

Papa Midnite

Player: Carl

Metatype: Human Vodou Magician; Male; Age: 25; Height: 1.75m; Weight: 78kg; Hair: Black; Eyes: Black; Skin: Black
Total Karma: 29; Current Karma: 1; Street Cred: 2;
Notoriety: 0; Public Awareness: 0

Attributes

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

Movement

6m/12m/+2 Land Movement

3m/+1 Swimming

Active Skills

- 12 [F] Alchemy 6 (Mag) (Command +2)
- 6 [A] Archery 3 (Agi)
- 5 [8] Assessing 2 (Int)
- 5 [A] Automatics* (Agi)
- 7 [8] Counterspelling 1 (Mag)
- 6 [9] Intimidation 1 (Cha)
- 13 [8] Leadership 6 (Cha)
- 5 [A] Longarms* (Agi)
- 6 [8] Negotiation 1 (Cha)
- 5 [A] Pistols* (Agi)
- 12 [F] Ritual Spellcasting 6 (Mag)
- 12 [F] Summoning 6 (Mag) (Guardian Spirits +2)
- 9 [A] Throwing Weapons 6 (Agi)
- 2 * Firearms Group 2

Knowledge Skills

- 6 [5] Crime 3 (Int)
- 6 [5] Magic Theory 3 (Int)
- 4 [5] Religion 1 (Int)
- 7 [5] Voodoo Lore 4 (Int)

Language Skills

- 4 [5] Afrikaans 1
- N English

Attribute-Only Tests

- 11 Composure
- 8 Judge Intentions
- 5 Lifting & Carrying
- 9 Memory

Toxin Resistances

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

Addiction Resistance

- 9 Resist Physical Addiction
- 9 Resist Psychological Addiction



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"/>		

Overflow: ☐☐☐

Natural Recovery:

6 (1 day), heal 1 box/hit

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"/>	

Natural Recovery:

9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +6

Dodge (-5 Interrupt, vs. one melee attack): +2 [4]

Ares "One" Monosword Weapon Focus (2) Parry (-5 Interrupt, vs. one melee attack): +4 [4]

Sword Parry (-5 Interrupt, vs. one melee attack): +2 [4]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [4]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 2 [4]

Edge Pool

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

Validation Report (0 issues): Nothing identified

Damage Resistances

17 🎲 **Armor 14**

17 🎲 **Acid Protection 14**

18 🎲 **Electricity Protection 15**

17 🎲 **Cold Protection 14**

18 🎲 **Fire Protection 15**

17 🎲 **Falling Protection 14** 9 🎲 **Fatigue Resistance**

Positive Qualities

Ambidexterous

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off-hand (i.e., firing a gun) suffers a -2 dice pool modifier (see **Attacker Using Off-Hand Weapon**, p. 178).

Mentor Spirit: Dragonslayer

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

Spirit Affinity: Guardian Spirits

Available only to magic users, the Spirit Affinity quality allows a character to be attuned to one type of spirit (see **Spirits**, p. 303). These spirits find the character interesting, are drawn to her, and are more inclined to assist her. They may be reluctant to attack the character, and if forced to do so they are likely to use nonlethal power. Watchers and minions do not count for this quality as they are constructed and are not summoned like normal spirits. Spirit Affinity provides magicians with 1 additional spirit service for each spirit of that type, and it also provides a +1 dice pool modifier for Binding Tests.

Magic users may possess this quality for a type of spirit that is not part of their magical tradition.

Spirit Whisperer

There is something about you that makes some spirits want to avoid you - while others seem oddly drawn to you. Spirits add 1 die when resisting Summoning Tests from characters with this quality. However, if the character succeeds in the test, the spirit summoned is always at 1 point of Force stronger than chosen. For all purposes, the character is considered to have summoned the spirit at the declared Force - it simply shows up at 1 point of Force higher than expected. Summoned spirits behave rather curiously toward the character, asking questions about the character's past, though no amount of mastery can compel them to reveal why they are so curious and why they show up stronger than summoned (the gamemaster should play up this mystery; it could even be the basis of an eventual campaign).

