistance (3), Regular Ammo: -, ___ Nonconductivity (4) Stick-n-Shock: -2S(e) v -5, __ Mystic Armor +2 Yamaha Raiden 11P v -2 11 [9] 25/150/350/550 Ammo Usage : 60 (c): 00000 00000 00000 00000 00000 Firearms & Heavy Weapons Ares Predator V Burst Fire (3, simple action): 11 ** vs. -2 Def, 11P Damage 8P v -1 5/20/40/60 Ammo Usage: 15 (c): 00000 00000 00000 Aimed Burst (3, complex action): 11 **, 12P Damage Semi-Auto (1, simple action): 10 **, 8P Damage Full Auto (6, simple action) or Long Burst (6, complex action): Double-Tap (2, complex action): 10 , 9P Damage 10 vs. -5 Def, 11P Damage Brain Blaster (6, complex action): 10 *, 13P Damage Semi-Automatic Burst (3, complex action): 10 ** vs. -2 Def, 8P Full Auto (10, complex action): 6 ws. -9 Def, 11P Damage Damage Recoil Compensation: 3 Recoil Compensation: 4 Modifications: Smartgun System, Internal Modifications: Silencer/Suppressor, Smartgun System, Internal **Regular Ammo**: –, _____/100

Stick-n-Shock: -2S(e) v -5, _

Explosive Rounds: +1 v -1, _____/100

Regular Ammo: -, _

Melee & Other Weapons					
Survival Knife	6P v -1	9 🕶 [5]	Reach: -		
Unarmed Strike	48	4 🗭 [7]	Reach: -		
G	renades				
Flash-Pak Grenade	Flash	3 🖤 [7]	8/16/24/40		
Smoke Grenade Sn	noke, 10m R	3 🖤 [7]	8/16/24/40		
Thermal Smoke Grenade Th. ☐	Smoke, 10m R	3 🖤 [7]	8/16/24/40		
Matrix Devices					
Renraku Sensei Device Rating: 3 Data Processing: 3, Firewall: 3 Matrix Initiative: 6 Matrix DR: 6 (5) vs. Black IC)					

Gear (Cash: 1,000¥)

Contacts (3)

Modifications: Smartlink, Vision Enhancement (2)

Dropped to Ground

Ear buds (3)

Modifications: Audio Enhancement (1), Spatial Recognizer

Gecko Tape Gloves Maglock Passkey (4) Medkit (4) (2x) Medkit Supplies Renraku Sensei (2x) Trauma Patch

Contacts

Black Market Gun Dealer

Connection: 3 Loyalty: 3

Chips: You and the contact are even

Target Range Operator Connection: 3 Loyalty: 2

Chips: You and the contact are even

Tracked Resources

Flash-Pak Charges (10)

Background & Personal Details

It started when the adept was a kid, and he shot a devil rat off a roof ledge with a BB gun from 300 meters. With a battered gun he found behind a dumpster. The amount of time people repeated the story let him know it was something special, so he dedicated himself to honing his skills, making himself deadlier with each day. People started offering him all sorts of money to use his skills, and he could have left a long path of bodies behind him. He decided, though, that powers like his had to be used carefully, so he developed a code to put boundaries around when he lets his abilities loose. When he does, though, make sure you're either on his side or very far away. If you are his target, his bullets will find you.

Pilot Wingnut Ork Ship Rigger

Metatype: Ork; Female; Age: 25; Height: 1.9m; Weight:

Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:

0. Public Awareness: 0

o, i ubile Awareness. o	
Attril	butes
Body 4	Essence 3.2
Agility3	Edge2
Reaction5/7	Initiative 7/9+1D6
Strength3	Inherent Limits
Willpower4	[6] Physical Limit
Logic 5	[6] Mental Limit [4] Social Limit
Intuition2	
Charisma2	
Move	ement
6m/12m/+2 Land Movement	3m/+1 Swimming
Active Skills	Active Skills
8 [?] Aeronautics Mechanic* (Log)	2 * Electronics Group 2
Juryrigger: 72 to mechanical tests when juryrigging gear	3 * Engineering Group 3
10 [?] Armorer 5 (Log) Juryrigger: +2 to mechanical tests when juryrigging gear	Knowledge Skills
8 [?] Automotive Mechanic* (Log) Juryrigger: +2 to mechanical tests when	6 [6] Dock Side Suppliers 4 (Int)
juryrigging gear 7 (Log) 7 (Log)	7 [6] Drone Designs 2 (Log) 10 [6] Ship Mechanics 5 (Log)
Juryrigger: +2 to mechanical tests when juryrigging gear	
5 [4] Etiquette 3 (Cha)	Language Skills
8 [A] Gunnery 5 (Agi)	N English
7 [M] Hardware* (Log) Juryrigger: +2 to mechanical tests when juryrigging gear	5 [®] [6] Or'Zet 3
8 [?] Industrial Mechanic* (Log) Juryrigger: +2 to mechanical tests when juryrigging gear	
8 [?] Nautical Mechanic* (Log) Juryrigger: +2 to mechanical tests when juryrigging gear	
4 [6] Navigation 2 (Int) Juryrigger: +2 to mechanical tests when juryrigging gear	
5 [6] Perception 3 (Int)	
11 Filot Aircraft 4 (Rea)	
12 [H] Pilot Ground Craft 5 (Rea)	
10 [H] Pilot Walker 3 (Rea)	
13 Filot Watercraft 6 (Rea)	
6 [A] Pistols 3 (Agi)	
7 [M] Software* (Log) Juryrigger: +2 to mechanical tests when juryrigging gear	







