

Wei Wu

Player: Dave

Metatype: Human; Male; Ethnicity: Chinese; Age: 25; Height: 1.75m; Weight: 78kg; Hair: Black; Eyes: Brown
 Total Karma: 2; Current Karma: 2; Street Cred: 0; Notoriety: 3; Public Awareness: 0



Attributes

| | |
|---|---|
| Body..... 3 <input type="checkbox"/> | Essence 6 <input type="checkbox"/> |
| Agility 6 <input type="checkbox"/> | Edge 3 <input type="checkbox"/> |
| Reaction 5/7 <input type="checkbox"/> | Magic 4 <input type="checkbox"/> |
| Strength 5 <input type="checkbox"/> | Initiative .. 8/10+3D6 <input type="checkbox"/> |
| Willpower 3 <input type="checkbox"/> | |
| Logic 2 <input type="checkbox"/> | |
| Intuition..... 3 <input type="checkbox"/> | |
| Charisma..... 5 <input type="checkbox"/> | |

Inherent Limits

[7] Physical Limit
 [4] Mental Limit
 [7] Social Limit

Active Skills

- 9 [7] Escape Artist 3 (Agi)
- 13 [7] Gymnastics* (Agi)
- 11 [7] Intimidation 4 (Cha)
- 9 [7] Leadership 4 (Cha)
- 9 [7] Negotiation 4 (Cha)
- 9 [7] Palming 3 (Agi)
- 7 [4] Perception 4 (Int)
- 9 [H] Pilot Ground Craft 2 (Rea)
- 10 [A] Pistols 4 (Agi)
- 12 [7] Running* (Str)
- 10 [7] Sneaking 4 (Agi)
- 10 [7] Swimming* (Str)
- 12 [A] Unarmed Combat 6 (Agi)
 * Athletics Group 5

Knowledge Skills

- 6 [4] Bruce Lee Films 3 (Int)
- 5 [4] Counter Strike (Jeet Kune Do) 2 (Int)
- 6 [4] Gang Politics 3 (Int)
- 5 [4] Jeet Kune Do 2 (Int)
- 5 [4] Kick (Jeet Kune Do) 2 (Int)
- 6 [4] Triads 3 (Int)
 (Yellow Lotus +2)

Language Skills

N Chinese
 N English

Attribute-Only Tests

- 8 Composure
- 8 Judge Intentions
- 8 Lifting & Carrying
- 5 Memory

Toxin Resistances

| | Toxin | Disease |
|------------|-------|---------|
| Contact | 3 | 3 |
| Ingestion | 3 | 3 |
| Inhalation | 3 | 3 |
| Injection | 3 | 3 |

Damage Resistances

- 3 Armor 0
- 3 Acid Protection 0
- 3 Cold Protection 0
- 3 Electricity Protection 0
- 3 Falling Protection 0
- 3 Fire Protection 0

Edge Pool

Physical Damage

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

Stun Damage

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

Defenses

- Ranged Defense (No Action): 11
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Melee Defense (No Action): 11
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Dodge (-5 Interrupt, vs. one melee attack): +5 [7]
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +6 [7]
- Sensor Defense (No Action): 10

Positive Qualities

Adept

• Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much

Ambidexterous

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed

Bilingual

A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as

Validation Report (0 issues): Nothing identified; **Active:** Killing Hands

Positive Qualities

Jeet Kune Do

Once added, you can set the name and the cost of this quality.

Mentor Spirit: Thunderbird

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character

Natural Athlete

A character with this quality has an innate combination of physical fitness, spatial awareness, and natural athletic or gymnastic talent.

