HORSE

NAME:	HORSE				
METATYPE:	Centaur			AGE:	
GENDER:		HEIGHT:		WEIGHT:	
HAIR:		EYES:		SKIN:	
STREET CRED:	0	NOTORIETY:	1	PUBLIC AWARENESS:	0
COMPOSURE:	6	JUDGE INTENTIONS:	5	MEMORY:	11
LIFT/CARRY:	9	LIFT/CARRY WEIGHT:	60 kg / 40 kg	PRIMARY ARM:	Left
MOVEMENT:	0; 4m / hit	SWIM:	3; 1m / hit		
NUYEN:	275,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES
BODY: 5

AGILITY: 1 (2)

REACTION: 4 (5)

STRENGTH: 3 (4)

MENTAL ATTRIBUTES
CHARISMA: 1

INTUITION: 4

LOGIC: 6

WILLPOWER: 4 (5)

SPECIAL ATTRIBUTES
EDGE: 4

CURRENT EDGE POINTS: 4

ESSENCE: 1.87

MAGIC: 0

INITIATIVE
INITIATIVE: 9 + 1D6

ASTRAL INITIATIVE: 8 + 3D6

RIGGER INITIATIVE: 9 + 1D6

MATRIX AR: 9 + 1D6
MATRIX COLD: 4 + DP + 3D6
MATRIX HOT: 4 + DP + 4D6

PHYSICAL LIMIT: 6	MENTAL LIMIT: 7	SOCIAL LIMIT: 3	ASTRAL LIMIT: 7
Ballistic Shield		Zoé: Executive Suite	

ACTIVE SKILLS

SKILL	RTG	POOL
Combat Active		
Automatics* AGI	2	4
Longarms* AGI	2	4
Pistols* AGI	2	4
Physical Active		
Sneaking AGI (Urban +2)	1	3
Technical Active		
Computer LOG (Matrix Perception +2)	6	12
Electronic Warfare LOG (Sensor Operations +2)	6	12

ACTIVE SKILLS

SKILL	RTG	POOL
Technical Active		
Hacking LOG (HOTF +2)	6	12
Cybercombat LOG	1	7
Hardware LOG (Jack Out +2)	1	7
Software LOG (Data Bombs +2)	1	7
Skill Groups		
* Firearms	2	

KNOWLEDGE SKILLS

SKILL	RTG	POOL

QUALITY

QUALITY	
Cyber-Singularity Seeker	CF 54
Driven: Revenge on the scientists	RF 154

DRIVEN
BONUS: 2 KARMA
The character has an obsession, something that drives them forward. Everything they do is designed to bring them one step closer to solving the enigma in their life. This can be finding a disappeared loved one, discovering a hidden truth about themselves, or even getting revenge on an old enemy. Whatever the cause, when faced with a clue or opportunity to advance their quest, the character must make a Willpower + Logic (4) Test to not immediately drop everything and pursue this new information. Unless the character succeeds, they will sacrifice anything and anyone to get closer to the truth. On the other hand, such single-minded obsession makes the character a tough nut to crack. As long as the character is actively working a lead, he gains +1 to his Willpower.

Gremlins	SR5 81

GREMLINS
BONUS: 4 KARMA
PER LEVEL (MAX 4)
Characters with the Gremlins quality don't get along with technology. Devices malfunction inexplicably, software crashes unexpectedly, vehicles refuse to start, components become unusually fragile at his touch, and wireless links suffer faltering connections and odd interference whenever he's involved.

For each level (maximum of 4), reduce the number of rolled 1s necessary to get a glitch (p. 45) by 1 whenever the character is attempting to use a moderately sophisticated device. For example, a character with a dice pool of 8 and Gremlins level 2 (8 Karma) would trigger a glitch if two or more 1s result from the test (instead of the normal 4). The gamemaster may also require the character to make a test for operation that would otherwise succeed automatically to see whether or not a glitch occurs.

When describing the effects of a Gremlin-induced glitch, gamemasters should play up the notion of a particularly weird mechanical or electronics malfunction.

