

| PERSONAL | DATA | | | | | |
|----------|----------|-------------|------------|-------|--------------|------|
| Alias | Mister T | | Name | Tob | oias Trimbol | |
| Metatype | Troll | N | Magic/Reso | nance | Adept | |
| Sex | male | ł | leight | 2 | Weight | 300 |
| Age | | | leat | 0 | Reputation | 0 |
| Karma | 2 | Total Karma | | 2 | Essence | 6.00 |

EDGE NUYEN (M)

EDGE / ¥



ATTRIBUTES

| | Rtg | Pool | | Rtg | Pool |
|-----------|-----|------|------------------------|-----|--------|
| Body | 8 | 8 | Minor Actions | 1 | 3 |
| Agility | 4 | 4 | Initiative | 8 | 8 +2D6 |
| Reaction | 6 | 7 | Initiative (Matrix VR) | 2 | 2 +2D6 |
| Strength | 8 | 8 | Initiative (Astral) | 3 | 3 +2D6 |
| Willpower | 5 | 5 | Defense | 0 | 10 |
| Logic | 2 | 2 | Composure | 0 | 8 |
| Intuition | 1 | 1 | Judge Intentions | 0 | 6 |
| Charisma | 3 | 3 | Memory | 0 | 3 |
| Edge | 6 | 6 | Lift / Carry | 0 | 13 |
| Magic | 6 | 6 | 11 / 70.9 | | |

Physical Healing: BOD + BOD = 16

Damage resist: BOD (8) + mod.(0) = 8

| POSITIVE | NEGATIVE |
|----------------------|-------------|
| Thermographic Vision | Honorbound |
| Built Tough 2 | Code Duello |
| Dermal Deposits | Incompetent |
| Adept | Firearms |
| Quick Healer | Impaired 1 |
| Toughness | Logic |
| Mentor Spirit | |
| Bear | |

CONDITION MONITOR

| Stun Healing: BOD + WIL = 13 |
|------------------------------|
| |
| Drain resist: WIL (5) + |

| SKILLS | | | | |
|------------------------|-------|-----|---------|-------|
| Skill | Attr. | Rtg | Pool | Notes |
| Untrained Athletics | AGI | 5 | 9 | |
| Close Combat | AGI | 6 | , 10 | |
| Con | CHA | 0 | 2 | |
| Electronics | LOG | 0 | 1 | |
| Engineering | LOG | 0 | 1 | |
| Firearms | AGI | 0 | 3 | |
| Influence | CHA | 0 | 2 | |
| | | | | |

| Skill | Attr. | Rtg | Pool | Notes |
|------------|-------|-----|------|-------|
| Outdoors | INT | 0 | 0 | |
| Perception | INT | 0 | 0 | |
| Piloting | REA | 0 | 6 | |
| Stealth | AGI | 5 | 9 | |
| | | | | |

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| Dam. overfl. Healing: 16 - Mod. = | |
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| Language/Knowledge |
|------------------------|
| Lang: English (Native) |
| Seattle Gangs |
| Seattle streets |
| |

| Ranged weapon | Pool | Damage | Att.R. | Mode | Ammo |
|----------------------------|------|--------|--------|----------|------|
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| | | | | | |
| Melee weapon | Pool | Da | nage | Att.R. | |
| Knife | 10 | | 2P | 16/3/-/ | -/- |
| Unarmed | 10 | | 2P | 17/-/-/- | -/- |
| Urban Tribe Tomahawk Mk II | 10 | | 2P | 20/11/- | 1_1_ |

| ARMOR | | DEFENSIVE RATI | NG | 16 |
|--------------------------|----|------------------------|------|----|
| Armor | - | Rating | Soci | al |
| Body | | 8 | 3 | |
| Armor jacket | | 4 | -3 | |
| Dermal Deposits | | SU ZAULKING | 0 | |
| Mystic Armor | | 3 | 0 | |
| Defensive Pools against | | Defensive Actions | | |
| Attacks | 10 | Block (Minor) | | +6 |
| Combat spells (Indirect) | 12 | Dodge (Minor) | | +5 |
| Combat spells (Direct) | 6 | Hit the dirt (Minor) | | +2 |
| Toxin Damage | 13 | Full Defense (Major) | | +5 |
| Drain | 0 | Boosted Defense (Major |) | 6 |

| lugmentation | Level | Essence | Page |
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| CONTACTS | | | | |
|----------------|-------------------------|------|-------|-----|
| Alias | Туре | Loy. | infi. | Fav |
| Brynne Taggart | Fixer | 2 | 3 | 0 |
| Ma Conic | Ork Sensei | 3 | 3 | 0 |
| Whiskey | Street Doc | 1 | 2 | 0 |
| Ms Snow | Shadow Chapters Johnson | 1 | 3 | 0 |
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| Lifestyle | Туре | Cost | Month |
|------------------|----------|------|-------|
| Unnamed Squatter | Squatter | 500¥ | 1 |

