

Macho Dan

Player: Dave

Metatype: Dwarf; Male; Ethnicity: Caucasian; Age: 25;
 Height: 1.2m; Weight: 54kg; Hair: Brown; Eyes: Crazy;
 Skin: Fake Tan
 Total Karma: 1; Current Karma: 1; Street Cred: 0; Notoriety:
 0; Public Awareness: 0

Attributes

Body..... 6	<input type="checkbox"/>	Essence..... 6	<input type="checkbox"/>
Agility..... 5	<input type="checkbox"/>	Edge..... 3	<input type="checkbox"/>
Reaction..... 4/6	<input type="checkbox"/>	Magic..... 6	<input type="checkbox"/>
Strength..... 8	<input type="checkbox"/>	Initiative .. 8/10+3D6	<input type="checkbox"/>
Willpower..... 5	<input type="checkbox"/>	Inherent Limits	
Logic..... 2	<input type="checkbox"/>	[10] Physical Limit	
Intuition..... 4	<input type="checkbox"/>	[5] Mental Limit	
Charisma..... 3	<input type="checkbox"/>	[7] Social Limit	

Active Skills

- 11 🎲 Gymnastics 6 (Agi)
- 9 🎲 [5] Perception 5 (Int)
- 12 🎲 Running 4 (Str)
- 9 🎲 [10] Sneaking 4 (Agi)
- 12 🎲 [A] Unarmed Combat 6 (7) (Agi)
(Wrestling)

Language Skills

N English

Attribute-Only Tests

- 8 🎲 Composure
- 7 🎲 Judge Intentions
- 14 🎲 Lifting & Carrying
- 7 🎲 Memory

Toxin Resistances

	Toxin	Disease
Contact (2 / 2)	8 🎲	8 🎲
Ingestion (2 / 2)	8 🎲	8 🎲
Inhalation (2 / 2)	8 🎲	8 🎲
Injection (2 / 2)	8 🎲	8 🎲

Damage Resistances

- 17 🎲 Armor 11
- 17 🎲 Acid Protection 11
- 17 🎲 Cold Protection 11
- 17 🎲 Electricity Protection 11
- 17 🎲 Falling Protection 11
- 17 🎲 Fire Protection 11

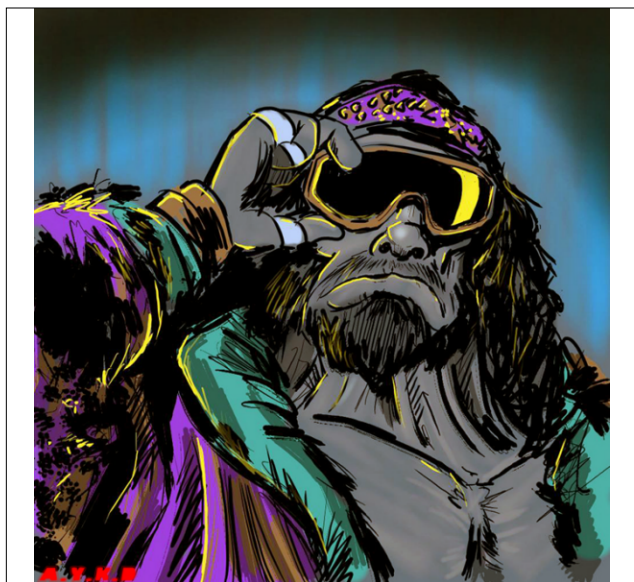
Metatype Abilities

Enhanced Senses: Thermographic Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and

Resistance: Pathogens and Toxins +2

Edge Pool



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"/>	

Stun 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"/>	

Defenses

Ranged attacks against you are at : +0 🎲

Ranged Defense (No Action): 10 🎲

Full Defense (-10 Interrupt, for the rest of the turn): +5 🎲

Melee attacks against you are at : +0 🎲

Melee Defense (No Action): 10 🎲

Full Defense (-10 Interrupt, for the rest of the turn): +5 🎲

Dodge (-5 Interrupt, vs. one melee attack): +6 🎲 [10]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +9 🎲 [10]

Sensor Defense (No Action): 9 🎲 [10]

Positive Qualities

Adept

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

Negative Qualities

Dependent(s) (3): Junkie Wife

A character with the Dependents quality has one or more loved ones who depend on them for emotional support and

Validation Report (2 issues): Contact Points: Resource unspent; Free Knowledge & Language Skills: Resource unspent;
Active: Killing Hands

Martial Arts

Wrestling (Professional Style)

