

Shadow

Metatype: Elf Shamanic Magician; Male; Ethnicity: European;
 Age: 25; Height: 1.9m; Weight: 80kg; Hair: BLK; Eyes: Gry;
 Skin: WHITE
 Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
 1; Public Awareness: 0



Attributes

Body.....	4	<input type="checkbox"/>	Essence.....	6	<input type="checkbox"/>
Agility.....	4	<input type="checkbox"/>	Edge.....	1	<input type="checkbox"/>
Reaction.....	5	<input type="checkbox"/>	Magic.....	3	<input type="checkbox"/>
Strength.....	2	<input type="checkbox"/>	Initiative.....	8+1D6	<input type="checkbox"/>
Willpower.....	5	<input type="checkbox"/>	Inherent Limits		
Logic.....	4	<input type="checkbox"/>	[5] Physical Limit		
Intuition.....	3	<input type="checkbox"/>	[6] Mental Limit		
Charisma.....	8	<input type="checkbox"/>	[9] Social Limit		
			[9] Astral Limit		

Movement

8m/16m/+2 Land Movement

3m/+2 Swimming

Active Skills

- 8 [9] Arcana 4 (Log)
- 8 [9] Assensing 5 (Int)
- 11 [A] Astral Combat 6 (Wil)
- 5 [9] Banishing* (Mag)
- 5 [F] Binding* (Mag)
- 6 [9] Counterspelling* (Mag)
- 9 [5] Gymnastics 5 (Agi)
- 11 [6] Perception 6 (Int)
- 7 [H] Pilot Ground Craft 2 (Rea)
- 8 [A] Pistols 4 (Agi)
- 6 [F] Ritual Spellcasting* (Mag)
- 6 [F] Spellcasting* (Mag)
- 5 [F] Summoning* (Mag)
- 7 [6] Tracking 4 (Int)
 - 2 * Conjuring Group 2
 - 3 * Sorcery Group 3

Knowledge Skills

- 7 [6] Cooking 3 (Log)
- 7 [6] Magic History 3 (Log)
- 4 [6] Street drugs 1 (Int)

Language Skills

- 7 [6] Aztlaner Spanish 4
- N English
- 6 [6] Sperediel 3

Attribute-Only Tests

- 13 Composure
- 11 Judge Intentions
- 6 Lifting & Carrying
- 9 Memory

Toxin Resistances

	Toxin	Disease
Contact	9	9
Ingestion	9	9
Inhalation	9	9
Injection	9	9

Addiction Resistance

- 9 Resist Physical Addiction
- 9 Resist Psychological Addiction

Physical Damage

		-1
		-2
		-3

Overflow:

Natural Recovery:
 8 (1 day), heal 1 box/hit

Stun Damage

		-1
		-2
		-3

Natural Recovery:
 9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at: +0
 Ranged Defense (No Action): 8
 Full Defense (-10 Interrupt, for the rest of the turn): +5

Melee attacks against you are at: +0
 Melee Defense (No Action): 8
 Full Defense (-10 Interrupt, for the rest of the turn): +5
 Dodge (-5 Interrupt, vs. one melee attack): +5 [5]

Sensor-aided attacks against you are at: +0
 Sensor Defense (No Action): 3 [5]

Damage Resistances

- 16 Armor 12
- 16 Acid Protection 12
- 16 Cold Protection 12
- 16 Falling Protection 12
- 16 Electricity Protection 12
- 16 Fire Protection 12
- 9 Fatigue Resistance

Validation Report (1 issues): Gear Karma: Resource Overspent: 19 of 10

Edge Pool



Positive Qualities

Exceptional Attribute: Reaction
Focused Concentration (1)
Mentor Spirit: Eagle
Shamanic Magician

Negative Qualities

Allergy, Uncommon (Mild): Antibiotics
Bad Luck
SINner (National SIN): UCAS

Metatype Abilities

Enhanced Senses: Low-Light Vision

Mentor Spirit Effects

+2 dice for Perception tests
+2 dice for summoning spirits of air
Allergy: Pollutants

Spells

- 6☉ [F] Analyze Magic** (Detection: Active, Directional)
Type: P Rng: T Dur: S DV: 13☉ v F-3
- 6☉ [F] Heal** (Health: Essence)
Type: M Rng: T Dur: P DV: 13☉ v F-4
- 6☉ [F] Improved Invisibility** (Illusion: Realistic, Single-Sense)
Type: P Rng: LOS Dur: S DV: 13☉ v F-1
- 6☉ [F] Manabolt** (Combat: Direct)
Type: M Rng: LOS Dam: P Dur: I DV: 13☉ v F-3
- 6☉ [F] Mob Mind** (Manipulation: Area, Mental)
Type: M Rng: LOS (A) Dur: S DV: 13☉ v F+1

Rituals

- 6☉ [F] Watcher** (Minion)

Identities

Identity: Specify Name
National SIN
Randell Sorta
Fake SIN
Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3)]
Subscriptions: (24 months) DocWagon Gold Contract
Licenses & SINS: Fake SIN (4)

Armor

Armor Jacket

12

Firearms & Heavy Weapons

Predator V 6S(e) v -5 8☉ [5] 5/20/40/60
Ammo Usage: 15 (c): □□□□□ □□□□□ □□□□□
Semi-Auto (1, simple action): 8☉, 6S(e) Damage
Semi-Automatic Burst (3, complex action): 8☉ vs. -2 Def, 6S(e) Damage
Recoil Compensation: 2
Modifications: Smartgun System, Internal
Accessories: Silencer/Suppressor
Stick-n-Shock: -2S(e) v -5, ____/60

Melee & Other Weapons

Unarmed Strike 2S 3☉ [5] Reach: -

Gear (Cash: 1,000¥)

Dropped to Ground

Vehicles

Toyota Gopher
CHASSIS: TOYOTA GOPHER
Handling **5**, Handling (Off-Road) **5**, Speed **4**, Acceleration **2**, Body **14**, Pilot **1**, Sensor **2**, Seating **3**, Device Rating **1**, Data Processing **1**, Firewall **1**
Condition Monitor: 19
Armor: 10H
Limits: Mental 2
Physical Initiative: 2+4D6

Contacts

Barney (Bartender)
Connection: 3 Loyalty: 3
Metatype: Elf
Sex: Male
Age: Middle-aged
Preferred Payment Method: Cash (credstick)
Hobbies/Vice: Entertainment (trid show Odd Coven)
Personal Life: None of Your Damn Business!
Type: Legwork

Digital Doom (Fixer)
Connection: 5 Loyalty: 1

El Doctor (Street Doc)
Connection: 4 Loyalty: 2
Metatype: Human
Sex: Female
Age: Old
Preferred Payment Method: Barter (items needed for the profession)
Hobbies/Vice: Family Obligations (kids)
Personal Life: Family
Type: Shadow Service

Smitty (Beat Cop)
Connection: 2 Loyalty: 4

Background & Personal Details

Shadow is a vefry carismatic shaman with a large scar across his face from a spellcast gone wrong.

(His story is posted in Fan Fiction)

Title - Shadow

Date (real world): 2018/12/01

Karma Awarded: 0

Cash Awarded: 0¥