

Name: Tae Joon-Ho

Stats

INT 6	REF 7	TECH 6
CL 6	ATT 6	LK 5
MA 7	BODY 8	EMP 8

Run: 21m/trun Leap 5.25m. Lift: 90 kg.

Skills

Athletics +3, Awareness/Notice +5, Chemistry +4, Expert: Business Admin +3, Gambling +2, Handgun +2, Intimidate +3, Know Language (Japanese), Know Language (Korean) +8, Martial Arts +6 (Tae Kwon Do), Melee +6, Persuasion & Fast Talk +5, Pharmaceuticals +4, Pick Locks +3, Resist Torture/Drugs +5, Shadow/Track +5, Social +2, Stealth +3, Streetwise +5, Strength Feat +2

Advantages

Bilingual Background (Korean and Japanese) 4 SPs

Disadvantages

Debt (Financial) (200 a month for a year) -2 SPs
Drug Addiction (Amphetamines) (2000 Yen a dose) -6 SPs
Unmistakable Feature (Ukiyo-e Tattoo) -2 SPs

Equipment

Burner Cellphone, 1 Kilo of Amphetamines (333 doses Street Value of 666,600 Yen, kept in Apartment Air Conditioner), One Room Apartment w/utilites (one month), 6x outfits (sport coat, shirt and pants), Sunglasses, Chain, Ring, Smith and Wesson 442 Revolver w/ 50 bullets (kept in Air conditioner), Switchblade and Brass Knuckles (both kept in Air conditioner), Personal use stash (kept on person 3 doses, street value of 6000 Yen), \$400,000 Yen. (Exchange Rate on Yen is 1 EB = 200 Yen)

Combat Scores

Initiative: +7
Stun/Death Save: 8
BTM: -3
Strike (DAM 1d6/2+7): +16
Brass Knuckles (DAM 1d6+7): +16
Kick (DAM 1d6+7): +16
Switch Blade (DAM 1d6/2+1): +13
Smith and Wesson 442 (#Shots 5/ROF 2/DAM 2d6/Rel VR): +9