

Brawling Adept

Metatype: Human Adept; Female; Ethnicity: Japanese; Age: 25; Height: 1.69m; Weight: 70kg; Hair: Black; Eyes: Green; Skin: Tan
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....5	☐	Essence.....6	☐
Agility.....5	☐	Edge.....5	☐
Reaction.....5/7	☐	Magic.....6	☐
Strength.....5	☐	Initiative..9/11+3D6	☐
Willpower.....4	☐	Inherent Limits	
Logic.....3	☐	[8] Physical Limit	
Intuition.....4	☐	[5] Mental Limit	
Charisma.....2	☐	[4] Social Limit	

Movement

10m/20m/+2 Land Movement 5m/+1 Swimming

Active Skills

11 [A] Blades 6 (Agi)
(Knives +2)
11 [11] First Aid 2 (Log)
7 [8] Gymnastics* (Agi)
9 [5] Perception 5 (Int)
(Visual +2)
7 [8] Running* (Str)
10 [8] Sneaking 5 (Agi)
(Urban +2)
7 [8] Swimming* (Str)
15 [A] Unarmed Combat 6 (8) (Agi)
(Jeet Kune Do +2)
2 * Athletics Group 2

Knowledge Skills

7 [5] Famous Martial Artists 3 (Int)
8 [5] Gang Identification 4 (Int)
8 [5] Underground Fight Scene 4 (Int)

Language Skills

7 [5] Chinese 3
N Japanese

Attribute-Only Tests

6 [6] Composure
6 [6] Judge Intentions
10 [6] Lifting & Carrying
7 [6] Memory

Toxin Resistances

Contact (4 / 4)	Toxin	Disease
Ingestion	13 [6]	13 [6]
Inhalation	9 [6]	9 [6]
Injection	Imm 9 [6]	Imm 9 [6]

Addiction Resistance

9 [6] Resist Physical Addiction
7 [6] Resist Psychological Addiction

Edge Pool

☐ ☐ ☐ ☐ ☐



Physical Damage

		-1
		-2
		-3
		-4

Overflow: ☐ ☐ ☐ ☐ ☐

Natural Recovery:
10 [6] (1 day) heal 1 box/bit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
10 [6] (1 hour) heal 1 box/bit

Defenses

Ranged attacks against you are at : +0 [6]
Ranged Defense (No Action): 11 [6]
Full Defense (-10 Interrupt, for the rest of the turn): +4 [6]

Melee attacks against you are at : +0 [6]
Melee Defense (No Action): 11 [6]
Full Defense (-10 Interrupt, for the rest of the turn): +4 [6]
Dodge (-5 Interrupt, vs. one melee attack): +2 [8]
Ceramic/Plasteel Knife Parry (-5 Interrupt, vs. one melee attack): +8 [8]
Combat Knife Parry (-5 Interrupt, vs. one melee attack): +8 [8]
Cougar Fineblade Knife, Long Blade Parry (-5 Interrupt, vs. one melee attack): +8 [8]
Survival Knife Parry (-5 Interrupt, vs. one melee attack): +8 [8]
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +10 [8]

Sensor-aided attacks against you are at : +0 [6]
Sensor Defense (No Action): 10 [8]

Positive Qualities

Adept
Ambidexterous

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

Damage Resistances

24 Armor 18
 28 Acid Protection 22 30 Electricity Protection 24
 24 Cold Protection 18 28 Fire Protection 22
 24 Falling Protection 18 10 Fatigue Resistance

Positive Qualities

Mentor Spirit: Shark
 Tough as Nails (Physical) (1)
 Toughness

Negative Qualities

Allergy, Common (Mild): Soy
 Astral Beacon
 SINner (National SIN): UCAS

Martial Arts

Jeet Kune Do
 • Counterstrike (15 [8] vs. opponent's Attack Test)

Adept Powers

Critical Strike: Unarmed Combat
 Elemental Strike: Electricity
 Improved Ability (2): Unarmed Combat
 Improved Reflexes (2)
 Killing Hands
 Mystic Armor (2)
 Penetrating Strike (2)

Mentor Spirit Effects

+2 dice for Unarmed Combat tests
 Berserk (6 (3))

Identities

Identity: Specify Name
 National SIN
 Identity: Specify Name
 Fake SIN
 Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
 Neighborhood (2), Security (2)]
 Licenses & SINS : Fake License: Adept (4), Fake License: Drivers
 (4), Fake License: Knife Possession (4), Fake SIN (4)

Armor

Ballistic Mask (Customized) +2
 Modifications: Gas Mask
Globetrotter Jacket 12
 Acid: +4, Electricity: +6, Fire: +4
 Modifications: Chemical Protection (4), Custom Protection: Fire
 Resistance (4), Holster, Nonconductivity (6)
Mystic Armor +2
Securetech PPP Arms Kit +1
 Modifications: Decrease Social Limit by 1
Securetech PPP Legs Kit +1
 Modifications: Decrease Social Limit by 1

Melee & Other Weapons

Ceramic/Plasteel Knife	6P v -1	13 [5]	Reach: –
Combat Knife	7P v -3	13 [7]	Reach: –
Modifications: Personalized Grip			
Cougar Fineblade Knife, Long Blade	8P v -1	13 [7]	Reach: –
Survival Knife	7P v -1	13 [5]	Reach: –
Unarmed Strike	6P	17 [8]	Reach: –

Matrix Devices

Renraku Sensei

			Device Rating : 3
			Data Processing : 3, Firewall: 3
			Matrix Initiative : 7
			Matrix DR : 6 (7 vs. Black IC)

Gear (Cash: 1,985¥)

AR Gloves
 Climbing Gear
 Dropped to Ground
 Rapelling Gloves
 Renraku Sensei
 Savior Medkit
 (2x) Savior Medkit Supplies
 Subvocal Microphone
 Survival Kit

Contacts

Fixer
 Connection: 3 Loyalty: 3

Background & Personal Details

Harkos spit, tasting blood. Rock grinned down at her, showing a mouth full of cheap gold teeth.

"Oughta stay down, little girl, I don't wanna hurt you too badly. Might mess up that pretty face."

It wasn't his words that brought the crazy smile to her lips, the fury boiling through her veins was a familiar friend. One of the other gangers called out a warning, but by then it was too late. Harkos came off the ground like a launched grenade, fists and knees flying. Rock backpedaled, covering up, trying to ride out the flurry of strikes. She paused, let him reset, waiting for the counter. He feinted low, the real shot coming straight down, a hammerfist aimed for her collarbone. Harkos slid inside with a percussive atemi strike to Rock's extended hip joint, before torquing her body around with an elbow to his temple. Stunned, he couldn't stop her from kicking out his knee before breaking his elbow.

Bellowing in pain, Rock rolled to the ground, clutching his broken arm. Harkos was on him instantly, driving a knee into his ribs before smashing her fists into his mouth, once, twice, three times. A handful of gold teeth clattered to the pavement. She stood, breathing hard.

"Stay down," she snarled. "I don't want to mess your pretty face up any worse."