Negative Qualities

Bad Rep

A character with a Bad Rep quality has a dark and lasting stain on her reputation. She may be a former Knight Errant cop known to

Prejudiced, Common (Biased): Non-Chinese

With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman

Adept Powers

Combat Sense (1)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a

Critical Strike (1): Unarmed Combat

This power improves a specific melee skill: either Unarmed Combat, Clubs, Blades, Astral Combat, or a particular Exotic Melee weapon

Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also

Killing Hands

This power lets you inflict lethal damage with your unarmed attacks. When inflicting damage on the target of an unarmed attack, you

Wall Running (10)

You can run up sheer walls or other vertical surfaces a limited distance. Make a Running + Strength {Magic} Test, with hits

Mentor Spirit Effects

+2 dice for Intimidation Tests

+2 dice for Intimidation Tests

Respond to Insults (8) (3)

A Thunderbird magician must succeed in a Charisma + Willpower (3) Test to avoid responding to an insult in kind.

Identities

Jimmy Chung

Fake SIN

Lifestyles: (3 months) Low Lifestyle

Licenses & SINS : Fake License: Concealed Carry (4), Fake

License: Gun (4), Fake SIN (4)

Armor

Vashon Island Sleeping Tiger

0

Firearms & Heavy Weapons

Colt America L36 5S(e) v -5 11 [9] 5/15/30/50

Ammo Usage : 11 (c): □□□□□ □□□□□ □

Semi-Auto (simple action): 11, 5S(e) Damage

Semi-Automatic (complex action): 11 vs. -2 Def, 5S(e) Damage

Modifications: Smartgun System, Internal

Accessories: Silencer/Suppressor, (12) Spare Clips

Regular Ammo: -, ____/66

Stick-n-Shock: -2S(e) v -5, ____/66

Melee & Other Weapons

Unarmed Strike

6P

12 [7]

Reach: -

Matrix Devices

Erika Elite Commlink



Device Rating : 4

Data Processing : 4, Firewall: 4



Matrix Initiative : 7

Matrix DR : 8 (7) vs. Black IC)



Gear (Cash: 5,595¥)

Contacts (3)

Modifications: Flare Compensation, Image Link, Smartlink

Dropped to Ground

Erika Elite Commlink

Glue Solvent

Glue Sprayer

Subvocal Microphone

White Noise Generator (6)

Vehicles

Suzuki Mirage

Contacts

Dafeng Li (Fixer)

Connection: 3 Loyalty: 2

Harris Qiang (Bartender)

Connection: 3 Loyalty: 1

Tommy Ho (Triad Grass Sandal)

Connection: 4 Loyalty: 3

Grass Sandal for the Green Destiny Boys, one of the local Triads

Positive Qualities

Adept

- Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
- Adepts never astrally project (p. 313).
- Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
- Adepts can learn the Assensing skill only if they have the Astral Perception power.
- Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
- Adepts can follow mentor spirits (p. 320).
- Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

Ambidextrous

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off-hand (i.e., firing a gun) suffers a -2 dice pool modifier (see **Attacker Using Off-Hand Weapon**, p. 178).

Bilingual

A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as a native tongue (see **Language Skills**, p. 150). This quality can only be acquired at character creation; selecting it gives the character a second free language skill during **Step Five: Purchase Active, Knowledge, and Language Skills**, (p. 88).

Jeet Kune Do

Once added, you can set the name and the cost of this quality.

Mentor Spirit: Thunderbird

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

Note: The mentor spirit is selected on the Magic tab, once you have selected this quality.

Natural Athlete

A character with this quality has an innate combination of physical fitness, spatial awareness, and natural athletic or gymnastic talent. While the character may not be a world-class athlete and may require training to achieve peak performance, he is in prime physical shape for his size and weight class. The Natural Athlete adds a +2 dice pool modifier for Running and Gymnastics skill tests.

Negative Qualities

Bad Rep

A character with a Bad Rep quality has a dark and lasting stain on her reputation. She may be a former Knight Errant cop known to have been particularly brutal in dealing with shadowrunners. Or word on the street might be that she once killed a member of her own runner team. If she's Awakened and comes from a polluted region, it may be generally accepted that she's a toxic shaman. Whether she is actually guilty of any wrongdoing is not relevant. What people believe she has done has permanently tainted the way they see her and how they deal with her. Whatever the reason, the character starts play with 3 points of **Notoriety** (p. 372) that can only be removed or decreased by confronting and resolving the source of the bad reputation. Only then may the Bad Rep quality be bought off with Karma.

