

Tribesman

Player: Ryan Silver

Metatype: Elf Adept; Male; Age: 25; Height: 1.9m; Weight: 75kg; Hair: Brown; Eyes: Blu; Skin: Whi
Total Karma: 161; Current Karma: 7; Street Cred: 16;
Notoriety: -1; Court of Shadows Notoriety: -1; Public Awareness: 0

Attributes

Body..... 4		Essence 6	
Agility 6		Edge 3	
Reaction 5/8		Magic 6	
Strength 6		Initiate Grade 6	
Willpower 3		Initiative .. 9/12+4D6	
Logic 3		Inherent Limits	
Intuition..... 4			
Charisma..... 6			
		[8] Physical Limit	
		[5] Mental Limit	
		[9] Social Limit	

Movement

12m/24m/+2 Land Movement

6m/+2 Swimming

Active Skills

- 11 [A] Archery 5 (Agi)
12 [A] Blades 6 (Agi)
7 [9] Con 1 (Cha)
Authoritative Tone : +1 to tests initiated by the adept
8 [9] Etiquette* (Cha)
Authoritative Tone : +1 to tests initiated by the adept
11 [11] First Aid 2 (Log)
8 [9] Leadership* (Cha)
Authoritative Tone : +1 to tests initiated by the adept
8 [9] Negotiation* (Cha)
Authoritative Tone : +1 to tests initiated by the adept
10 [5] Perception 5 (Int)
12 [8] Sneaking 6 (Agi)
10 [F] Spellcasting 4 (Mag)
12 [A] Throwing Weapons 6 (Agi)
2 * Influence Group 2

Knowledge Skills

- 10 [5] Civil Engineering 6 (Int)
6 [5] Forgery 2 (Int)
7 [5] Gang Turf 3 (Int)

Language Skills

- N English
5 [5] German 1
6 [5] Japanese 2

Attribute-Only Tests

- 9 Composure
10 Judge Intentions
10 Lifting & Carrying
6 Memory

Toxin Resistances

Contact	Toxin	Disease
Ingestion	7	7
Inhalation	7	7
Injection	7	7

Addiction Resistance

- 7 Resist Physical Addiction
6 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:
7 (1 hour), heal 1 box/hit

Defenses

- Ranged attacks against you are at : +0
Ranged Defense (No Action): 12
Full Defense (-10 Interrupt, for the rest of the turn): +3
Agile Full Defense (-10 Interrupt, for the rest of the turn): +6
Missile Parry (-5 Interrupt, vs. one ranged attack): +4
Melee attacks against you are at : +0
Melee Defense (No Action): 12
Full Defense (-10 Interrupt, for the rest of the turn): +3
Agile Full Defense (-10 Interrupt, for the rest of the turn): +6
Dodge (-5 Interrupt, vs. one melee attack): +5 [8]
Cavalier Arms Urban Tribe Tomahawk (Melee) Parry (-5 Interrupt, vs. one melee attack): +6 [8]
Cougar Fineblade Knife, Long Blade Parry (-5 Interrupt, vs. one melee attack): +6 [8]
Harpoon/Javelin (Melee) Parry (-5 Interrupt, vs. one melee attack): +6 [8]
Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [8]
Victorinox Memory Blade Sword Parry (-5 Interrupt, vs. one melee attack): +6 [8]
Cavalier Arms Urban Tribe Tomahawk (Melee) Riposte (-7 Interrupt, vs. one melee attack): 12 [9]
Cougar Fineblade Knife, Long Blade Riposte (-7 Interrupt, vs. one melee attack): 12 [7]
Harpoon/Javelin (Melee) Riposte (-7 Interrupt, vs. one melee attack): 12 [8]
Victorinox Memory Blade Sword Riposte (-7 Interrupt, vs. one melee attack): 12 [5]

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 12 [8]

Edge Pool

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Positive Qualities

Adept
Agile Defender

Validation Report (0 issues): Nothing identified

Damage Resistances

18 🧊 Armor 14
 18 🧊 Acid Protection 14 18 🧊 Electricity Protection 14
 18 🧊 Cold Protection 14 18 🧊 Fire Protection 14
 18 🧊 Falling Protection 14 7 🧊 Fatigue Resistance

Positive Qualities

Blandness
 Hawk Eye
 Strive For Perfection

Negative Qualities

Earther
 Nerdrage
 Records on File (1): With horizon
 SINner (National SIN): Lived in boston

Martial Arts

Carromeleg
 • E Riposte

Adept Powers (Drain: Wil + Bod = 7 🧊)

Adept Spell
 Attribute Boost (1): Strength (7 🧊)
 Authoritative Tone (1)
 Blind Fighting
 Improved Reflexes (3)
 Missile Mastery
 Missile Parry (4)
 Nerve Strike
 Traceless Walk
 Ventriloquism (6m)