Positive Qualities

Vodou Magician

- Magicians can astrally perceive.

- Magicians can astrally project.

- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).

- Magicians can cast spells, conjure spirits, or enchant magical items.

- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

Metamagic Powers

Channeling

When a magician summons a spirit, she may choose to allow the spirit to possess her instead of allowing the spirit to exist in the astral plane to either manifest (p. 314, SR5) or materialize (p. 398, SR5). This must be decided at the time of summoning. Treat channeling the same as if the spirit has the Possession power (p. 197), with a few exceptions:

- The magician can use her own skills and has motor control over her body.
- She may relinquish control of her body to the spirit, but at the cost of a service.
- The magician can use the powers of the spirit, but at the cost of a service.
- Because two minds inhabit this same body, Mana spells or powers are resisted by the lowest Mental attribute of the two. Damage from Mana spells or powers is applied to both (no free rides).
- The spirit cannot leave the magician's body until either the services are up, the magician dismisses it, or time expires as per the rules of summoned spirits.

Mentor Spirit Effects

+2 dice for Combat spells

+2 dice for Combat spells, preparations, and rituals.

+2 dice: Leadership

+2 dice for tests with one Social skill of choice.

Promises

If you break a promise, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you make good on your promise.

Alchemical Formulas

12 🎲 [F] 🔮 **Analyze Device** (Detection: Active, Directional)

Type: P Rng: T Dur: S DV: 11 🎲 v F-3

12 🎲 [F] 🔮 **Armor** (Manipulation: Physical)

Type: P Rng: LOS Dur: S DV: 11 🎲 v F-2

12 🎲 [F] 🔮 **Combat Sense** (Detection: Passive, Psychic)

Type: M Rng: T Dur: S DV: 11 🎲 v F

14 🎲 [F] 🔮 **Death Touch** (Combat: Direct)

Type: M Rng: T Dam: P Dur: I DV: 11 🎲 v F-6

14 🎲 [F] 🔮 **Fireball** (Combat: Area, Elemental, Indirect)

Type: P Rng: LOS (A) Dam: P Dur: I DV: 11 🎲 v F-1

12 🎲 [F] 🔮 **Heal** (Health: Essence)

Type: M Rng: T Dur: P DV: 11 🎲 v F-4

12 🎲 [F] 🔮 **Improved Invisibility** (Illusion: Realistic, Single-Sense)

Type: P Rng: LOS Dur: S DV: 11 🎲 v F-1

Alchemical Formulas

12 [F] **Increase Reflexes** (Health: Essence)
 Type: P Rng: T Dur: S DV: 11 v F
14 [F] **Stunbolt** (Combat: Direct)
 Type: M Rng: LOS Dam: S Dur: I DV: 11 v F-3

Rituals

12 [F] **Homunculus** (Minion)
12 [F] **Ward** (Anchored)

Identities

Gustave Night
Fake SIN
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
 Neighborhood (2), Security (2)]
Licenses & SINS: Fake SIN (5)

Armor

Armor Jacket **12**
 Electricity: +1, Fire: +1
Modifications: Fire Resistance (1), Nonconductivity (1)
Ballistic Mask **+2**
Modifications: Flare Compensation, Image Link, Trodes

Firearms & Heavy Weapons

Savalette Guardian 8P v -1 6 [6] 5/20/40/60
Ammo Usage: 12 (c): ☐☐☐☐☐☐ ☐☐☐☐☐☐
Semi-Auto (1, simple action): 6 , 8P Damage
Double-Tap (2, complex action): 6 , 9P Damage
Burst Fire (3, simple action) or **Semi-Automatic Burst** (3,
 complex action): 6 vs. -2 Def, 8P Damage
Aimed Burst (3, complex action): 6 , 9P Damage
Long Burst (6, complex action): 4 vs. -5 Def, 8P Damage
Recoil Compensation: 3
Modifications: Smartgun System, Internal
Accessories: Laser Sight
 Gel Rounds: +0S v +1, ____/20
Regular Ammo: -, ____/30