Physical Damage	Stun Damage		
Physical Damage -1 -2 -3	Stun Damage -1 -2 -3		
Overflow: □□□□ Natural Recovery: 8 (1 day), heal 1 box/hit	Natural Recovery: 8 (1 hour), heal 1 box/hit		
Defe	nses		
Ranged attacks against you are at :+0 Full Defense (No Action): 9 Full Defense (-10 Interrupt, for the rest of the turn): +4 Melee attacks against you are at :+0 Melee Defense (No Action): 9 Full Defense (-10 Interrupt, for the rest of the turn): +4 Dodge (-5 Interrupt, vs. one melee attack): +2 Fell Unarmed Strike Block (-5 Interrupt, vs. one melee attack):			
+2 • [6] Sensor-aided attacks against y Sensor Defense (No Action): 2	ou are at : +0 ♥ ♥[6]		
Edge	Pool		
Attribute-0	Only Tests		
6 [⊕] Composure	•		

Validation Report (0 issues): Nothing identified

4 [6] Swimming 1 (Str) 3 [6] Tracking 1 (Int)

Damage Resistances Matrix Devices 16 Armor 12 Transys Avalon (Cyber) Essence: 0.2 Device Rating: 6 16 Acid Protection 12 20 Electricity Protection 16 Data Processing : 6, Firewall: 6 16 Cold Protection 12 16 Fire Protection 12 Matrix Initiative: 8 Matrix DR: 12 (10 vs. Black IC) 16 Falling Protection 12 8 Fatigue Resistance **Attribute-Only Tests** 4 Judge Intentions 7 Lifting & Carrying 9 Memory Cyberware (Essence: 2.8) Control Ria (2) Essence: 2 **Toxin Resistances** Reaction Enhancers (2) Essence: 0.6 Toxin Disease Transys Avalon (Cyber) Essence: 0.2 Contact 80 8 Ingestion 8 🕸 8 Gear (Cash: 1,000¥) Inhalation 8 1 8 🖤 **Dropped to Ground** 89 8 Injection **Facility, Automotive Mechanic** Gogales (4) **Addiction Resistance** Modifications: Image Link, Smartlink, Thermographic Vision, 8 Resist Physical Addiction Vision Magnification, Electronic Miniwelder 9 Resist Psychological Addiction Shop, Armorer **Tool Kit, Automotive Mechanic Positive Qualities** Jurvriager **Vehicles EZ Cred Corsair Panther Metatype Abilities CHASSIS: CORSAIR PANTHER** Handling 1, Speed 2, Acceleration 1, Body 18, Pilot 2/3, Sensor **Enhanced Senses: Low-Light Vision** 3, Seating 8, Device Rating 2/3, Data Processing 2/3, Firewall 2/3 Condition Monitor: 21 Identities Armor: 10H Limits: Mental 4 **Identity: Specify Name** Physical Initiative: 6+4D6 **Fake SIN** Active Skills: Clearsight 0 (2), Targeting: Ingram Valiant 0 (2) Lifestyles: (3 months) Middle Lifestyle [Comforts & Necessities Vehicle Mods: (3), Neighborhood (4), Security (3), Special Work Area: Vehicle Amenities, Middle Facility, Obscure/Difficult to Find] **Electronic Countermeasures (4)** Subscriptions: (12 months) DocWagon Gold Contract Improved Economy Licenses & SINs: Fake License: drone (4), Fake License: gun Morphing license plate (4), Fake SIN (4) **Panther Secondary Propulsion** Pilot Enhancement (3) Popup LMG Turrent Right w/ (3x) Ammo Bin, Internal Visibility, **Armor** Turret Flexibility Armor Jacket 12 Rigger Interface Satellite Link Electricity: +4 Searchlight Modifications: Nonconductivity (4) **Secondary Manual Controls** Signature Masking Firearms & Heavy Weapons Smuggling compartment (Troll) Spoof chip **Ares Predator V** 8P v -1 5/20/40/60 SunCell Ammo Usage: 15 (c): 00000 00000 00000 Vehicle Tag Eraser Semi-Auto (1, simple action): 7 *, 8P Damage Weapon Mount, Heavy (Turret, Internal, Remote) Popup LMG Double-Tap (2, complex action): 7 , 9P Damage Turrent Left w/ (3x) Ammo Bin, Internal Visibility, Turret Flexibility Semi-Automatic Burst (3, complex action): 7 vs. -2 Def, 8P Winch, Enhanced Damage Gear: Clearsight (2) Recoil Compensation: 2 Linguistics: Énglish (local language) Modifications: Smartgun System, Internal Linguistics: Japanese (Manufacturer's Language) Regular Ammo: -, /75 Targeting: Ingram Valiant (2) Weapons: Melee & Other Weapons Ingram Valiant [LMG, Acc 6, DV 9P, AP -2, BF/FA, RC 2, 950 (belt)] w/ Extended Clip (2), Gas-Vent System (2), Laser Sight,