Professional Wrestling is a mix of wrestling and theatrics loosely based on the sporting style rules of wrestling. Make no mistake,

•Clinch (11 [10] vs. Reaction + Intuition)

A Clinch is a grappling position in a stand-up fight, where the opponent's effective Reach has been neutralized. A Clinch is

•Karmic Response

What goes around, comes around. With this technique, the character has practiced not only breaking out of a subduing or

•Sacrifice Throw

Interrupt Action (-10 Initiative Score)

Adept Powers

Critical Strike (2): Unarmed Combat

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

Improved Ability (1): Unarmed Combat

This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need

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

Mystic Armor (2)

This power protects you from physical attacks. For every level, this power gives you 1 point of Armor (cumulative with other armor, but

Wall Running (12 [10])

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

Identities

Identity: Specify Name

Lifestyles: (1 month) Low Lifestyle

Armor

Ace of Cups 9

Modifications: Increase Social Limit by 1

Mystic Armor +2

Melee & Other Weapons

Unarmed Strike 10P 14 [10] Reach: -

Matrix Devices

Meta Link Commlink



Device Rating: 1

Data Processing: 1, Firewall: 1

Matrix Initiative: 5

Matrix DR: 2 (6 vs. Black IC)



Matrix Devices

Renraku Sensei Commlink



Device Rating: 3

Data Processing: 3, Firewall: 3

Matrix Initiative: 7

Matrix DR: 6 (8 vs. Black IC)



Gear (Cash: 1,000¥)

Dropped to Ground

Glasses (1)

Modifications: Flare Compensation

Meta Link Commlink

Renraku Sensei Commlink

Background & Personal Details

OOOOOOHH YEAHHH!!!

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.

Negative Qualities

Dependent(s) (3): Junkie Wife

A character with the Dependents quality has one or more loved ones who depend on them for emotional support and financial aid. Dependents may include children, parents, a spouse or lover, a sibling, or an old friend. Meeting the needs of a dependent should take up a fair amount of the character's time, as well as some of the character's money. Increase the amount of time it takes to learn a new skill or improve an existing skill by fifty percent. See the **Character Advancement** section on p. 103 for more information on how long it takes to improve skills. Also increase the base time for any long-term projects by fifty percent. A dependent could also be a hindrance in other ways - getting underfoot, sharing living space, involving herself in the character's work, borrowing the car, calling at the most inopportune moments, etc.

For 3 Karma, the dependent is an occasional nuisance: dropping in unexpectedly (such as when the character must go to a meet), needing emotional support, favors, or other confirmations of friendship/commitment, and occasionally money. Examples of dependents at this level include: slacker sibling, long-term boyfriend/girlfriend, or a child not living with the character but for whom the character pays child support and visits regularly. Raise the character's lifestyle cost by 10 percent each month.

For 6 Karma, the dependent is a regular inconvenience: needing attention and commitment on a regular basis, getting involved in the character's affairs, sharing living space. Examples of dependents at this level include: a live-in lover/wife/husband or family member, a child for whom the character shares custody and routinely has in his home (every other weekend, etc.), or a young child or close sibling for whom the character is responsible. Increase the character's lifestyle cost by 20 percent each month.

At the 9 Karma level, the dependent is close family or a life partner and lives with the character. The dependent is a strain on the character's time and resources, and/or requires special care and attention that limits the character's availability for missions or specific actions. Examples of these dependents include large family sharing the living space, parents or grandparents with medical or physical needs, and full custody of any children. Increase the lifestyle cost for the character by 30 percent each month.

Martial Arts

Wrestling (Professional Style)

Professional Wrestling is a mix of wrestling and theatrics loosely based on the sporting style rules of wrestling. Make no mistake, though—whether the outcomes are pre-determined or not, the style requires significant strength, coordination, and athleticism. Originating in the early twentieth century, the Professional style includes the basic classic techniques, which are then enhanced in spectacular displays. A sacrificial throw in professional wrestling is a suplex, while a sacrificial move is called a spear. Professional wrestling has various cultural and dramatic flavors. Someone may think that this is not a style of martial arts—until they get a flying elbow to the face.

• Clinch (11 [10] vs. Reaction + Intuition)

A Clinch is a grappling position in a stand-up fight, where the opponent's effective Reach has been neutralized. A Clinch is included in several martial arts and can be used as a medium to move from a stand-up fight to a ground fight through throws and knock down actions. With a successful opposed Gymnastics + Agility [Physical] vs. Reaction + Intuition Test, the character has clinched their opponent. This means that the character has a hold of the opponent (and possibly visa versa), so they can't move away from each other. The difference between a Clinch and a Grapple action is that a Grapple involves a lock or choke hold on the opponent to immobilize him, while a Clinch doesn't immobilize an opponent and allows both the character and opponent to make actions other than those involving the Clinch.