Melee & Other Weapons

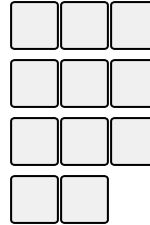
Heavy Crossbow 10P v -3 6 [5] 15/45/120/180
Ammo Usage: 4 (m): ☐☐☐☐
Bolt: -, ____/12
 Stick-n-Shock Bolt: 8S(e) v -5, ____/1
Sword 5P v -2 2 [6] Reach: 1
Unarmed Strike 2S 2 [4] Reach: -
(3x) Throwing Knife 3P v -1 9 [4] 2/4/6/10
☐☐☐
Ares "One" Monosword Weapon Fo 5P v -3 4 [6] Reach: 1
Modifications: Personalized Grip, Weapon Focus (2)

Grenades

(2x) Flash-Bang Grenade 10S, 10m R v -4 9 [4] 4/8/12/20
☐☐
(2x) Fragmentation Grenade 18P(f), -1/m v +5 9 [4] 4/8/12/20
☐☐

Matrix Devices

Hermes Ikon



Device Rating: 5
Data Processing: 5, **Firewall:** 5
Matrix Initiative: 8
Matrix DR: 10 (11 vs. Black IC)

Gear (Cash: 23,010¥)

Dropped to Ground
Enchanting Gloves
Hermes Ikon

Contacts

Benoit Delatour (Vodou traditon mentor)

Connection: 2 Loyalty: 2
Chips: You and the contact are even

Constable Ogana (Beat Cop)

Connection: 2 Loyalty: 2
Chips: You and the contact are even

Low-Jack (Mechanic)

Connection: 4 Loyalty: 2
Chips: You and the contact are even

Mama Leah (Talismonger)

Connection: 4 Loyalty: 3
Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Personal Grooming (clothes)

Personal Life: Family

Type: Swag

Positive Qualities

Ambidexterous

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off-hand (i.e., firing a gun) suffers a -2 dice pool modifier (see **Attacker Using Off-Hand Weapon**, p. 178).

Mentor Spirit: Dragonslayer

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

Spirit Affinity: Guardian Spirits

Available only to magic users, the Spirit Affinity quality allows a character to be attuned to one type of spirit (see **Spirits**, p. 303). These spirits find the character interesting, are drawn to her, and are more inclined to assist her. They may be reluctant to attack the character, and if forced to do so they are likely to use nonlethal power. Watchers and minions do not count for this quality as they are constructed and are not summoned like normal spirits. Spirit Affinity provides magicians with 1 additional spirit service for each spirit of that type, and it also provides a +1 dice pool modifier for Binding Tests.

Magic users may possess this quality for a type of spirit that is not part of their magical tradition.

Spirit Whisperer

There is something about you that makes some spirits want to avoid you - while others seem oddly drawn to you. Spirits add 1 die when resisting Summoning Tests from characters with this quality. However, if the character succeeds in the test, the spirit summoned is always at 1 point of Force stronger than chosen. For all purposes, the character is considered to have summoned the spirit at the declared Force - it simply shows up at 1 point of Force higher than expected. Summoned spirits behave rather curiously toward the character, asking questions about the character's past, though no amount of mastery can compel them to reveal why they are so curious and why they show up stronger than summoned (the gamemaster should play up this mystery; it could even be the basis of an eventual campaign).