(2000x) Regular Ammo, Shock Pad, Smartgun System, External Ingram Valiant [LMG, Acc 6, DV 9P, AP -2, BF/FA, RC 2, 950 (belt)] w/ Extended Clip (2), Gas-Vent System (2), Laser Sight, (2000x) Regular Ammo, Shock Pad, Smartgun System, External

Reach: -

Unarmed Strike

3S

2 9 [6]

Vehicles

MCT-Nissan Roto-drone 1

CHASSIS: MCT-NISSAN ROTO-DRONE

Handling 4, Speed 4, Acceleration 2, Body 4, Pilot 3, Sensor 3,

Device Rating 3, Data Processing 3, Firewall 3

Condition Monitor: 8

Armor: 4H Limits: Mental 4

Physical Initiative: 6+4D6 Languages: English N

Vehicle Mods: Rigger Interface

Weapon Mount (Fixed, External, Remote)

Gear:

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Weapons:

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP -2, SA/BF/FA, RC 2, 42 (c)] w/ Grenade Launcher, (250x) Regular Ammo, Smartgun System, Internal

Ares Alpha Grenade Launcher [Grenade Launcher, Acc 4, DV 16P, -2/m, AP -2, SS, 6 (c)] w/ (12x) High Explosive Minigrenade, Smartgun System, Internal

Ares Alpha Grenade Launcher [Grenade Launcher, Acc 4, DV 16P, -2/m, AP -2, SS, 6 (c)] w/ (12x) High Explosive Minigrenade, Smartgun System, Internal

Contacts

Barrens Mechanic

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Drone Dealer

Connection: 3 Loyalty: 3

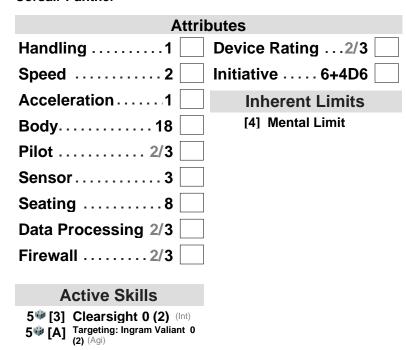
Chips: You and the contact are even

Background & Personal Details

The drone rigger is the master of remote-piloted vehicles. She has a large stable of drones to call upon for almost any need from surveillance, to intrusion, defense, and front-line combat. She can pilot any kind of vehicle that rolls, walks, or flies with incredible skill, projecting her mind into the machines to accomplish amazing feats. When not experiencing life as a tiny bug, or an armored combat machine, she is fixing or upgrading her vehicles. They are her family - occasionally tough to deal with, but always there when she needs them.

EZ Cred Corsair Panther

Corsair Panther



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Damage	a Dac	ietan	COC
Daillau	こいてつ	ıstarı	してる

28 [10] Armor 10

28 Acid Protection 10 28 Electricity Protection 10 28 Fire Protection 10





Physical Damage	Matrix Damage			
-1				
-2				
-3				
-4				
_5				
-6				
-7				
Defe	nses			
Ranged attacks against you are at :+0 Ranged Defense (No Action): 3				
Melee attacks against you are at :+0 [⊕] Melee Defense (No Action): 3 [⊕]				

Firearms & Heavy Weapons

Sensor Defense (No Action): 3 * [1]

Sensor-aided attacks against you are at : -2

Ingram Valiant Ammo Usage: 950	0000 0000 0000 00000 0000 0000 0000 0000	1 00000 1 00000 1 00000 1 00000 1 00000	25/200/400/800
Burst Fire (3, sin	າple action): 6 🤎	vs2 De	f, 9P Damage
Aimed Burst (3,	complex action):	6 ¹⁹ , 10P	Damage
Full Auto (6, sim	ple action) or L	ong Burs	t (6, complex
action): 6 🏴 vs5 [Def, 9P Damage	_	
Brain Blaster (6,		: 6 🌞 11F	P Damage
Full Auto (10, co			
Damage (10, 00	inpiex detion). o	VO. 0 I	301, 01
Recoil Compensat	ion : 20 (Double	Uncompe	nsated Recoil)
Modifications: Gas			
Accessories: Exter			
Smartgun System			
Regular Ammo: -,			