Some examples of Gremlin-induced glitches include:

the magazine falling out of a pistol when attempting a critical shot, a keypad inexplicably burning out while entering a code to disarm an alarm system, or the commlink interface converting to Sperethiel mid-sentence when attempting to access a restricted node.

Note that Gremlins is a Negative quality—its effects hinder the character (and probably entertain others). The character cannot use his Gremlins quality to damage an opponent's high-tech equipment merely by touching it.

Anything the character attempts to sabotage using only Gremlins will function flawlessly. (Obviously, he can try any ordinary means of sabotage, but Gremlins will haunt his efforts.) The effect only applies to external equipment and does not affect cyberware, bioware, or other implants.

Low-Light Vision	SR5 66

Suppressed by

Magic Sense	RF 116

MAGIC SENSE
COST: 7 KARMA
The character possesses the ability to detect the use of magic in his vicinity. The ability operates similar to a Detect Magic spell (p. 287, SR5), but use Intuition + Willpower [Astral] for the individual's test instead of Spellcasting + Magic [Force]. The range of the ability equals (Magic x 5) meters, with a minimum range of 5 meters (including characters with no Magic Rating).

Natural Weapon: Kick (Centaur)	RF 105

Overclocker	RF 148

OVERCLOCKER
COST: 5 KARMA
The character is able to coax more juice out of his gear.
The character may add 1 point of Rating to one of his cyberdeck's ASDF attributes. This point can be reallocated as desired any time the cyberdeck is reconfigured.

Perfect Time	RF 148

PERFECT TIME
COST: 5 KARMA
Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

Thermographic Vision	SR5 66

Suppressed by

Vendetta: idk yet	RF 159

VENDETTA
BONUS: 7 KARMA
This is some Hatfield and McCoy-level drek. The character is entangled in a blood feud with an individual or group, and no matter the initial cause, the vendetta is now as much an issue of honor and reputation as revenge. The quality means the character has extreme difficulty resisting a confrontation with her foe.

Whenever the character encounters the target of her ire, she must make a Composure (3) Test or else have no choice but to incite a violent confrontation. If the character should ever neutralize their nemesis, they have two options. They can buy off the quality, or someone new will pick up the vendetta, giving the character gets a new nemesis.

Wanted by GOD	DT 49

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
		-1			-1
		-2			-2
		-3			-3
		-4		Down	
Down	OVR	OVR			
OVR	OVR	OVR			
Dead					

Natural Recovery Pool
(1 hour): 10

Natural Recovery Pool
(1 day): 10

WANTED BY GOD
REQUIREMENT: MINIMUM HACKING
SKILL OF 3. CANNOT BE
TECHNOMANCER
BONUS: 12 KARMA

Chummer, I don't know what you've done, but you attracted the wrong kind of attention. You have somehow made it on GOD's Most Wanted list. In case you're wondering, that's not good.

You will suffer convergence when your Overwatch Score hits 30, instead of the normal 40. On top of that, seeing as you are a High Value Target, a High Treat Response squad from the authorities of whatever grid you just got kicked out of will always come bearing down on you. They may or may not be out to take you alive—guess you'll find that out when they come for you.

If you didn't have a list of places to go to when bad drek went down, you could count the number of weeks you were likely to survive on one hand.

Jackie had three different spots to lie low between home and the open-air food market near Touristville—a sparsely populated Cuban restaurant, a former repair shop where some older people of the neighborhood gathered to play chess and checkers, and a rickety clinic run by a cranky old ork. They were spaced well enough that if gunfire broke out on the streets or some gang members started throwing unnerving looks in her direction, she could get to a spot in a block or two and generally stay out of trouble. Yeah, if the gunfire got too hot too fast, she might have to duck behind a broken wall before she could get somewhere more sheltered, but that only happened occasionally.

Today, though, everything was going wrong. A big, roided-out human spotted her from a block away, and she could see a combined hunger and mindless rage in his eyes that told her to stay far away. She crossed the street to get away from him, but he crossed too; she took a left away from her normal route, and he followed.

She walked quicker, moving toward a dwarf and a human who seemed to know Roid Boy and not like him.