| SINS | |
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| Name | Quality |
| Tom Baker | 2 |
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| | | | Speed | Pil | Body | Arm | Sens | Seat |
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| COMBAT ACTIONS | | | | | | | |
|---|---------------------|---|----------------|--|---|--|----------------|
| Initiative (minor) Call a shot Mutliple attacks | CRB41 CRB42 | Initiative (major)) Attack Ready Weapon | CRB42 CRB43 | Anytime (minor) Augmentation Overdu Avoid incoming | rive CRB282 | Anytime (major) Assist Backseat Driver | CRB42 DC177 |
| Ouick draw | CRB42 | Reload Weapon | CRB44 | Block | | Full Defense | CRB43 |
| Reload Smartgun | CRB42 | Reload Heapon | ONBIT | Dodge | CRB41 | | ond to |
| Take Aim | CRB42 | | | Drop Object | CRB41 | | |
| Trip | CRB42 | | | Intercept | CRB41 | | |
| EDGE Boosts and Actions | | | | | | | |
| 1 EDGE | | Karmic Escape (I) | | FS 94 | Right Back At Ya! (I) | | FS 95 |
| Shank (I) | CRB 48 | Knockout Blow (I) | | CRB 47 | Yielding Force (I) | | FS 96 |
| Tactical Roll (I) | CRB 48 | Protect the Princi | | FS 95 | 4 EDGE | | |
| Taunt (I) | FS 95 | Rolling Clouds (I) | , | FS 95 | Anticipation (I) | | CRB 47 |
| Threatening Edge (I) | FS 95 | Rooted (I) | | FS 95 | Blinding strike (I) | | FS 92 |
| Throat Strike (I) | FS 96 | Sucker Punch (I) | | FS 95 | Charge (I) | | FS 93 |
| Tuck and Roll (I) | FS 96 | Thunder Palm (I) | | FS 96 | Knuckle Breaker (I) | | FS 94 |
| Tumble (I) | CRB 48 | Weapon Flash (I) | | FS 96 | Riposte (I) | | FS 95 |
| Weapon Spread (I) | FS 96 | 3 EDGE | | 10.00 | Throw Person (I) | | FS 96 |
| Wrest (I) | CRB 48 | Cover Fire (I) | | FS 93 | 5 EDGE | | 13.50 |
| 2 EDGE | CKD 40 | Entanglement (I) | | FS 93 | Called Shot (Disarm) (I) | | CRB 47 |
| | FC 02 | | | | | | |
| Fake Out (I) | FS 93 | Hamstring (I) | (1) | FS 93 | Called Shot (Vitals) (I) | (1) | CRB 47 |
| Fire from Cover (I) | CRB 47 | Leaf on the Wind | (1) | FS 94 | Called Shot: Break Wea | | FS 93 |
| Imposing Stone (I) | FS 94 | Pin (I) | | FS 94 | Called Shot: Incapacitat | e (I) | FS 93 |
| Intimidating Presence (I) | FS 94 | Playing Possum (| 1) | FS 94 | | | 2000 200B |
| COMBAT OVERVIEW | | | | MARTIAL ARTS | | | |
| 1. Grab Dice | | | | | 2-331-7-1- | | |
| Attacker: Weapon pool plu | is modifiers | | | - Children all | 1 al | | 140 |
| Defender:: Intuition + Read | ction = 8 | | | | 101 m 1-1-1 | 100 | |
| 2. Distribute Edge | | | | | 5. S. | 1. N 6-0 1 1 10 | |
| Compare Attack Rating vs | . Defense Rating | | | | | 馬」にコーー | |
| For every 4 better, the p | party gets 1 Edge | | | | A.A.A. | -0 E | -97 |
| Modify with situational ed | ge | | | | | | |
| Max. 2 Edge per combat ro | ound | | | | | | |
| 3. Roll Dice and Spend Ed | ge | | | 3- (1) | | | |
| a) Choose either Pre- or Po | ost Roll Edge actio | ons | | | | | |
| b) Roll dice | | | | | | | |
| c) Check for glitches | | | | | | | |
| d) Spend Edge | | | | | | | |
| 4. Soak Some Damage | | | | | | | |
| Defend with Damage Resis | stance (8) to redu | ce the damage. | | J 2 10 00 | | | |
| Last chance to use Edge | () | 5- | | | | | |
| 5. Bring the Pain | | | | | | | |
| a) Apply damage to condit | tion monitor | | | | | | |

a) Apply damage to condition monitorb) Apply secondary weapon effects

| ASTRAL COMBAT (PR | <u>5560 mkoj</u> | |
|----------------------|----------------------------------|-----|
| | Test | Poo |
| Ratings / Initiative | | |
| Attack Rating | Magic + Tradition attribute | |
| Defense Rating | Intuition + innate armor + mod. | |
| Initiative | Logic + Intuition +2D6 | |
| Dice Pools | | |
| Unarmed combat | Astral + Willpower | |
| Weapon foci | Close Combat + Willpower | |
| Spellcasting | Sorcery + Magic | |
| Defense | Intuition + Logic | |
| Damage Resistance | Willpower | |
| Damage Values | | |
| Unarmed | Tradition attribute/2 (round up) | |
| Weapon focus | As weapon | |

Rtg Choice

For each additional point base damage drain will increased by 2

If result is greater or equal drain value no drain damage is taken. If result is lesser than drain the difference between drain and hits is drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (5) + (0)

For each increase of radius by 2 metres the drain will be increased by 1

Sustained spell area can be moved within range. Requires a minor action. No additional drain.