Firearms & Heavy Weapons **Ingram Valiant** 9P v -2 6 [6] 25/200/400/800 Ammo Usage : 950 (belt): 00000 00000 00000 00000 0000 0000 0000 000{bmpscale 5 ou Burst Fire (3, simple action): 6 vs. -2 Def, 9P Damage Aimed Burst (3, complex action): 6 *, 10P Damage Full Auto (6, simple action) or Long Burst (6, complex action): 6 vs. -5 Def, 9P Damage Brain Blaster (6, complex action): 6 *, 11P Damage Full Auto (10. complex action): 6 vs. -9 Def. 9P Damage Recoil Compensation : 20 (Double Uncompensated Recoil) Modifications: Gas-Vent System (2), Laser Sight Accessories: Extended Clip (2), Shock Pad [Turned Off], Smartgun System, External Regular Ammo: -,

Vehicle Modifications

Amenities. Middle **Electronic Countermeasures (4)** Improved Economy Morphing license plate **Panther Secondary Propulsion** Pilot Enhancement (3) Weapon Mount, Heavy (Turret, Internal, Remote) Popup **LMG Turrent Right** Rigger Interface Satellite Link Searchlight **Secondary Manual Controls** Signature Masking Smuggling compartment (Troll) Spoof chip SunCell Vehicle Tag Eraser Weapon Mount, Heavy (Turret, Internal, Remote) Popup **LMG Turrent Left**

Gear (Cash: 1,000¥)

Dropped to Ground

Winch, Enhanced

Programs

Clearsight (2)

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Targeting: Ingram Valiant (2)

MCT-Nissan Roto-drone 1

MCT-Nissan Roto-drone

Attributes					
Handling4	Device Rating3				
Speed 4	Initiative 6+4D6				
Acceleration 2	Inherent Limits				
Body 4	[4] Mental Limit				
Pilot 3					
Sensor 3					
Data Processing3					
Firewall3					

Damage	Resi	istan	ces
Damage	1100	Juli	003

8 🗣 I	[4]	Ar	m	OI	r 4
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8 Acid Protection 4

8[®] Electricity Protection 4

8 Fire Protection 4

8 Cold Protection 4





Physical Damage	Matrix Damage
-1	
-2	
Defe	nses
Ranged attacks against Ranged Defense (No Ac	you are at : +0 🔎 etion): 3 🖤
Melee attacks against yo Melee Defense (No Action	ou are at :+0 🌞 on): 3 👺
Sensor-aided attacks ag Sensor Defense (No Ac	ainst you are at :+0 🌞 tion): 3 👺 [4]
Firearms & He	avy Weapons
Ares Alpha 11P v - 2 Ammo Usage : 42 (c): CONTROLL CONTRO	n nanna 'a'anna nanna 1888 na
complex action): — vs2 De Aimed Burst (3, complex ac Full Auto (6, simple action) action): — vs5 Def, 11P Da Brain Blaster (6, complex action) Amodifications: Grenade Launce Internal Regular Ammo: —,/250 Ares Alpha Grenade L16P, -2/m v -2 Ammo Usage: 6 (c): □□□□□□ Single Action (1, simple act Recoil Compensation: 4 (Dou Modifications: Smartgun Syste High Explosive Minigrenade	or Semi-Automatic Burst (3, of, 11P Damage tion): – , 12P Damage or Long Burst (6, complex amage ction): – , 13P Damage on): – , 13P Damage on): – , 13P Damage on): – , 14] 5-50/100/150/500 ion): – , 16P, -2/m Damage able Uncompensated Recoil) em, Internal : 16P, -2/m v -2,/12
Vehicle Mo	difications
Rigger Interface Weapon Mount (Fixed, I	External, Remote)
Gear (Cas	h: 1,000¥)
Dropped to Ground	
Prog	rams

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Pirates #1 Angle

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 4; Court of Shadows Notoriety: 4; Public Awareness: 0