The two of them started yelling at him as soon as he appeared, and he started yelling back, then a few others nearby heard the voices and popped into the streets, and they were the type of people you couldn't just walk by because when their blood was up. They started asking questions to which there were no right answers, and their fists would get real punchy real fast.

Jackie was left with one option, an alley to her left.

She didn't know what was down it, which made it a horrible risk, but at present she was way more willing to deal with an uncertain unknown than the sure-thing shitstorm that was about to erupt all around her.

Roid Boy yelled something when she ducked out of view, and she had no desire to hear what it was. This was a rare alley where both buildings near the entrance were intact; one was a burned-out storefront, the other was an apartment building that was falling apart in every respect but still had some residents. Behind the apartment building was an empty lot, but in back of the store was some other old commercial building, with a back door open and a light shining out.

She looked at the door, but four gangers running into the other end of the alley made up her mind for her.

She ran for the door, hoping that whatever was behind it didn't suck.

There were stairs going down, then another door.

The door was unmarked.

She looked up the stairs, worried that Roid Boy might enter the frame at any moment, then knocked on the door.

A voice came from inside. "Hack it or go away." She panicked, and she started yelling and hoped what came out made sense.

"I can't, I don't know what you mean, I can't open the door, but there are people out here that are about to throw down and I don't want to be out here and I can't open the door and there are no places for me to go, please, please, please just open it!" Some muttered voices exchanged words inside, then feet stomped to the door. Mechanisms whirred, the door opened, and an old man with patchy grey hair stood on the other side.

"I've had days like that myself," he said. "Get in here.

If you don't know how to hack, you should. Any advantage in a cold world." She walked in to a room of gear, tools, and chips, random and scattered and all, to her eyes, beautiful. It was a small room, seven meters by seven meters, but it might as well have been a whole new universe.

RESISTANCE	POOL
Radiation	10
Judge Intentions	6

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	27	27
Fire	27	27
Cold	27	27
Electricity	31	31
Acid	27	27
Falling	27	27
Fatigue	10	
Sonic	5	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	12	10	16	10
Pathogen	12	10	16	10

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	8	12
Psychological	9	13

RESISTANCE - SPELLS		POOL
Combat Spells	Direct, Mana	5
	Direct, Physical	5
	Indirect, Defense	9
Detection Spells		11
Health Spells	Decrease Attribute - Body	10
	Decrease Attribute - Agility	7
	Decrease Attribute - Reaction	10
	Decrease Attribute - Strength	9
	Decrease Attribute - Charisma	6
	Decrease Attribute - Intuition	9
	Decrease Attribute - Logic	11
	Decrease Attribute - Willpower	10
Illusion Spells	Mana	11
	Physical	10
Manipulation Spells	Mental	11
	Physical	9

IMPLANT	ESSENCE	GRADE	
Chemical Gland (Internal Release or Gradual Release) (Gradual Release)	0.13	Used	CF 112

Bonus is for whether this is Internal Release or Gradual Release, not the cost of the chemical.
Kamikaze with Pharmaceutical;

Cyberears 1	0.20	Standard	SR5 453

Cyberears: Ordinarily, cyberears replace only the inner ear, although the whole thing can be replaced as well if you like. Cyberears offer hearing with normal ranges (like an omni-directional microphone), a sound link, and Capacity for modifications and enhancements.
Antennae, Antennae, Antennae, Sound Link;

Datajack Plus 1	0.15	Standard	KC 65

DATAJACK PLUS
Every corp is trying to innovate a little to get a bit more of the market share. And then another corp takes their idea, re-labels it, and eventually, every corp has an offering, too, with almost the exact same features. The datajack plus is the latest in these efforts to get everyone to upgrade or buy the newest tech. Its basic functionality is identical to a standard datajack, offering a DNI link to devices and a filter to handle some of the local interference, but the Plus offers a small cache of memory and a processor system that links up with your commlink (or cyberdeck) with the ability to run programs. The d-plus system comes in a variety of processor speeds and cache sizes to offer a variety of options for the executive with an eye on the top spot or the electronic security specialist that needs an edge because the shadows keep getting faster and more deadly.
> The jack-plus is becoming the crutch of wealthy wannabes, rather than the next step in the hacker evolution. T oo many punks trying to use the myriad of programs instead of a quality deck or genuine skills.
> Respec > That's one point of view. Using these advances isn't a crutch for everyone who gets the plus. Some people just want to have that extra edge, and the plus offers a whole porcupine worth of edges.
> Pistons
Universal Connector Cord Rating 1

