

Kay

Metatype: Human Shamanic Mystic Adept; Female; Age: 25;
 Height: 1.56m; Weight: 61kg
 Total Karma: 5; Current Karma: 5; Street Cred: 1; Notoriety:
 0; Public Awareness: 0



Attributes

Body.....	3	<input type="checkbox"/>	Essence	6	<input type="checkbox"/>
Agility	3	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	1/4	<input type="checkbox"/>	Magic	6	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>	Initiative ...	5/8+4D6	<input type="checkbox"/>
Willpower	6	<input type="checkbox"/>	Inherent Limits		
Logic	1	<input type="checkbox"/>	[4] Physical Limit		
Intuition.....	4	<input type="checkbox"/>	[4] Mental Limit		
Charisma.....	4/8	<input type="checkbox"/>	[11] Social Limit		
			[11] Astral Limit		

Movement

6m/12m/+2 Land Movement 3m/+1 Swimming

Active Skills

- 10 🎲 [11] **Assensing** 6 (Int)
- 15 🎲 [11] **Con** 5 (Cha)
- 11 🎲 [11] **Counterspelling** 5 (Mag)
- 13 🎲 [11] **Etiquette*** (Cha)
- 4 🎲 [4] **Gymnastics** 1 (Agi)
- 7 🎲 [11] **Intimidation** 0 (Cha)
- 13 🎲 [11] **Leadership*** (Cha)
- 9 🎲 [A] **Longarms** 6 (Agi)
(Sniper Rifles +2)
- 13 🎲 [11] **Negotiation*** (Cha)
- 10 🎲 [4] **Perception** 6 (Int)
- 11 🎲 [4] **Sneaking** 6 (Agi)
(Urban +2)
- Chameleon Suit : +2 to sneaking tests for hiding;
Chameleon Suit : [+2] to sneaking tests to hide
- 12 🎲 [F] **Spellcasting** 6 (Mag)
(Health Spells +2,
5 * **Influence Group** 5

Knowledge Skills

- 8 🎲 [4] **Chicago Area** 4 (Int)
- 6 🎲 [4] **Magical Bad Things** 5 (Log)

Language Skills

- 5 🎲 [4] **Chinese** 1
- N **English**

Attribute-Only Tests

- 14 🎲 **Composure**
- 12 🎲 **Judge Intentions**
- 5 🎲 **Lifting & Carrying**
- 7 🎲 **Memory**

Toxin Resistances

	Toxin	Disease
Contact	9 🎲	9 🎲
Ingestion	9 🎲	9 🎲
Inhalation	Imm	Imm
Injection	9 🎲	9 🎲

Addiction Resistance

9 🎲 Resist Physical Addiction

Activated Adjustments

Charisma +4

Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<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"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<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): 11 🎲
- Full Defense (-10 Interrupt, for the rest of the turn): +6 🎲
- Melee attacks against you are at : +0 🎲
- Melee Defense (No Action): 11 🎲
- Full Defense (-10 Interrupt, for the rest of the turn): +6 🎲
- Dodge (-5 Interrupt, vs. one melee attack): +1 🎲 [4]
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 🎲 [4]
- Sensor-aided attacks against you are at : +0 🎲
- Sensor Defense (No Action): 9 🎲 [4]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Addiction Resistance

7 🎲 Resist Psychological Addiction

Validation Report (0 issues): Nothing identified

Damage Resistances

17 Armor 14
17 Acid Protection 14 23 Electricity Protection 20
17 Cold Protection 14 17 Fire Protection 14
17 Falling Protection 14 9 Fatigue Resistance

Positive Qualities

Catlike

Mentor Spirit: Adept Powers: Raven, Adept Powers
Shamanic Mystic Adept

Negative Qualities

Allergy, Common (Mild): Seafood
Code of Honor: Children (14 vs. 4)

Adept Powers

Astral Perception
Combat Sense (3)
Improved Reflexes (3)
Traceless Walk
Voice Control (1) (8 [4] vs. Voice rec. x 2 or PER + INT)

Mentor Spirit Effects

+2 dice for Con Tests
Take Advantage (14 (3))

Spells

12 [F] Clairvoyance (Detection: Directional, Passive)
Type: M Rng: T Dur: S DV: 14 v F-3
14 [F] Control Thoughts (Manipulation: Mental)
Type: M Rng: LOS Dur: S DV: 14 v F-1
14 [F] Heal (Health: Essence)
Type: M Rng: T Dur: P DV: 14 v F-4
14 [F] Improved Invisibility (Illusion: Realistic, Single-Sense)
Type: P Rng: LOS Dur: S DV: 14 v F-1
14 [F] Increase Agility (Health: Essence)
Type: P Rng: T Dur: S DV: 14 v F-3
14 [F] Increase Charisma (Health: Essence)
Type: P Rng: T Dur: S DV: 14 v F-3
14 [F] Influence (Manipulation: Mental)
Type: M Rng: LOS Dur: P DV: 14 v F-1
14 [F] Levitate (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 14 v F-2
14 [F] Magic Fingers (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 14 v F-2
14 [F] Trid Phantasm (Illusion: Area, Multi-Sensory, Realistic)
Type: P Rng: LOS (A) Dur: S DV: 14 v F

Identities

Cassandra Peterson
Fake SIN
Lifestyles: (1 month) Louis's Chateau [Comforts & Necessities
(3), Neighborhood (4), Security (3)]
Licenses & SINS : Fake License: Mage (3), Fake License:
Shootin' Irons (3), Fake SIN (3)

Armor

Armor Jacket 12
Electricity: +6
Modifications: Biomonitor, Climbing Gear, Nonconductivity (6)
 Chameleon Suit 9
Modifications: Electrochromic Modification, Thermal Dampening (2)
 Helmet +2
Modifications: Gas Mask, Smartlink, Trodes

Firearms & Heavy Weapons

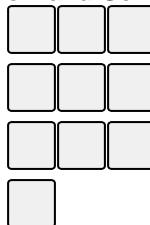
Defiance T-250 (short-barrel version) 9P v -1 10 [6] 5/20/40/60
Ammo Usage : 5 (m):
Single Action (1, simple action): 10 , 9P Damage
Semi-Automatic Burst (3, complex action): 10 vs. -2 Def, 9P
Damage
Recoil Compensation : 3
Modifications: Smartgun System, Internal
Accessories : Shock Pad
Regular Ammo: -, ____/20
Stick-n-Shock: -2S(e) v -5, ____/20
Grapple Gun 7S v -2 2 [3] 15/45/120/180
Single Action (1, simple action): 2 , 7S Damage
Recoil Compensation : 2
Remington 950 12P v -4 12 [9] 50/350/800/1500
Ammo Usage : 5 (m):
Single Action (1, simple action): 12 , 12P Damage
Recoil Compensation : 2
Accessories : Imaging Scope, Silencer/Suppressor, Smartgun
System, External
Gel Rounds: +0S v +1, ____/40
Regular Ammo: -, ____/40
Stick-n-Shock: -2S(e) v -5, ____/40

Melee & Other Weapons

Unarmed Strike 2S 2 [4] Reach: -

Matrix Devices

Renraku Sensei



Device Rating : 3
Data Processing : 3, Firewall: 3
Matrix Initiative : 7
Matrix DR : 6 (9 vs. Black IC)
Programs (0/2): Mapsoft: Chicago

Gear (Cash: 7,819¥)

Biomonitor
Contacts (3)
Modifications: Low Light Vision, Thermographic Vision, Vision
Magnification, Electronic
(10x) Datachip
Dropped to Ground
Ear buds (3)
Modifications: Audio Enhancement (3)
Flashlight
Goggles (6)
Modifications: Vision Enhancement (6)
Grapple Gun
Recoil Compensation : 2
Lockpick Set
(2x) Metal Restraints
Micro-camera

Gear (Cash: 7,819¥)

Micro-camera

Micro-Tranceiver

(10x) Plastic Restraints

(30x) Reagents, Raw (dram): Shamanic

Renraku Sensei

Programs (0/2): Mapsoft: Chicago

(10x) Security Tags

Sim Module

Simrig

(10x) Standard Tags

(10x) Stealth Tags

Stim Patch (6)

Subvocal Microphone

Sustaining Focus: Health Spells (4)

Trauma Patch

Trodes

Contacts

Jenny Eaglesong (Talismonger)

Connection: 4 Loyalty: 1

Madam Yu (Fixer)

Connection: 5 Loyalty: 2