.,	A 44!1			
D		butes	l Datin n	•
Boay	5	Professiona	ii Kating ?	2
Agility	4	Essence	4.	7
Reaction	on4/6	Edge		3
Strength5 Initiative8/10+3D6				
Willpower4 Inherent Limits				3
Logic 2 [8] Physical Limit				
[4] Mental Limit Intuition				
Charis	ma3			
Movement				
8m/16ı	m/+2 Land Movement	5m/+1	Swimming	1
Α	ctive Skills			
8 [A] 8 [8] 7 [8] 6 [5] 8 [4] 7 [4] 10 [H] 8 [A] 7 [8] 6 [8] 7 [8]	Automatics 4 (Agi) Blades 4 (Agi) Diving 3 (Bod) Gymnastics 3 (Agi) Intimidation 3 (Cha) Navigation 4 (Int) Perception 3 (Int) Pilot Watercraft 4 (Rea) Pistols 4 (Agi) Running 2 (Str) Sneaking 2 (Agi) Survival 3 (Wil) Tracking 4 (Int)			
Attrib	oute-Only Tests	Toxin Resistances		
Guts: +2 to res magically induce powers 7 ** 10 **	Composure sist fear and intimidation, including sed fear from spells or critter Judge Intentions Lifting & Carrying Memory	Contact Ingestion Inhalation Injection	Toxin [9** 9** 9** 9**	Disease 9 9 9 9 9 9 9 9
	Addiction	Resistance		
	Resist Physical Addic Resist Psychological			





Grunt Damage	
-2	
-3	
Defenses	
Ranged attacks against you are at : +0 Ranged Defense (No Action): 10 Full Defense (-10 Interrupt, for the rest of the turn): +4	
Melee attacks against you are at :+0 [⊕] Melee Defense (No Action): 10 [⊕]	
Full Defense (-10 Interrupt, for the rest of the turn): +4 Dodge (-5 Interrupt, vs. one melee attack): +3 [8]	
Sword Parry (-5 Interrupt, vs. one melee attack): +4 [8] Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [8]	
Sensor-aided attacks against you are at : +0 ♥ Sensor Defense (No Action): 6 ♥ [8]	
Damage Resistances	
18 Armor 12 18 Acid Protection 12 22 Electricity Protection 16	
18 Cold Protection 12 18 Fire Protection 12	
18 ₱ Falling Protection 12 10 ₱ Fatigue Resistance	
Edge Pool	
Positive Qualities	
Guts	
Toughness	
Toughness Negative Qualities	
Toughness	
Toughness Negative Qualities Addiction (Mild): Alcohol	
Negative Qualities Addiction (Mild): Alcohol Bad Rep	

Enhanced Senses: Low-Light Vision

Metatype Abilities

Firearms & Heavy Weapons AK-97 10 [6] 25/150/350/550 11P v -3 Ammo Usage : 57 (c): 00000 00000 00000 00000 Semi-Auto (1, simple action): 10 , 11P Damage Double-Tap (2, complex action): 10 , 12P Damage Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 10 ws. -2 Def, 11P Damage Aimed Burst (3, complex action): 10 . 12P Damage Full Auto (6, simple action) or Long Burst (6, complex action): 9¹⁰ vs. -5 Def, 11P Damage Brain Blaster (6, complex action): 9 *, 13P Damage Full Auto (10, complex action): 5 vs. -9 Def, 11P Damage Recoil Compensation: 4 Accessories: Extended Clip (1), Laser Sight Explosive Rounds: +1 v -1, ___ **Grapple Gun** 4 🖤 [3] 15/45/120/180 7S v -2 Single Action (1, simple action): 4 *, 7S Damage Recoil Compensation : 4 Remington Roomsweeper 7P v -1 9 🖤 [4] 5/20/40/60 Semi-Auto (1, simple action): 9 , 7P Damage **Double-Tap** (2, complex action): 9 , 8P Damage Semi-Automatic Burst (3, complex action): 9 ws. -2 Def, 7P Recoil Compensation: 4 Regular Ammo: -, ____ Uzi IV 7P 10 [5] 10/40/80/150 Ammo Usage : 24 (c): 00000 00000 00000 00000 Burst Fire (3, simple action): 10 ws. -2 Def, 7P Damage Aimed Burst (3, complex action): 10 , 8P Damage Long Burst (6, complex action): 10 * vs. -5 Def, 7P Damage Recoil Compensation : 5 Modifications: Folding Stock, Laser Sight Regular Ammo: -, Melee & Other Weapons **Sword** 10P v -2 9 [6] Reach: 1 **Unarmed Strike** 4 🖤 [8] 7P Reach: -**Matrix Devices** Sony Emperor Device Rating: 2 Data Processing: 2, Firewall: 2 Matrix Initiative: 6 Matrix DR: 4 (6 vs. Black IC) Cyberware (Essence: 1.3) Cyber Arm (Obvious) (Main Hand) Essence: 1 Modifications: Cyberlimb Agility (5), Cyberlimb Strength (7) Reaction Enhancers (1) Essence: 0.3 Gear (Cash: 1,000¥) **Dropped to Ground Grapple Gun Recoil Compensation: 4** (4x) Jazz (2x) Light Stick