Narco	0.20	None	CF 159

NARCO
This is a set of several minor genetic modifications that have the collective effect of modifying the way your body processes drugs. These genes were discovered through study of survivors of years of heavy substance abuse. While you become more likely to become addicted to drugs, you experience greater effects of drugs and lessened effects when they wear off. Any drug that grants a positive attribute modifier as an effect increases that modifier by +1. Any drug that deals damage when it wears off deals two less damage, and any negative effects that occur when a drug wears off

Obvious Full Arm (AGI 3, STR 6) (Right)	1.25	Used	SR5 456

Armor 3, Customized Strength 6;

Obvious Full Arm (AGI 9, STR 4) (Left)	1.25	Used	SR5 456

Armor 3, Customized Agility 6, Customized Strength 4, Enhanced Agility 3;

Reaction Enhancers 2	0.75	Used	SR5 455

Reaction enhancers: By replacing specific, isolat- ed vertebrae of your spinal column with segments of superconducting material, your reactions to events be- come quicker. Add the Rating of reaction enhancers to your Reaction attribute (and remember to adjust Initiative and Physical limit accordingly). Reaction enhancers are incompatible with all other enhancements to Reaction, including wired reflexes.

Smartlink	0.20	Standard	SR5 453

Smartlink: An implanted version of the smartlink vision enhancement (p. 444). Note that a smartlink installed in a natural eye or in a pair of cybereyes is more effective than a smartlink in-

ARMOR				VALUE	
Equipped					
Ballistic Shield				+6	SR5 438

Ballistic shield: This large opaque shield is used by SWAT teams and in urban combat. It features a clear plastic window and a built-in ladder frame along the in- side so that it can be used to climb over small obstacles.

Designer Cloak				0	HT 184
Zoé: Executive Suite				12	RG 61

Chemical Protection 2; Custom Fit; Newest Model; Nonconductivity 4; YNT Softweave Armor;

ZOÉ

The Zoé/Armanté fashion shadow war was a major victory for Armanté in terms of getting the line back in house (though now under the yoke of Aztechnology), but Zoé made quite a stir with some of the things their R&D division popped out in an effort to protect key execs from Armanté retaliation.

> That particular war isn't over, and Zoé has found some megacorporate backing of their own. Both Horizon and Lone Star executives have been seen wearing Zoé in the boardrooms and back offices far more than they had in the past.

> Stone

Total of equipped single highest armor and accessories				22	

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Mossberg AM-CMDT	6	5 (7)	12P	-1	SA/BF/FA	4 (5)	20(c)	RG 41

RANGE	S	M	L	E
Shotguns	0-10	11-40	41-80	81-150
Shotguns (flechette)	0-15	16-30	31-45	46-60

Easy Breakdown (Powered); Electronic Firing; Extended Clip; Folding Stock; Improved Range Finder; Shock Pad; Silencer/Suppressor; Sling; Smartgun System, Internal; Spare Clip; Spare Clip;

MOSSBERG AM-CMDT

Shotguns aren't known for their accuracy, but Mossberg hopes the latest version of their venerable AM-CMDT will change that. After merging their classic combat shotgun design with the latest in smartgun technology, Mossberg recently began a marketing campaign aimed at law enforcement and security agencies that declared the AM-CMDT a "perfect balance between accuracy and firepower." While previous versions of the CMDT only used flechette ammunition, the current one is capable of accepting all standard shotgun rounds.

> The accuracy lives up to the hype, but the low ammo capacity doesn't lend itself to full-auto use. With full ammo, you'll get one, maybe two trigger pulls before reload is necessary. Best use for this weapon: pick a target and put it down.