The character who initiated the Clinch gets the Superior Position bonus modifier to actions while maintaining control of the Clinch. Both the character and opponent's Reach bonus are negated, and attacks with melee weapons receive a penalty equal to their Reach bonus. Firearm use by both the character and opponent are penalized by the net successes of the Clinch. Unless the opponent escapes from the Clinch, neither opponent nor character can move away from each other. They can, however, move up to 2 meters on each of their actions together. A character in the inferior position an attempt to use an Escape Action (see below) to break the Clinch. A character in the Superior Position can let go of the Clinch as a Free Action; at this point the character in an inferior position can choose to use an Interrupt Action (-5 Initiative Score) to attempt to maintain the Clinch and gain Superior Position. This requires a new Gymnastics + Agility [Physical] by the player in the inferior position, and they receive a +1 dice pool bonus thanks to the fact that they are already in contact with the other character; the character in the Superior Position does not get the Superior Position bonus in this instance.

A successful Clinch Action can lead to a Subdual, Called Shot: Knockdown, or Throw. *Note that use of this action requires Martial Art training.*

• Karmic Response

What goes around, comes around. With this technique, the character has practiced not only breaking out of a subduing or clinch attack, but doing it in such a way as to reverse the hold. With this technique, a character may perform a Reversal Action (either Called Shot or Interrupt) instead of an Escape Action.

Martial Arts

• Sacrifice Throw

Interrupt Action (-10 Initiative Score)

A throw normally keeps the character standing, using their hip, leg, or shoulder to leverage the opponent into being thrown. The Sacrifice Throw technique uses the whole character's body as counterweight for the throw. At the end both the character and opponent are Prone. Add the character's Strength and Body to the net hits of the unarmed attack to determine if it exceeds the opponent's Physical Limit. If successful, the opponent can then be thrown up to a number of meters equal to 1 plus the net hits scored on the test. The maximum distance that a character can throw an opponent is the difference in the character's Strength minus the opponent's Body in meters. If this distance value is less than 0, then the maximum distance is 0, meaning less than one meter away from the character. The opponent suffers damage equal to the net successes of the test, not the distance thrown. If the initial test is successful but the throwing character did not exceed the opponent's Physical Limit, then both characters are on the ground with no damage done to either. If the attack is unsuccessful, the throwing character is Prone and takes damage equal to the number of net hits scored by the opponent minus the throwing character's Physical Limit. This may be no damage if the character succeeded in the attack, but did not exceed the opponent's Physical Limit. *Note that use of this action requires Martial Art training.*

Adept Powers

Critical Strike (2): 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.

Improved Ability (1): Unarmed Combat

This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).

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.

Mystic Armor (2)

This power protects you from physical attacks. For every level, this power gives you 1 point of Armor (cumulative with other armor, but not adding to encumbrance) that also protects against damage you take in astral combat.

Adept Powers

Wall Running (12 🌀)

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.

Metatype Abilities

Enhanced Senses: Thermographic Vision

This power includes any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on. The actual enhanced senses are specified in the critter's description. If the enhanced sense doesn't already have a specific effect (for example, thermographic vision), this power gives a +2 dice pool modifier to tests made using that enhanced sense, as well as +1 to the appropriate limit.

Resistance: Pathogens and Toxins +2

Equipment

Ace of Cups

Can't resist throwing on the little tag line just so we remember who's in charge of this line. A few years back these lines were hot, but they've been adding feature after feature since then so that the things are getting pretty unwieldy. The rather unoriginal Aces High line added the Ace of Cups (high-collar floor-length coat with back shoulder flaring and flowing-but-layered lower half), Ace of Swords (WWII Japanese pilot style, complete with wakizashi scabbard built into the back), Ace of Wands (new-age wizard styling with lots of little pockets for reagents), and Ace of Coins (black juggernaut hide with platinum thread stitching and solid gold accents) this year and have been having quite a resurgence of both the new and old lines. And before you say anything, yes, I know there are no aces in tarot decks. Vashon Island doesn't care.

Wireless: +1 dice pool bonus to Social Tests

Meta Link 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 triid-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

Equipment

Renraku Sensei Commlink

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