Sony Emperor (4x) Stim Patch (1)

Gear (Cash: 1,000¥)

Sunglasses (3)

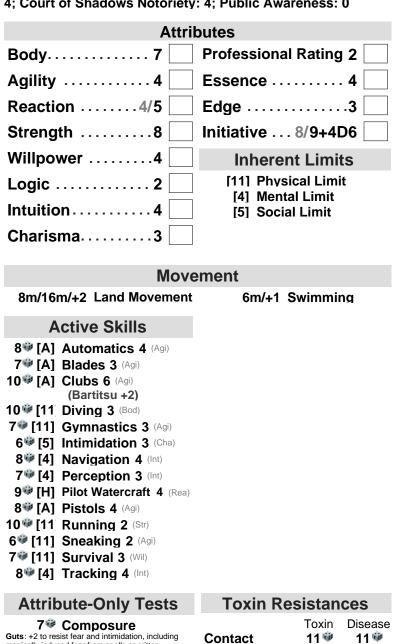
Modifications: Flare Compensation, Low Light Vision, Vision

Enhancement (1)

Survival Kit (2x) Trauma Patch

Pirates #2 Thumper

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 4; Court of Shadows Notoriety: 4; Public Awareness: 0



magically induced fear from spells or critter 11 @ 11 ₩ Ingestion Inhalation 11 ₩ 11 ₩ **7** Judge Intentions Injection 11 ₩ 11 🖤 15 Lifting & Carrying 6 Memory

Addiction Resistance

11 Resist Physical Addiction

powers

6 Resist Psychological Addiction

Metatype Abilities

Enhanced Senses: Low-Light Vision





Grunt Damage
Defenses
Ranged attacks against you are at : +0 **
Ranged Defense (No Action): 9 Full Defense (-10 Interrupt, for the rest of the turn): +4
Melee attacks against you are at :+0 ♥ Melee Defense (No Action): 9 ♥
Full Defense (-10 Interrupt, for the rest of the turn): +4
Custom Sledge Hammer Parry (-5 Interrupt, vs. one melee
attack): +8 [₩] [11] Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 ₩ [11]
Custom Sledge Hammer Riposte (-7 Interrupt, vs. one melee attack): 12 [5]
Sensor-aided attacks against you are at :+0 ** Sensor Defense (No Action): 6 ** [11]
Damage Resistances
24 Armor 14
24 Acid Protection 14 28 Electricity Protection 18 24 Cold Protection 14 24 Fire Protection 14
24 Falling Protection 14 14 Fatigue Resistance
Edge Pool
Positive Qualities
Guts Toughness
Negative Qualities
Addiction (Mild): Alcohol Bad Rep
Bau Nep
Martial Arts

Riposte

Martial Arts Sweep Armor Armor Jacket 12 Electricity: +4 Modifications: Nonconductivity (4) **Bone Lacing (Aluminum)** +2 Firearms & Heavy Weapons **AK-97** 11P v -3 9 [6] 25/150/350/550 **Ammo Usage** : 38 (c): Semi-Auto (1, simple action): 9 **, 11P Damage Double-Tap (2, complex action): 9 **, 12P Damage Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 9 🖤 vs. -2 Def, 11P Damage Aimed Burst (3, complex action): 9 *, 12P Damage Full Auto (6, simple action) or Long Burst (6, complex action): 8 vs. -5 Def, 11P Damage Brain Blaster (6, complex action): 8 *, 13P Damage Full Auto (10, complex action): 4 wvs. -9 Def, 11P Damage Recoil Compensation: 4 Accessories: Imaging Scope, Laser Sight Explosive Rounds: +1 v -1, _ **Grapple Gun** 7S v -2 3 🖤 [3] 15/45/120/180 Single Action (1, simple action): 3 *, 7S Damage Recoil Compensation: 4 Remington Roomsweeper 7P v -1 5/20/40/60 Semi-Auto (1, simple action): 8 , 7P Damage Double-Tap (2, complex action): 8 **, 8P Damage Semi-Automatic Burst (3, complex action): 8 ws. -2 Def, 7P Damage Recoil Compensation: 4 Regular Ammo: -, _ Uzi IV 9 🖤 [5] 10/40/80/150 Ammo Usage : 24 (c): 00000 00000 00000 00000 Burst Fire (3, simple action): 9 ws. -2 Def, 7P Damage Aimed Burst (3, complex action): 9 , 8P Damage Long Burst (6, complex action): 9 vs. -5 Def, 7P Damage Recoil Compensation : 5 Modifications: Folding Stock, Laser Sight **Regular Ammo**: -, _____/192 Melee & Other Weapons **Custom Sledge Hammer** 11P 12 [5] Reach: 1 Modifications: Personalized Grip **Unarmed Strike** 3 🖤 [11] Reach: -10P **Matrix Devices** Sony Emperor