> Hard Exit

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Ballistic Shield	0	4	6S	-	0	SR5 438
Kick (Centaur)	1	6	6P	+1	1	RF 105
Unarmed Attack	1	6	4S	-	0	SR5 132

NAME	RTG	QTY	
Ammo: Explosive Rounds (Shotguns)	-	100	SR5 434
Data Tap	-	5	SR5 440

Data Tap: You use this hacking tool by attaching it to a data cable. Once it's clamped onto the cable, you can use it via universal data connector. Any device directly connected to the data tap also has a direct connection with the devices on either end of the cable (see Direct Connections, p. 232) and vice versa. The tap can be re- moved without damaging the cable.

Fake SIN (McLovin - Hawaii)	3	1	SR5 442

Fake License rating 3 (Firearms) , Fake License rating 3 (Matrix) , Fake License rating 3 (Drones) , Fake License rating 3 (Vocational) , Fake License rating 3 (Armour) , Fake License rating 3 (Concealed Carry) ;

Fashion Respirator	6	1	CA 141
Little Hornet	-	1	DT 64
Reloading Rail	-	1	HT 187
Drugs			
Betameth	-	1	CF 180

Pharmaceutical;

NAME	RTG	QTY	
Programs			
Agent	4	1	SR5 246
Armor	-	1	SR5 245

Armor: This program works with your firmware as a second firewall, giving you a +2 dice pool modifier to resist Matrix damage.

Baby Monitor	-	1	SR5 245

Baby Monitor: The Baby Monitor program uses al- gorithms stolen from the Grid Overwatch Division and keeps track of your movements in the Matrix, so you al- ways know your current Overwatch Score.

Biofeedback Filter	-	1	SR5 245

Biofeedback Filter: This program is like a firewall for your sim module, giving you a +2 dice pool modifier to resist biofeedback damage.

Browse	-	1	SR5 245

Browse: This handy browser and search engine cuts the time for a Matrix Search action in half.

Defuse	-	1	SR5 245

NAME	RTG	QTY	
Programs			
Fork	-	1	SR5 245

Fork: You can perform a single Matrix action on two targets with this program. You make a single test, with

Guard	-	1	SR5 245
Hardening	-	1	DT 65
Search	-	1	DT 56

Search: When loaded, this cyberprogram tailors the cy- berdeck's search algorithms to match the specific iconogra- phy of the host, making the decker's Matrix Search results more likely to contain the paydata he's looking for. This is quite popular with Mr. Johnsons, who often provide copies with pre-loaded search requirements that are programmed to self-destruct after use, so that they can only be run once. The program provides 2 extra dice on a Matrix Search ac- tion when looking for specific data on a host that contains that data. There is no bonus is if the decker is searching for something that originates from outside the host.

Signal Scrub	-	1	SR5 245

Signal Scrub: By analyzing the background noise and incoming signals, Signal Scrub gives you Rating 2 noise reduction.

BETAMETH
(BUZZ, RIGGER'S COCKTAIL)
Vector: Inhalation Speed: 1 minute Duration: (9 − Body) hours, minimum of 1 hour Addiction Type: Both Effect: +2 Reaction, +1 Intuition A number of pseudomethamphetamine derivatives are sold as betameth. This stimulant suppresses the appetite and speeds up the user's metabolism and thought processes, making it a popular diet drug, especially among adolescents and teenagers. Characters on betameth are energetic and prone to jumpiness. When the effect wears off, the user crashes and suffers 6S damage (unresisted). Betameth users tend to suffer from attention-deficit disorders and feel unable to properly focus when not on the drug, leading to extended binges. Habitual users are often gaunt from malnutrition, which renders them susceptible to infection, especially of the teeth, gums, and mouth.

Psyche	-	1	SR5 412

Pharmaceutical;

PSYCHE
Vector: Ingestion Speed: 10 minutes Duration: (12—Body) hours, minimum of 1 hour Addiction Type: Psychological Effect: +1 Intuition, +1 Logic, +1 Mental limit This designer stimulant is especially prized by magicians and technomancers alike. In addition to the effects noted above, Awakened users also only suffer a −1 dice pool modifier for each sustained spell (rather than the standard −2). Psyche users are simultaneously hyper-aware and detached, easily absorbed by detail and obsessive about certain facts or problems.

