

## Wei Wu

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:  
 0; 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  
 [8] Social Limit

### Active Skills

- 9 [7] Escape Artist 3 (Agi)
  - 13 [7] Gymnastics\* (Agi)
  - 11 [8] Intimidation 4 (Cha)
  - 9 [8] Leadership 4 (Cha)
  - 9 [8] 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

- 7 [4] Triads 4 (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

- 16 Armor 13
- 16 Acid Protection 13
- 16 Cold Protection 13
- 16 Electricity Protection 13
- 16 Falling Protection 13
- 16 Fire Protection 13

### Edge Pool



Physical Damage	Stun Damage
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3	<input type="checkbox"/> <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): 11
- Full Defense (-10 Interrupt, for the rest of the turn): +3
- Melee attacks against you are at : +0
- 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 [7]

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

## Positive Qualities

### 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

### Distinctive Style: Triad tattoos

A character with the Distinctive Style quality has at least one aspect of his appearance, mannerism, or personality that makes him

## Martial Arts

### Jeet Kune Do

Jeet Kune Do is a martial art style developed by the master martial artist Bruce Lee. While it wasn't fully defined before his death, it

#### • Counterstrike (13 [7] vs. opponent's Attack Test)

(Unarmed Combat Only)

## 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 [7])

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

### Identity: Specify Name

Fake SIN

Lifestyles: (1 month) Middle Lifestyle

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

## Armor

### Sleeping Tiger

Modifications: Custom Fit, Holster, Newest Model, Ruthenium Polymer Coating (3)

13

## Firearms & Heavy Weapons

### Colt America L36

7P 11 [9]

5/15/30/50

Ammo Usage : 11 (c): □□□□□ □□□□□ □

Semi-Auto (1, simple action): 11 [7], 7P Damage

Double-Tap (2, complex action): 11 [7], 8P Damage

Semi-Automatic Burst (3, complex action): 11 [7] vs. -2 Def, 7P Damage

Recoil Compensation : 3

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] (7 [7] vs. Black IC)



### Meta Link Commlink



Device Rating : 1

Data Processing : 1, Firewall: 1

Matrix Initiative : 4

Matrix DR : 2 [4] (4 [4] vs. Black IC)



## Gear (Cash: 5,215¥)

### Contacts (3)

Modifications: Flare Compensation, Image Link, Smartlink

### Dropped to Ground

### Erika Elite Commlink

### Meta Link Commlink

### Subvocal Microphone

### White Noise Generator (6)

## Vehicles

### Suzuki Mirage

## Contacts

### Tommy Ho, Green Destiny Boys Grass Sandal (Triad

Connection: 4 Loyalty: 3

## Background & Personal Details

-Born and raised in Mong Kok, Yau Tsim Mong, Hong Kong

-Former Red Pole for Eight Tigers gang under Yellow Lotus Triad, chose to become a runner instead of joining Ten Thousand Lions when the Yellow Lotus collapsed in Hong Kong

-Learned quickly on the streets to negotiate without threatening violence, but still very capable of threatening violence and backing up those threats

-Reconnected with local Yellow Lotus Triads in Seattle, with ties to the Green Destiny Boys in particular

## 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.

### Ambidexterous

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).

### 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

### Distinctive Style: Triad tattoos

A character with the Distinctive Style quality has at least one aspect of his appearance, mannerism, or personality that makes him inconveniently memorable. Choices for Distinctive Style include, but are by no means limited to: tattoos that cannot be easily concealed, an accent or atypical manner of speaking, bizarre fashion choices, scars, gang or prison signs, flashy custom augmentations, or non-metahuman modifications like a tail. Note that what's distinctive in one culture or location may not be in another.

Whatever Distinctive Style the player selects makes her character easy to remember. Anyone who attempts to identify, trace, or physically locate this character (or gain information about him via legwork) receives a +2 dice pool modifier for relevant tests. If an NPC makes a **Memory Test** (p. 152) to determine how much they recall about the character, reduce the Difficulty Threshold by 1, to a minimum of 1.

This quality is physical in nature and does not apply to astral searches. This quality may only be taken once. This quality is incompatible with Blandness.

## Martial Arts

### Jeet Kune Do

Jeet Kune Do is a martial art style developed by the master martial artist Bruce Lee. While it wasn't fully defined before his death, it continued to progress based on his original teachings. Jeet Kune Do is sometimes practiced by adepts with a belief that their mentor spirit is Master Lee himself. Jeet Kune Do emphasizes counter strikes and the intercepting fist.

#### • Counterstrike (13 [7] vs. opponent's Attack Test)

(Unarmed Combat Only)

#### Interrupt Action (-7 Initiative Score)

Counterstrike allows the character to leverage the opponent's force into an advantage, allowing the character to make a quick strike back. In place of the standard Defense Test, the character makes an Unarmed Combat + Reaction [Physical] Test against the opponent's standard Attack Test. If the defender achieves more hits than the attacker, the defender successfully avoided the attacker's strike while returning and landing a strike of their own. The defender's counterstrike attack has a Damage Value equal to the defending character's standard Unarmed DV + net hits. The damage is resisted by a standard Damage Resistance Test. If the defender does not achieve more hits, then he must make a Damage Resistance Test against the damage of the attacker's strike as normal. *Note that use of this action requires Martial Art training.*

## 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

### Tommy Ho, Green Destiny Boys Grass Sandal (Triad)

Connection Rating: 4

Loyalty Rating: 3

Uses: Information, additional contacts

Places to Meet: Restaurants, casinos, bars

Similar Contacts: Yakuza wakagashira, Triad Incense Master

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.

### 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

### 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 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

## Equipment

### Sleeping Tiger

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.

Vashon is still pushing the Steampunk line, as well as the old stand-by Synergist Business tag, along with the dime- (well, maybe a little more) a-dozen Actioneer line of suits. With the Shiawase connection, they have brought back the Sleeping Tiger with a vengeance. Each line has its own set of highlights that can draw a different audience.

I'll admit I loved Manhunt, that remake of the old flatvid with the alien hunting a bunch of mercenaries in the jungle. This stuff makes me think of that trid every time I activate our display. It's high-tech camouflage at its finest. Add this to your favorite outfit and be ready to blend in anywhere.

*Wireless:* Increase Social Limit by 1 and Perception tests to spot you are at -4

### 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.