Device Rating: 2

Matrix Initiative: 6

Bone Lacing (Aluminum)

Data Processing : 2, Firewall: 2

Matrix DR: 4 (6 vs. Black IC)

Cyberware (Essence: 1)

Bioware (Essence: 1)

Boosted Reflexes Essence: 1

Gear (Cash: 1,000¥)

Dropped to Ground

Grapple Gun

Recoil Compensation : 4

(4x) Jazz

(2x) Light Stick

Sony Emperor

(4x) Stim Patch (1)

Sunglasses (3)

Modifications: Flare Compensation, Low Light Vision, Vision

Enhancement (1)

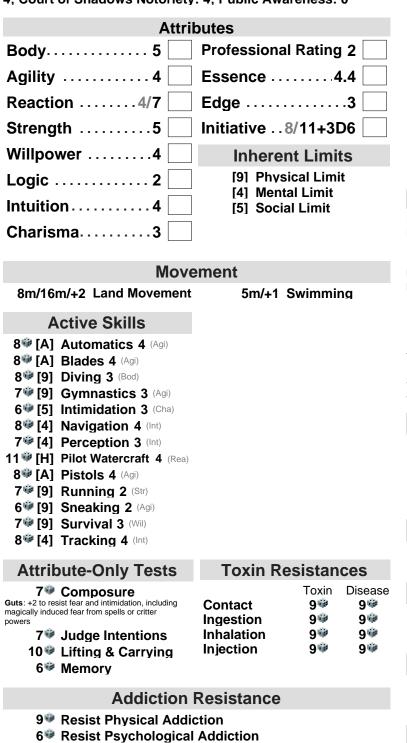
Survival Kit

(2x) Trauma Patch

Essence: 1

Pirates #3 Zippie

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 4; Court of Shadows Notoriety: 4; Public Awareness: 0







Grunt Damage
-3
Defenses
Ranged attacks against you are at :+0 Ranged Defense (No Action): 11 Full Defense (-10 Interrupt, for the rest of the turn): +4
Melee attacks against you are at :+0 ♥ Melee Defense (No Action): 11 ♥
Full Defense (-10 Interrupt, for the rest of the turn): +4
Dodge (-5 Interrupt, vs. one melee attack): +3 [●] [9] Sword Parry (-5 Interrupt, vs. one melee attack): +4 [●] [9] Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [●] [9]
Sensor-aided attacks against you are at : +0 ♥ Sensor Defense (No Action): 6 ♥ [9]
Damage Resistances
18 ₩ Armor 12
18 Acid Protection 12 22 Electricity Protection 16
10 7
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance Edge Pool
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance Edge Pool DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance Edge Pool Dositive Qualities Guts Toughness
18 Acid Protection 12 22 Electricity Protection 16 18 Cold Protection 12 18 Fire Protection 12 18 Falling Protection 12 10 Fatigue Resistance Edge Pool Dositive Qualities Guts Toughness Negative Qualities Addiction (Mild): Alcohol

Modifications: Nonconductivity (4)

Validation Report (0 issues): Nothing identified

Enhanced Senses: Low-Light Vision

Metatype Abilities

Firearm	s & Heavy \	Weapon	S
Grapple Gun	7S v -2	4 🕶 [3]	15/45/120/180
Single Action (1, sim Recoil Compensation :		'S Damage	
Remington Roomswe Ammo Usage : 8 (m): Semi-Auto (1, simple Double-Tap (2, comp Semi-Automatic Burs	□□□□□ □□□ action): 9 [₩] , 7P □ lex action): 9 [₩] , 8	P Damage	5/20/40/60 -2 Def, 7P
Damage Recoil Compensation : Regular Ammo: -,			
Uzi IV Ammo Usage : 24 (c): Burst Fire (3, simple Aimed Burst (3, compl Long Burst (6, compl Recoil Compensation: Modifications: Folding Regular Ammo: -,	7P	-2 Def, 7P Da , 8P Damage	amage
Melee	& Other We	eapons	
Sword Unarmed Strike	10P v -2 7P	9 (6] 4 (9]	Reach: 1 Reach: –
N	Matrix Devic	es	
Data Matr	ce Rating: 2 Processing: 2, Fix Initiative: 6 ix DR: 4 (6) v		
Cyb	erware (Esse	nce: 1.6)	
Cyber Arm (Obviou Modifications: Cyberli Reaction Enhance	imb Agility (5), Cyb		Essence: 1 gth (7) Essence: 0.6
Gea	r (Cash: 1,0	000¥)	
Dropped to Ground Grapple Gun Recoil Compensation (4x) Jazz (2x) Light Stick Sony Emperor (4x) Stim Patch (1) Sunglasses (3) Modifications: Flare C Enhancement (1) Survival Kit (2x) Trauma Patch	1:4	Light Vision	, Vision