Page

FOCI Name

SPELL CASTING 1. Adjust Spell

b) Increase Area

2. Roll Spellcasting Test Sorcery + Magic = (6)

damage taken.

c) Shift Area

3. Deal with drain

a) Amp Up (Combat Spells)

| Adept power | Act | Cost | Page |
|-----------------------------|-------|------|---------|
| Astral Perception | min. | 1.0 | CRB 156 |
| Combat Sense 2 | pass. | 1.0 | CRB 156 |
| Counterstrike 1 | min. | 0.5 | Wyrd 79 |
| Danger Sense | pass. | 0.5 | CRB 156 |
| Dash 1 | min. | 0.25 | Wyrd 79 |
| Elemental Strike (Electric) | min. | 0.5 | Wyrd 80 |
| Improved Reflexes 1 | pass. | 1.0 | CRB 157 |
| Killing Hands | min. | 0.5 | CRB 157 |
| Mystic Armor 3 | pass. | 0.75 | CRB 157 |
| Penetrating Strike 2 | pass. | 0.5 | Wyrd 83 |
| Rapid Healing 1 | pass. | 0.0 | CRB 158 |
| Wall Running | min. | 0.5 | CRB 158 |

| INITIATION | GRADE 1 |
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| Metamagic | Page |
| Power Points | CRB 168 |
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| Ritual Features | Th. Notes | Page |
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| SPELLS | | | | | | ATTACK RATING | | BASE COMBAT SPELL DAMAGE | | | |
|--------|------|-----------|-----------------|-----------------------|----------------------------|---------------------------------------|--|---|--|--|--|
| Туре | Dur. | Range | Drain | Page | Notes | Spell | Туре [| Dur. Range | Drain Pag | ge Not | |
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Adept powers

ASTRAL PERCEPTION

You did not provide a description yet. (Key adeptpower.astral_perception.desc) see Core rules, p.156

COMBAT SENSE 2

You did not provide a description yet. (Key adeptpower.combat_sense.desc) see Core rules, p.156

COUNTERSTRIKE 1

You did not provide a description yet. (Key adeptpower.counterstrike.desc) see Street Wyrd, p.79

DANGER SENSE

You did not provide a description yet. (Key adeptpower.danger_sense.desc) see Core rules, p.156

DASH 1

You did not provide a description yet. (Key adeptpower.dash.desc) see Street Wyrd, p.79

ELEMENTAL STRIKE (ELECTRIC)

You did not provide a description yet. (Key adeptpower.elemental_strike.desc) see Street Wyrd, p.80

IMPROVED REFLEXES 1

You did not provide a description yet. (Key adeptpower.improved_reflexes.desc) see Core rules, p.157

KILLING HANDS

You did not provide a description yet. (Key adeptpower.killing_hands.desc) see Core rules, p.157

MYSTIC ARMOR 3

You did not provide a description yet. (Key adeptpower.mystic_armor.desc) see Core rules, p.157

PENETRATING STRIKE 2

You did not provide a description yet. (Key adeptpower.penetrating_strike.desc) see Street Wyrd, p.83

RAPID HEALING 1 You did not provide a description yet.

(Key adeptpower.rapid_healing.desc) see Core rules, p.158

WALL RUNNING You did not provide a description yet. (Key adeptpower.wall_running.desc) see Core rules, p.158

Initiation / Submersion

METAMAGIC (ADEPT)

POWER POINTS

You did not provide a description yet. (Key metamagicOrEcho.power_points.desc) see Core rules, p.168

Qualities

POSITIVE

THERMOGRAPHIC VISION

You did not provide a description yet. (Key quality.thermographic_vision.desc) see Core rules, p.73

BUILT TOUGH

You did not provide a description yet. (Key quality.built_tough.desc) see Core rules, p.70

DERMAL DEPOSITS

You did not provide a description yet. (Key quality.dermal_deposits.desc) see Core rules, p.71

ADEPT

You did not provide a description yet. (Key quality.adept.desc) see Core rules, p.66

QUICK HEALER

You did not provide a description yet. (Key quality.quick_healer.desc) see Core rules, p.73

TOUGHNESS

You did not provide a description yet. (Key quality.toughness.desc) see Core rules, p.73

MENTOR SPIRIT: BEAR

You did not provide a description yet. (Key mentorspirit.bear.desc) see Core rules, p.163

NEGATIVE

HONORBOUND: CODE DUELLO

You did not provide a description yet. (Key quality.honorbound.desc) see Core rules, p.76

INCOMPETENT: FIREARMS

You did not provide a description yet. (Key quality.incompetent.desc) see Core rules, p.76

IMPAIRED: LOGIC

You did not provide a description yet. (Key quality.impaired.desc) see Core rules, p.76