Vodou Magician

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

Metamagic Powers

Channeling

When a magician summons a spirit, she may choose to allow the spirit to possess her instead of allowing the spirit to exist in the astral plane to either manifest (p. 314, SR5) or materialize (p. 398, SR5). This must be decided at the time of summoning. Treat channeling the same as if the spirit has the Possession power (p. 197), with a few exceptions:

- The magician can use her own skills and has motor control over her body.
- She may relinquish control of her body to the spirit, but at the cost of a service.
- The magician can use the powers of the spirit, but at the cost of a service.
- Because two minds inhabit this same body, Mana spells or powers are resisted by the lowest Mental attribute of the two. Damage from Mana spells or powers is applied to both (no free rides).
- The spirit cannot leave the magician's body until either the services are up, the magician dismisses it, or time expires as per the rules of summoned spirits.

Mentor Spirit Effects

+2 dice for Combat spells

+2 dice for Combat spells, preparations, and rituals.

+2 dice: Leadership

+2 dice for tests with one Social skill of choice.

Reminder: You must add the skill this applies to on the Active tab before you can choose which skill this advantage applies to.

Promises

If you break a promise, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you make good on your promise.

Alchemical Formulas

Analyze Device

Detection (Active, Directional) **Type:** Physical **Range:** Touch
Duration: Sustained **DV:** F-3

This spell allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense. The casting of the spell is opposed by the object's resistance (p. 295). Each net hit can be used to provide a piece of information about the device that would not be readily apparent (for example, it would not give the information that it is a Renraku-manufactured device if the thing is emblazoned with a huge Renraku logo, but it might say what the basic function of the thing is). Each net hit also gives the subject a bonus die while operating the device and allows the subject to ignore any skill-defaulting modifiers for using it as long as the spell is sustained.

Armor

Manipulation (Physical) **Type:** Physical **Range:** Line-of-Sight
Duration: Sustained **DV:** F-2

This spell creates a glowing field of magical energy around the subject that protects against Physical Damage. It provides Armor equal to the hits scored and is cumulative with other armor. It is not included in any calculations to determine armor encumbrance (see **Armor and Encumbrance**, p. 169).

Combat Sense

Detection (Passive, Psychic) **Type:** Mana **Range:** Touch
Duration: Sustained **DV:** F

The subject can subconsciously analyze combat and other dangerous situations within range, sensing events a split-second before they happen. Every hit on the Spellcasting Test adds 1 die for Reaction on Surprise Tests, and also to rolls made when defending against ranged and melee attacks as long as the spell remains in effect.

Alchemical Formulas

Death Touch

Combat (Direct) **Type:** Mana **Range:** Touch **Damage:** Physical
Duration: Instant **DV:** F-6

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. The damage inflicted is similar to massive cellular die off from radiation or necrotizing fasciitis, but without the continuing effects. But still, ick. Since they are mana spells, spells in this group only affect living and magical targets and are resisted with Willpower. Death Touch requires the magician to touch the target. Manabolt affects a single target, Manaball is an area-effect spell.

Fireball

Combat (Area, Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight (A) **Damage:** Physical **Duration:** Instant **DV:** F-1

These spells create an explosion of flames that flash into existence and scorch the target(s), giving them the double benefit of causing pain and being intimidating as hell. These spells deal Fire damage (p. 171). These flames burn out after striking the target, but their secondary effects may ignite flammable materials that continue to burn after the spell is exhausted. Flamethrower is a single-target spell, while Fireball is an area spell.

Heal

Health (Essence) **Type:** Mana **Range:** Touch
Duration: Permanent **DV:** F-4

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

Improved Invisibility

Illusion (Realistic, Single-Sense) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** F-1

This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, and even taste, if it somehow comes to that). Her aura is still visible to astral perception.

Anyone who might be in a position to perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Even if the spell is resisted, the subject might remain undetected if she's good enough with her Sneaking Test. An invisible character may still be detected by non-visual means, such as hearing or smell. Attacks against invisible targets suffer the Blind Fire modifier if the attacker is unable to see or otherwise sense the subject of the spell.

Invisibility affects the minds of viewers. Improved Invisibility mimics the subject's surroundings from all angles and affects technological sensors as well.

