

## Gunslinger Adept

Metatype: Ork Adept; Female; Ethnicity: Chinese; Age: 20;  
Height: 1.91m; Weight: 120kg; Hair: Black; Eyes: Brown;  
Skin: Olive  
Total Karma: 1; Current Karma: 1; Street Cred: 0; Notoriety:  
0; Public Awareness: 0

### Attributes

|                 |     |                          |                        |          |                          |
|-----------------|-----|--------------------------|------------------------|----------|--------------------------|
| Body.....       | 7   | <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 .....            | 6        | <input type="checkbox"/> |
| Strength .....  | 4   | <input type="checkbox"/> | Initiative ..          | 9/11+3D6 | <input type="checkbox"/> |
| Willpower ..... | 4   | <input type="checkbox"/> | <b>Inherent Limits</b> |          |                          |
| Logic .....     | 3   | <input type="checkbox"/> | [8] Physical Limit     |          |                          |
| Intuition.....  | 4   | <input type="checkbox"/> | [5] Mental Limit       |          |                          |
| Charisma.....   | 4   | <input type="checkbox"/> | [5] Social Limit       |          |                          |

### Movement

12m/24m/+2 Land Movement

5m/+1 Swimming

### Active Skills

- 11 [A] Automatics 5 (Agi)  
(Submachine Guns)
- 8 [A] Clubs 2 (Agi)  
(Nunchaku +2)
- 6 [4] Etiquette 2 (Cha)
- 8 [8] Palming 2 (Agi)
- 7 [5] Perception 3 (Int)  
(Visual +2)
- 8 [H] Pilot Ground Craft 1 (Rea)
- 8 [H] Pilot Watercraft 1 (Rea)
- 13 [A] Pistols 5 (7) (Agi)  
(Semi-Automatics)
- 10 [8] Sneaking 4 (Agi)

### Knowledge Skills

- 6 [5] Area Knowledge Neo Tokyo 2 (Int)
- 7 [5] Neo-tokyo Airsoft Ranges 3 (Int)
- 7 [5] Police Procedures 3 (Int)
- 5 [5] Small Unit Tactics 2 (Log)
- 5 [5] Weapon Manufacturers 2 (Log)

### Language Skills

- 6 [5] English 2
- N Japanese
- N Mandarin

### Attribute-Only Tests

- 8 Composure
- 8 Judge Intentions
- 11 Lifting & Carrying
- 7 Memory

### Toxin Resistances

| Contact            | Toxin | Disease |
|--------------------|-------|---------|
| 11                 | 11    | 11      |
| Ingestion          | 11    | 11      |
| Inhalation (6 / 6) | 17    | 17      |
| Injection          | 11    | 11      |

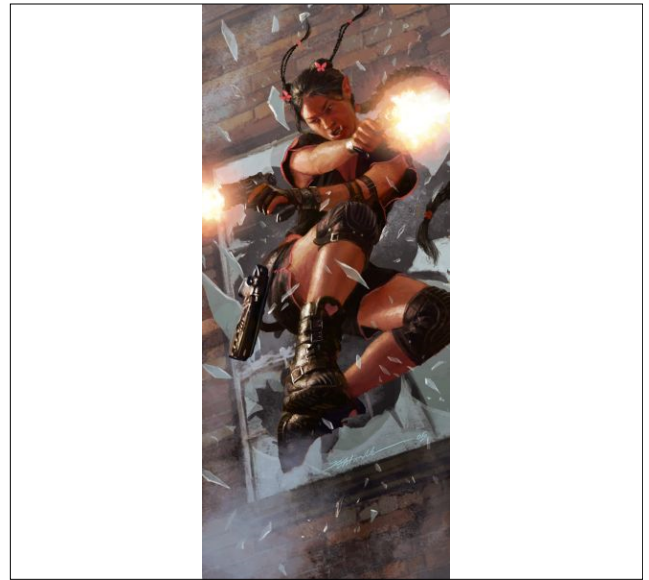
### Addiction Resistance

- 11 Resist Physical Addiction
- 7 Resist Psychological Addiction

### Activated Adjustments

Nunchaku +2

Validation Report (0 issues): Nothing identified



### 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"/> | -4 |

### 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"/> |    |

Overflow: ☐☐☐☐☐

Natural Recovery:

11 (1 day) heal 1 bodykit

Natural Recovery:

11 (1 hour) heal 1 bodykit

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 12

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

Melee attacks against you are at : +0

Melee Defense (No Action): 12

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

Nunchaku Parry (-5 Interrupt, vs. one melee attack): +4 [8]