Pirates #4 Chuckie

Metatype: Ork; Male; Age: 25; Height: 1.9m; Weight: 128kg Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety: 4; Court of Shadows Notoriety: 4; Public Awareness: 0

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Attrik	outes		
Body 5	Professional Rating 2		
Agility 4	Essence 4.7		
Reaction4/6	Edge3		
Strength5	Initiative8/10+3D6		
Willpower4	Inherent Limits		
Logic 2 [8] Physical Limit			
Intuition [4] Mental Limit			
Charisma3			
Movement			
8m/16m/+2 Land Movement	5m/+1 Swimming		
Active Skills			
8 [A] Automatics 4 (Agi) 8 [A] Blades 4 (Agi) 8 [B] Diving 3 (Bod) 7 [B] Gymnastics 3 (Agi) 6 [5] Intimidation 3 (Cha) 8 [4] Navigation 4 (Int) 7 [4] Perception 3 (Int) 10 [H] Pilot Watercraft 4 (Rea) 8 [A] Pistols 4 (Agi) 7 [B] Running 2 (Str) 6 [B] Sneaking 2 (Agi) 7 [B] Survival 3 (Wil) 8 [4] Tracking 4 (Int)			
Attribute-Only Tests	Toxin Resistances		
7 Composure Guts: +2 to resist fear and intimidation, including magically induced fear from spells or critter powers	Toxin Disease Contact 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		
7 Judge Intentions 10 Lifting & Carrying 6 Memory	Inhalation 9 9 9 1 Injection 9 9 9		
Addiction I	Resistance		
9® Resist Physical Addic	etion		





	Brunt Dai	mage	
		-1	
		-2	
		-3	
	Defens		
Ranged attacks again Ranged Defense (No Full Defense (-10 la	Action): 10 F	,	turn): +4 🏻 🍟
Melee attacks against		: +0 🌞	
Melee Defense (No Ad Full Defense (-10 li		e rest of the	turn): +4
Dodge (-5 Interrupt,	vs. one mele	e attack): +3	[8]
Sword Parry (-5 Int Unarmed Strike Blo +3 * [8]	errupt, vs. on o ck (-5 Interr	apt, vs. one n	ck): +4
Sensor-aided attacks Sensor Defense (No	against you Action): 6 🍟 [are at : +0 ¹ 8]	@
Dam	age Res	istances	3
6 Armor 0			D 4 41 0
6 [®] Acid Protection 6 [®] Cold Protection		Fire Prof	Protection 0
6 Falling Protect			
	Edge P	ool	
Po	sitive Q	ualities	
Guts Toughness			
Neo	gative Q	ualities	
Addiction (Mild): Bad Rep			
Firearme	- 0 H	107	
I II Cai III	s & Heav	∕y Weap	ons

Single Action (1, simple action): 4 *, 7S Damage

Recoil Compensation: 4

Validation Report (0 issues): Nothing identified

Enhanced Senses: Low-Light Vision

6 Resist Psychological Addiction

Metatype Abilities

Firearms	& Heavy	Weapons	S
Remington Roomsweep Ammo Usage : 8 (m): Semi-Auto (1, simple ac Double-Tap (2, complex Semi-Automatic Burst Damage	l□□□ □□□ tion): 9 [●] , 7P l action): 9 [●] , 8	P Damage	5/20/40/60 2 Def, 7P
Recoil Compensation : 4 Regular Ammo: -,	_/32		
Uzi IV Ammo Usage: 24 (c): Burst Fire (3, simple act Aimed Burst (3, comple Long Burst (6, complex Recoil Compensation: 5 Modifications: Folding Sto Regular Ammo: -,	7P	-2 Def, 7P Dar , 8P Damage /s5 Def, 7P I	mage
Melee &	Other W	eapons	
Sword Unarmed Strike	10P v -2 7P	9 (6] 4 (8)	Reach: 1 Reach: -
Ma	trix Devic	es	
Data Pr	Rating: 2 rocessing: 2, Initiative: 6 DR: 4 (6 v		
Cyber	ware (Esse	ence: 1.3)	
Cyber Arm (Obvious Modifications: Cyberlimb Reaction Enhancers	Agility (5), Cyb	erlimb Strengt	Essence: 1 th (7) Essence: 0.3
Gear	(Cash: 1,	000¥)	
Dropped to Ground Grapple Gun Recoil Compensation: 4 (4x) Jazz (2x) Light Stick Sony Emperor (4x) Stim Patch (1) Sunglasses (3) Modifications: Flare Con Enhancement (1) Survival Kit (2x) Trauma Patch		∕ Light Vision, '	Vision