Prejudiced, Common (Biased): Non-Chinese

With this quality the character is Prejudiced against members of a specific group of people: metahumans, Awakened, non-metahuman sapient critters, or some other group. The character is not merely intolerant - he is outspoken about his beliefs and may actively work against the target of his prejudice. Depending upon the degree of prejudice, this quality can get the character into trouble for expressing his views or when forced to confront the targets of his prejudice.

The Karma bonus granted by this quality varies depending upon how common the hated group is, how often the character is likely to encounter members of the group, and the degree to which the character is openly antagonistic toward them. Refer to the **Prejudiced Table** to determine the Karma value of the quality based on the prevalence of the hated group and the degree of prejudice.

When dealing with the target of their prejudice, a character receives a -2 dice pool modifier per level of severity of the Prejudiced quality for all Social Tests. If negotiations are a part of the encounter, the target receives a +2 modifier per level of the Prejudiced quality. So if a character who is radical in their prejudiced views against the Awakened tries to negotiate with the target of their prejudice, they receive a -6 to their Negotiation Test while the target receives a +6 dice pool modifier.

Prevalence of target group: Karma Value

Common target group (e.g, humans, metahumans): 5 Karma
Specific target group (e.g, the Awakened, technomancers, shapeshifters, aspected magicians): 3 Karma

Degree: Karma Value

Biased (e.g, closet meta-hater): 0 Karma
Outspoken (e.g, typical member of Humans): 2 Karma
Radical (e.g, racial supremacist): 5 Karma

Adept Powers

Combat Sense (1)

Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a +1 dice pool bonus to defense tests per level of this power. Adepts with this power are always allowed a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.

Critical Strike (1): Unarmed Combat

This power improves a specific melee skill: either Unarmed Combat, Clubs, Blades, Astral Combat, or a particular Exotic Melee weapon skill. The specific skill is chosen when you buy the power. Increase the DV of your attacks with the selected skill by 1. Critical Strike is compatible with weapons and other adept powers. The power may be selected multiple times, each time for a different melee skill.

Adept Powers

Improved Reflexes (2)

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 to Reaction (this also affects Initiative) and +1D6 Initiative Die (to a maximum of 5D6). The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with other technological or magical increases to Initiative.

Killing Hands

This power lets you inflict lethal damage with your unarmed attacks. When inflicting damage on the target of an unarmed attack, you may choose whether to cause Stun or Physical damage. Killing Hands may be combined with other adept powers that increase unarmed damage. Your Killing Hands attacks are magical, so they can bypass a creature's magical defenses against attack, such as the Immunity to Normal Weapons power, and may be used by adepts with Astral Perception during astral combat.

Wall Running (10 🌀)

You can run up sheer walls or other vertical surfaces a limited distance. Make a Running + Strength {Magic} Test, with hits indicating the number of meters you may climb up in an action phase. If you want to run up longer distances, you'll need steps, ledges, or somewhere you can stop and then use this power again. If you want to run across a vertical surface instead of up it, you can do so by combining this power with a Sprint action (p. 162). At the end of your movement, you fall off the wall, whether you made it as far as you wanted or not.

Mentor Spirit Effects

+2 dice for Intimidation Tests

+2 dice for Intimidation Tests

Respond to Insults (8 🌀 (3))

A Thunderbird magician must succeed in a Charisma + Willpower (3) Test to avoid responding to an insult in kind.

Contacts

Dafeng Li (Fixer)

Connection Rating: 3

Loyalty Rating: 2

Uses: Jobs and cred, information, gear, additional contacts

Places to Meet: Local bars or clubs, coffee shops, street corners where surveillance is next to impossible

Similar Contacts: Fence, loan shark, Mr. Johnson

If you know nobody else, make the acquaintance of a fixer. They are the center of the shadowrunning universe, and they know everyone you might need to know. Find one, get on his good side, and you'll have a shot at prospering in the shadows. He can get you anything you need ... for a price. After all, nothing's free in the shadows.

Fixers are only as good as their connections, which they go to great lengths to cultivate. They're a one-man combination of employment agency, procurement firm, and fence. They make their living on whom and what they know, and by how well they can make deals between interested parties looking to buy or sell goods and services. A shadowrunner has something hot that he needs to unload pronto? The fixer's the man he needs to see. Mr. Johnson needs a team to extract someone from a competitor's compound? The fixer's the man who sets up the meeting. A team needs a specialist to pull off a tricky run? You guessed it; the fixer knows who to call.

These kinds of services don't come cheap, however. A fixer takes a percentage from every transaction, and the better he is, the bigger that cut is going to be. Once you've found a quality fixer, stay on his good side. You might get a discount if he likes you, and even better, you might get another job without having to relocate to another city and start all over again.

Contacts

Harris Qiang (Bartender)

Connection Rating: 3

Loyalty Rating: 1

Uses: Information, additional contacts, back rooms for private meets

Places to Meet: Any bar/nightclub

Similar Contacts: Bar/nightclub owner, bouncer, waitress, stripper

Bartenders serve drinks. They also serve as counselor and crying shoulder to nearly everyone who comes into their joint. They see and hear just about everything, which is why it's so very important to make his acquaintance and make his tip jar a little heavier.

Bartenders know everyone, so they'll be able to let you know who hasn't been in for a while, whose kid has run away from home this time, whose wife is screwing some other guy - just about anything you might need to know. He can also connect you to the local rumor mill, and he might have something juicy that one of his clients let slip in a haze of gin and tonic. He can guide newbies to suppliers of a variety of goods and services. It'll all cost you, of course - sometimes straight-up cred, sometimes a round for the house to keep the good will flowing.

He's known for his discretion, however. He won't just spill to anyone without a really good reason. Like we said, it'll cost you but it's usually worth it to keep him (and sometimes his other customers) happy.

Tommy Ho (Triad Grass Sandal)

Connection Rating: 4

Loyalty Rating: 3

Uses: Information, additional contacts

Places to Meet: Restaurants, casinos, bars

Similar Contacts: Yakuza wakagashira, Triad Incense Master

Grass Sandal for the Green Destiny Boys, one of the local Triads under Yellow Lotus

There are occasions in the shadows when one must ask a favor of the local Mafia don. Of course, one does not simply walk into the don's office, at least not intact. To see the man on the throne, you speak to the power behind the throne, the don's consiglieri, or counselor. He is not actually a member of the family, but he has access to their secrets by dint of being the don's most trusted advisor. This confidence gives him information and insight on the family's business, their plans, and their mindset. He's also not a fool. These confidences aren't given up lightly, since his life would be worthless if the family got wind of their secrets being told out of school. You'll have to offer him something of value to the family to get that information. Help him deal with a problem that the family shouldn't touch on its own, or paydata on its enemies, and he'll be happy to reward you appropriately. Betray his trust, and he'll likewise be happy to reward you appropriately.

The consiglieri typically holds a traditional job outside the family business. Many of them are, perhaps not surprisingly, lawyers.

Equipment

Colt America L36

A venerable pistol with a great reputation. This basic firearm is cheap, easily concealed, and nearly ubiquitous. A perfect throwaway weapon.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Smartgun System, Internal: A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Equipment

Erika Elite Commlink

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

White Noise Generator (6)

This device creates a field of random noise, masking the sounds within its area and preventing direct audio surveillance. All Perception Tests to overhear a conversation within (Rating) meters of a white noise generator receive a negative dice pool modifier equal to the generator's Rating. If more than one generator is in use, only count the highest rating. A white noise generator is redundant in a noisy environment (such as a nightclub or a firefight) and does not help to curtail video surveillance or jam wireless signals.

Wireless: The white noise generator's effective radius is tripled.