Metamagic Powers

Masking (12 🧊)
 Power Point
 Power Point
 Power Point
 Power Point
 Supernatural Prowess (7/day): Agility

Metatype Abilities

Enhanced Senses: Low-Light Vision

Identities

John Frewinks
 National SIN
 Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
 Neighborhood (2), Security (2)]
 Luis Copeland
 Fake SIN
 Lifestyles: (2 months) Street Lifestyle [Comforts & Necessities,
 Neighborhood, Security]
 Licenses & SINs : Fake SIN (4)

Armor

Argentum Coat 12
 Fire: +3
 Modifications: -3 modifier for concealability, Climbing Gear, Concealed Pockets, Custom Fit, Custom Fit (Stack), Fire Resistance (3), Increase Social Limit by 1, Medkit (6)
Armor Vest 9
Ballistic Mask (Customized) +2
 Modifications: Flare Compensation, Gas Mask, Smartlink, Vision Enhancement (4)
Chameleon Suit 9
 decent outfit 0
Executive Suite 12
 Modifications: Biofiber Pocket, Custom Fit, Increase Social Limit by 2, Newest Model
Securetech PPP Arms Kit +1
 Modifications: Decrease Social Limit by 1
Securetech PPP Legs Kit +1
 Modifications: Decrease Social Limit by 1
Securetech PPP Vitals Kit +1
 Modifications: Decrease Social Limit by 1

Melee & Other Weapons

Dynamic Tension Bow (1) 3P v -1 12 🧊 [7] 1/10/30/60
 Modifications: Smartgun System, Internal
Cougar Fineblade Knife, Long Blade 9P v -1 12 🧊 [7] Reach: • E
Harpoon/Javelin (Melee) 9P 12 🧊 [8] Reach: 2
Unarmed Strike 6S 5 🧊 [8] Reach: • E
Victorinox Memory Blade Sword 8P v -2 12 🧊 [5] Reach: 1
Cavalier Arms Urban Tribe Tomahav 9P v -1 13 🧊 [9] 6/12/18/30
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Harpoon/Javelin 10P v -1 13 🧊 [8] 12/24/48/90
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Improvised Thrown Weapon 6P 12 🧊 [3] 6/12/18/30
 □
(10x) Throwing Knife 8P v -1 13 🧊 [8] 6/12/18/30
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Cavalier Arms Urban Tribe Tomahav 8P v -1 12 🧊 [9] Reach: • E

Grenades

(6x) Flash-Bang Grenade 10S, 10m R v -4 12 🧊 [8] 12/24/36/60
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(5x) Fragmentation Grenade 18P(f), -1/m v +5 12 🧊 [8] 12/24/36/60
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(5x) Gas Grenade, Neuro-Stun By Chem., 10m R 12 🧊 [8] 12/24/36/60
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 Modifications: Neuro-Stun X
(5x) Gas Grenade, Shade By Chem., 10m R 12 🧊 [8] 12/24/36/60
 □□□□
 Modifications: Shade
(5x) High Explosive Grenade 16P, -2/m v -2 12 🧊 [8] 12/24/36/60
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(8x) Smoke Grenade Smoke, 10m R 12 🧊 [8] 12/24/36/60
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Thermal Smoke Grenade Th. Smoke, 10m R 12 🧊 [8] 12/24/36/60
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Matrix Devices

MCT Blue Defender



Device Rating : 3

Data Processing : 3, Firewall: 5



Matrix Initiative : 7

Matrix DR : 8 (8 vs. Black IC)



Gear (Cash: 41,839¥)

(3x) Ares Monotip Arrow, Str Min 1

Body bag

Body bag

Body bag

Body bag

Body bag

Dropped to Ground

(3x) Incendiary Arrow (1)

MCT Blue Defender

(3x) Stick-n-Shock Arrow (1)

Programs

AR Games: ????

Focus Formula: Qi Focus: -Choose- (4)

Spell Formula: Improved Invisibility, Wicca (Gardnerian)

Contacts

Company Suit

Connection: 3 Loyalty: 3

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Old

Preferred Payment Method: Cash (corporate scrip)

Hobbies/Vice: Social habit (alcohol)

Personal Life: Divorced

Type: Legwork

Fixer

Connection: 2 Loyalty: 3

Chips: You and the contact are even

Mr. Johnson

Connection: 3 Loyalty: 4

Chips: You and the contact are even

Tracked Resources

Supernatural Prowess (7/day): Agility (7) ☐☐☐☐☐☐

Background & Personal Details

A man that abandoned technology midway through higher education. After becoming entirely paranoid by his research on database design he awakened his adept powers and took to a hermit's lifestyle. he finally came back to the outskirts to become a runner after the lifestyle began to bore him.

He is good at forgery and database design and has gained some skill as a hunter from his lifestyle as a hermit.