Defuse: This program creates predictive barriers be- tween you and a Data Bomb, giving you a +4 dice pool modifier to resist damage from one.

Encryption	-	1	SR5 245

Encryption: Activating the Encryption utility gives you a +1 bonus to your Firewall attribute.

Exploit	-	1	SR5 245

Exploit: This program analyzes and scans a target for weaknesses in its Firewall. You receive a +2 bonus to your Sleaze attribute when attempting a Hack on the Fly action.

Stealth	-	1	SR5 246

Stealth: This clever program gives you a +1 bonus to your Sleaze attribute.

Toolbox	-	1	SR5 245

Toolbox: The memory management utilities in the Toolbox give you a +1 bonus to your Data Processing attribute.

Wrapper	-	1	SR5 246

Wrapper: This program overrides the Matrix's proto- cols for icons. While this program is running, your icons can be anything you want them to be when you use the Change Icon action. From the lens of the Matrix, your Hammer program could look like a music file, your Ares Predator icon could look like a credstick, and your own persona could look like a Mitsubishi Nightsky. Another persona can see what the disguised icon really is with a Matrix Perception Test, but they need to at least suspect enough to check (Matrix Perception, p. 241).

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	DEVICE
Little Hornet	Cyberdecks	2	5	4	1	1		DT 64

Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Sim Module, Hot, Universal Connector Cord rating 1;
PROGRAMS
Agent 4; Armor; Baby Monitor; Biofeedback Filter; Browse; Defuse; Encryption; Exploit; Fork; Guard; Search; Signal Scrub; Stealth; Toolbox; Wrapper;

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Medusa Extensions (Mini)	1	0	0	1	1	0	1	7	0	1 CA 147

Rigger Interface
Sensor Array Rating 1 with Cyberware Scanner, Geiger Counter, Laser Range Finder, MAD Scanner, Motion Sensor, Olfactory Scanner, Omni-directional Microphone 1, Radio Signal Scanner;

CRITTER POWER	CATEGORY	TYPE	ACTION	RANGE	RATING	DURATION	
Natural Weapon (Kick: DV ({STR} + 2)P, AP +1, +1 Reach)	Mundane	P	Complex	Touch		Instant	SR5 399

NATURAL WEAPON

Type: P Action: Auto Range: Touch Duration: Instant Claws. Sharp, pointy teeth. A spiked tail. Whatever form it takes, the critter possesses some means of inflicting Physical damage. The description of this power describes the nature of the attack, as well as its Damage Value and Armor Penetration modifiers where applicable. Natural weapons may be either melee or ranged attacks, and critters follow standard combat rules when using them. Critters use the Unarmed Combat skill to attack with natural melee weapons, and the Exotic Ranged Weapon skill to attack with natural ranged weapons. Most natural weapons are considered normal weapons for purposes of the Immunity to Normal Weapons power; exceptions are noted in individual critter descriptions.

A dual-natured critter with a melee Natural Weapon can use this power against astral targets that are within its reach. Use the critter's normal Unarmed Combat skill and physical Damage Value for this attack. Ranged Natural Weapons, like other ranged combat, do not work on the astral plane.

Critters without a Natural Weapon may still make an unarmed attack. As with regular characters, the Damage Value is (STR)S.

Search	Paranormal	P	Complex	Special		Special	SR5 400

SEARCH

Type: P Action: Complex Range: Special Duration: Special Seek, and ye shall find, but it goes a lot faster with this power. To find a target, the critter makes a Magic + Intuition (5, 10 minutes) Extended Test. Lots of things can make this harder; apply the appropriate modifiers from the Search Modifiers Table.

The critter must have seen the thing it's searching for at some time before the search begins. Spirits may search for anything for which their summoner can provide them a mental image. Critters who can enter astral space may use this power there and do not have to materialize while searching, even if the target is in the physical world.