Tonfa Parry (-5 Interrupt, vs. one melee attack): +3 [8]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 10 [8]

### Edge Pool

|                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|

### Positive Qualities

Adept

## Firearms & Heavy Weapons

|                       |    |                           |
|-----------------------|----|---------------------------|
| Acid Protection 18    | 31 | Electricity Protection 24 |
| Cold Protection 18    | 29 | Fire Protection 22        |
| Falling Protection 18 | 11 | Fatigue Resistance        |

**Bilingual  
Perfect Time  
Sharpshooter**

## Code of Honor: The Path of the Samurai (8 🏰 vs. 4) Impassive

**Combat Sense (1)**  
**Enhanced Accuracy: Automatics**  
**Enhanced Accuracy: Pistols**  
**Improved Ability (2): Pistols**  
**Improved Reflexes (2)**  
**Mystic Armor (2)**  
**Rapid Draw**

## Enhanced Senses: Low-Light Vision

**Identity: Specify Name**

**Lifestyles:** (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

**Licenses & SINs :** Fake License: Adept (4), Fake License: Bodyguard (4), Fake License: Club (4), Fake License: Drivers (4), Fake License: Restricted Gear (4), Fake SIN (4)

|                                                                                                                   |           |
|-------------------------------------------------------------------------------------------------------------------|-----------|
|  <b>Ballistic Mask</b>          | <b>+2</b> |
| <b>Modifications:</b> Respirator (6)                                                                              |           |
|  <b>Globetrotter Jacket</b>     | <b>12</b> |
| <b>Electricity:</b> +6, <b>Fire:</b> +4                                                                           |           |
| <b>Modifications:</b> Concealable Holster, Custom Protection: Fire Resistance (4), Holster, Nonconductivity (6)   |           |
|  <b>Mystic Armor</b>            | <b>+2</b> |
|  <b>Securetech PPP Arms Kit</b> | <b>+1</b> |
| <b>Modifications:</b> Decrease Social Limit by 1                                                                  |           |
|  <b>Securetech PPP Legs Kit</b> | <b>+1</b> |
| <b>Modifications:</b> Decrease Social Limit by 1                                                                  |           |

**AK-97** 10P v -2 11  [7] 25/150/350/550  
**Ammo Usage** : 38 (c):                                                                                                                                            

APDS: - v -4,           /20

**Ares Predator V** 8P v -5 14 [7] 5/20/40/60  
**Ammo Usage :** 15 (c):                                                  

Regular Ammo: —, \_\_\_\_/30

**Ingram Smartgun X**      6S(e) v -5      13  [6]      10/40/80/150  
**Ammo Usage :** 32 (c):                                                                                                                                             <

**Stick-n-Shock**:  $-2S(e) \vee -5, \underline{\hspace{1cm}}/60$

|                                         |            |          |          |
|-----------------------------------------|------------|----------|----------|
| <b>Nunchaku</b>                         | 6P         | 10 🏆 [6] | Reach: 1 |
| <b>Modifications:</b> Personalized Grip |            |          |          |
| <b>Shock Glove</b>                      | 8S(e) v -5 | 5 🏆 [8]  | Reach: – |
| <b>Tonfa</b>                            | 7P         | 8 🏆 [5]  | Reach: 1 |
| <b>Modifications:</b> Personalized Grip |            |          |          |
| <b>Unarmed Strike</b>                   | 4S         | 5 🏆 [8]  | Reach: – |

## Matrix Devices

### Novatech NetNinja



Device Rating : 5

Data Processing : 5, Firewall: 5



Matrix Initiative : 9

Matrix DR : 10 (9 vs. Black IC)



## Gear (Cash: 390¥)

(3x) Antidote Patch (6)

AR Gloves

Climbing Gear

Dropped to Ground

Flashlight, Low-Light

Medkit (6)

Novatech NetNinja

(200x) Standard Rope (m)

Subvocal Microphone

Trodes

## Vehicles

Yamaha Growler

CHASSIS: YAMAHA GROWLER

Handling 4, Handling (Off-Road) 5, Speed 3, Speed (Off-Road) 4,

Acceleration 1, Body 5, Pilot 1, Sensor 1, Seating 1, Device

Rating 1, Data Processing 1, Firewall 1

Condition Monitor: 15

Armor: 5H

Limits: Mental 2

Physical Initiative: 2+4D6

Languages: English N

Vehicle Mods:

Morphing license plate

Off-Road Suspension

Run Flat Tires x2

Spoof chip

## Contacts

**Lenhardt (male human) (Fixer)**

Connection: 3 Loyalty: 2

**Locus (male elf) (Weapons Dealer)**

Connection: 4 Loyalty: 3

**Triad Boss**

Connection: 3 Loyalty: 1

**Metatype:** Human

**Sex:** Male

**Age:** Young

**Preferred Payment Method:** Service (drek job)

**Hobbies/Vice:** Nothing of Interest

**Personal Life:** Single

**Type:** Personal Favor

## Background & Personal Details

Marshall pitched the flash-bang through the open window with his left hand, his right still clutching the polymer pistol grip of his Ares Alpha. shouted, and Hawke sprinted from cover. Although the lights in the building were out, either shut off or destroyed, enough illumination drifted in through the open windows that she could clearly make out the hallway beyond the window and the grenade, skittering along the floor. An arm snaked out from a doorway halfway down the hall, reaching for the explosive with a rag to pitch it back out the window. Hawke put a round from the Colt in her left hand through the forearm, then one from the pistol in her right hand through the wall where the arm owner's head should have been. Not waiting to see if a body tumbled out, she tucked and dove for the window. grenade's blast met her on the way in, the flash stunning even though her goggles darkened immediately to save her vision. Rolling onto a knee, she ripped out a pair of rounds from each of the Colts, shards of construction plastic flashing outwards as her explosive rounds cored through the thin walls of the apartment building. Automatic gunfire answered her, bursts probing through the dim haze. She didn't give her targets time to adjust their aim, sprinting forward again. Hawke made the corner without slowing, hurdling the body slumped in the doorway. The figure turning from cover on the far side of the room took her initial two rounds center of mass, while the one reloading against the wall dropped both the clip he held and his empty rifle, clawing for the pistol holstered on his thigh. Hawke didn't give him the opportunity, walking four rounds up his torso.

Automatic gunfire stabbed through the room, and Hawke grunted, stumbling forward beneath the hammer of the bullets. Marshall opened fire from the doorway, his twin three round bursts pinning the shooter to the wall long enough for Hawke to put a double tap through his forehead. Silence, more shocking than the gunshots, invaded the room. tinny to Hawke's ears, stunned from the close quarters gunfight.

## Yamaha Growler

Yamaha Growler



### Attributes

|                        |   |                          |                         |       |                          |
|------------------------|---|--------------------------|-------------------------|-------|--------------------------|
| Handling . . . . .     | 4 | <input type="checkbox"/> | Device Rating . . . . . | 1     | <input type="checkbox"/> |
| Handling (Off-Road)    | 5 | <input type="checkbox"/> | Initiative . . . . .    | 2+4D6 | <input type="checkbox"/> |
| Speed . . . . .        | 3 | <input type="checkbox"/> | <b>Inherent Limits</b>  |       |                          |
| Speed (Off-Road)       | 4 | <input type="checkbox"/> | [2] Mental Limit        |       |                          |
| Acceleration . . . . . | 1 | <input type="checkbox"/> |                         |       |                          |
| Body . . . . .         | 5 | <input type="checkbox"/> |                         |       |                          |
| Pilot . . . . .        | 1 | <input type="checkbox"/> |                         |       |                          |
| Sensor . . . . .       | 1 | <input type="checkbox"/> |                         |       |                          |
| Seating . . . . .      | 1 | <input type="checkbox"/> |                         |       |                          |
| Data Processing . .    | 1 | <input type="checkbox"/> |                         |       |                          |
| Firewall . . . . .     | 1 | <input type="checkbox"/> |                         |       |                          |

### Damage Resistances

|                       |                              |
|-----------------------|------------------------------|
| 10  [5] Armor 5       |                              |
| 10  Acid Protection 5 | 10  Electricity Protection 5 |
| 10  Cold Protection 5 | 10  Fire Protection 5        |

### 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"/> | -4 |
| <input type="checkbox"/> | <input type="checkbox"/> | -5 |

### Matrix Damage

|                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### Defenses

Ranged attacks against you are at : +0   
Ranged Defense (No Action): 1

Melee attacks against you are at : +0   
Melee Defense (No Action): 1

Sensor-aided attacks against you are at : +0   
Sensor Defense (No Action): 1 [4]

### Vehicle Modifications

Morphing license plate  
Off-Road Suspension  
(2x) Run Flat Tires  
Spoof chip

### Gear (Cash: 390¥)

Dropped to Ground

### Programs

Linguistics: English (local language)  
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified