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Initiate GRADE 1

(*) + 4 D spell locked

Player MARTY
Name DARKWIND
Street Name SHADOW CROSSES MOON
Race H (Indian) Sex M
Archetype MAGE
SIN# 7611098424
Birth Date _____ Age 24

MONEY:
Credstick 261,318¥
Certified Credsticks
On Hand
Stashed + Credstick from Jesse Johns
Cash on Hand
Cash Stashed

INCOME/LOANS
Source
Frequency

ATTRIBUTES

	Rating
PHYSICAL	
Body	5
Quickness	5
Strength	4
MENTAL	
Charisma	5
Intelligence	6
Willpower	6
SPECIAL	
Essence	6
(Magic)	6 (10)
Reaction (Int + Quick / 2, rd down)	5 (*)
ALLERGIES	
Substance	
Severity	
Racial Adv	
KARMA	3

CONDITION MONITOR

PHYSICAL		MENTAL	
Unconscious > Possibly Dead			< Unconscious, Further damage causes wounds
Seriously > Wounded			< Seriously Fatigued
Moderately > Wounded			< Moderately Fatigued
Lightly > Wounded		X	< Lightly Fatigued

Damage Modifiers

Damage	T#	Initiative
None	-	-
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

SKILLS

Skill	Rating
Sorcery (Spellcast Manip.)	7 (9)
Conjuring	6
Firearm	6
SMG	7
Unarmed	5
Armed	5 (8) w/ Foci
Stealth (Urban)	4
Projective	2
Negotiation	2
Parachute	3
Ancient Languages (Centering)	5
Languages	7

CYBERWARE

Type	Rating	Essence Cost

~~Defense Pool~~ Combat Pool

Dodge Pool

Current Armor Value: 7 / 5
Ballistic Impact

Action Phases

Ares Crusader → **WEAPONS** 1½ APDS clips * (40 Rds - SMG) 6 L (9m)

Weapon	Ammo	Conceal	Reach	Ammo/Loading	Short	Medium	Long	Extreme	Damage Code
UZI II (SMG)	24(c)	5		100 Rds					6/M/
Lt. Crossbow		2		70 bolts					6/L/
Ares Viper Sliverguard	30(c)	6		50 Rds					9/S/(F)
Walther Palm Pistol	2(b)	9		50 Rds					4/L/
Throwing Knives (5)		9							/L/
AK-97 (Ares Rifle)	38(c)	3		3 clips					8/M/
[illegible]									7/M/
Ares [illegible]				10 clips					

→ 125 Rds APDS (for HK-227S)

Flechette [illegible] 50 for Viper

ASTRAL ATTRIBUTES

PHYSICAL
- Body (W): 6
- Quickness (I): 5
- Strength (C): 5

MENTAL
- Charisma: 5
- Intelligence: 5
- Willpower: 6

SPECIAL
- Essence: 6
- (Magic): 6
- Reaction: 25+1D6

ALLERGIES
- Substance: ____
- Severity: ____
- Racial Adv: ____

ASTRAL SPELL COMBAT

SPELL MAGE

Spell > Destroyed		< Combat is Lost
Seriously > Damaged		< Seriously Fatigued
Moderately > Damaged		< Moderately Fatigued
Lightly > Damaged		< Lightly Fatigued

Damage Modifiers

Damage	T#	Initiative
None	-	-
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

ASTRAL COMBAT

Weapon	Reach	Skill	Damage
Knife		7	6/M
Hands		7	5/L
			/L
			/L
			/L
			/L
			/L

most would be Essence

Magic Pool: 10 (+2) w/ manip

Astral Pool: 8

Defense Pool (Astral) Combat (+1): 8 — Q+I+W÷2

~~Dodge Pool~~ (Astral): Initiate Pool

SPELLS

* manip

	Spell	M/P	Max Force	Staging	Drain Code
*	Flamethrower	P	4		F/2/+1/S
	Physical Combat	P	4		F/2/+1/S
	Mana Bolt		4		F/2/+1/S
	Improved Invisibility		3		F/2/+1/M
	Treat		4		F/2/+1/
*	Magic Fingers		4		F/2/+2/M
*	Turn to Goo		5		F/2/+3/D
	Detect Object		2		F/2/-1/L
*	Barrier		4		F/2/+2/S
					/L
					/L
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					/L

SPIRITS BOUND

Name	Type	Force	
	Earth	5	2
	Fire	5	2
	Water	5	2
	Earth	5	2
	AIR	5	1

MAGIC ITEMS

Item	Function	Reuse
Knife (+3) (Bonded)		
RING (+3 Foci Power) (BONDED)		
Earring		

CYBERDECK

Type _____

	Rating
Persona	
Hardening	
Memory	
Storage	
Load	
I/O	
Response	
Hitcher Jacks	
Vidscreen	

Condition Monitor

- ☐ < Deck Crash
- ☐
- ☐
- ☐
- ☐ < Seriously Wounded
- ☐
- ☐
- ☐ < Moderately Wounded
- ☐
- ☐ < Lightly Wounded

Notes:

PROGRAM	Rating	Size	In Ram
Bod			
Evasion			
Masking			
Sensors			
Attack			
Medic			
Mirrors			
Shield			
Slow			
Analyze			
Sleaze			
Deception			
Evaluate			
Relocate			
Browse			
Decrypt			
Smoke			

Hacking Pool

Height: Hair:
Weight: Eyes:

POSSESSIONS

Item	Location	Item	Location	Item	Location	Item	Location
3 Trang Patches (Rating 5)							
Lined Coat							
Armor 6/4 or 7/5 (w/helmet)							
Mirrored Glasses		(See Behind)					
Infra Red Goggles							
Grappling Hook & Rope							
Visa for (Sioux/Ute/Pueb/Salish/Tsimshian/Athabaskan/Algonquin/Manitou/Aslan							
Brochures from Elf Party							