Increase Reflexes

Health (Essence) **Type:** Physical **Range:** Touch
Duration: Sustained **DV:** F

This spell increases the initiative of a subject. Each hit rolled on the Spellcasting Test adds +1 to the target's Initiative, and every two hits adds one Initiative Die. A character can only be affected by a single Increase Reflexes spell at a time, and the maximum Initiative Dice anyone can have is +5D6.

Alchemical Formulas

Stunbolt

Combat (Direct) **Type:** Mana **Range:** Line-of-Sight
Damage: Stun **Duration:** Instant **DV:** F-3

These spells channel magical energy directly into the target, causing Stun damage. They are sometimes referred to as "sleep" spells because they can render targets unconscious but keep them alive, in the cases where you'd prefer more polite violence. Knockout requires the magician to touch the target, Stunbolt affects a single target, and Stunball is an area spell.

Rituals

Homunculus

(Minion)

The magician can bind a spark of intelligence into an inanimate form, creating a homunculus. The homunculus has a physical form but isn't very bright. It understands any language its creators (leader and participants) speak and has a modicum of a personality that reflects those of its creators.

You need an inanimate object to animate for the ritual.

Despite the fact that their name means "little man," the homunculus doesn't need to be humanoid in shape - animal statuettes are pretty common among shamans, and don't underestimate the usefulness of an animated extension cord. It can be at most (Force x 10) kilograms in mass, and it gains a limited amount of flexibility (the same as the **Animate** spell, p. 292) for the duration of the ritual.

Whatever you use, the object's Object Resistance dice pool is added to the opposition for the leader's and participants' Ritual Spellcasting Test, which is why you don't see many homunculus commlinks.

The homunculus obeys the leader's commands as much as possible within the limitations of its physical capabilities. Commanding a homunculus is not like commanding a spirit. A spirit is intuitive and intelligent; a homunculus just follows orders and becomes frustrated when the task becomes impossible. A homunculus lasts for a number of days equal to its Force times the net hits on the sealing test. A watcher's skills are equal to half the Force of the ritual (rounded up).

This ritual takes (Force) hours to perform.

Ward

(Anchored)

The ward is a basic ritual, taught to many magicians.

It creates an astral barrier (p. 315) with a Force equal to the Force of the ritual. The ward may encompass a volume of up to fifty cubic meters times the sum of the participants' Magic ratings.

This ritual takes (Force) hours to complete. The ward lasts for a number of weeks equal to the net hits from the sealing step of the ritual - if the leader spends an amount of karma equal to the ward's Force, the ward is permanent.

Equipment

Hermes Ikon

Basic Persona : Business person

Base Theme : Office

Device Icon : Office building

CommLinks are universal communication devices; they're used by everyone all the time. CommLinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commLink is connected to the matrix

Savalette Guardian

This heavily chromed street monster of a pistol has been popular in the shadows for over two decades. A heavy pistol with an integrated smartgun link, an internal micro- gyro recoil absorption system, and the option for burst firing, it's a very reasonable weapon for an experienced owner who expects to be in heavy combat.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Laser Sight : The wireless laser sight provides a +1 dice pool bonus on attack tests, not cumulative with smartlink modifiers. Activating and deactivating the laser sight is a Free Action.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Throwing Knife

A wide variety of shapes and sizes of aerodynamically balanced, specially weighted, muscle-powered throwing weapons are available, from throwing spikes to darts to *kunai* and shuriken. A character can ready (Agility ÷ 2) of these knives with one Ready Weapon action.

Wireless: If all the throwing knives or shuriken you throw in a single Combat Turn are wireless and you have a smartlink system, each knife you throw receives a +1 dice pool bonus per knife thrown that Combat Turn at your current target, as the knives inform and adjust for wind and other atmospheric conditions. So you'd get no bonus on the first throw, a +1 bonus on the second throw, a +2 bonus on the third throw, etc. (assuming you aimed all three knives at the same target).