

# UNNAMED CHARACTER

NAME:	Unnamed Character			AGE:	
METATYPE:	Human			WEIGHT:	
GENDER:		HEIGHT:		SKIN:	
HAIR:		EYES:		PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	6
COMPOSURE:	7	JUDGE INTENTIONS:	7	PRIMARY ARM:	Right
LIFT/CARRY:	12	LIFT/CARRY WEIGHT:	105 kg / 70 kg		
MOVEMENT:	14/28; 2m / hit	SWIM:	7; 1m / hit		
NUYEN:	6,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 2	EDGE: 8	INITIATIVE: 8 + 1D6
AGILITY: 6 (7)	INTUITION: 5	CURRENT EDGE POINTS: 8	ASTRAL INITIATIVE: 10 + 3D6
REACTION: 3	LOGIC: 1	ESSENCE: 6.00	RIGGER INITIATIVE: 8 + 1D6
STRENGTH: 5 (7)	WILLPOWER: 5	MAGIC: 6	MATRIX AR: 8 + 1D6 MATRIX COLD: 6 + 3D6 MATRIX HOT: 6 + 4D6

PHYSICAL LIMIT: 8	MENTAL LIMIT: 4	SOCIAL LIMIT: 5 Ballistic Mask [+1] (Only for Intimidation, Must be visible.)	ASTRAL LIMIT: 5
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Technical Active					
Blades <sup>AGI</sup> (Swords +2)	6	13	Aeronautics Mechanic <sup>LOG</sup>	4	5			

## QUALITY

### Adept

SR5 69

#### ADEPTS

- Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
- Adepts never astrally project (p. 313).
- Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
- Adepts can learn the Assensing skill only if they have the Astral Perception power.
- Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
- Adepts can follow mentor spirits (p. 320).
- Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

### Bad Luck

SR5 79

#### BAD LUCK

##### BONUS: 12 KARMA

This character is cursed—his own luck often turns against him. When the character uses Edge, roll 1D6.

On a result of 1, the point of Edge is spent, but it has the exact opposite effect intended. For example, if a character hopes to gain additional dice he loses that many dice from his dice pool. If a character spends Edge to go first in an Initiative Pass, he ends up going last. If a character spent Edge to negate a glitch, Bad Luck turns it into a critical glitch. The character suffers Bad Luck on only one Edge roll per game session. After the character has suffered his Bad Luck, he does not need to roll the test for Bad Luck for any more expenditures of Edge for the duration of that game session.

## PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
	Down	OVR
OVR	OVR	OVR
OVR	Dead	

## STUN DAMAGE TRACK

		-1
		-2
		-3
	Down	

Natural Recovery Pool  
(1 hour): 10

Natural Recovery Pool  
(1 day): 10

### Borrowed Time

RF 153

## BORROWED TIME

BONUS: 20 KARMA

Runners face death on a regular basis, but usually they learn the best ways to avoid it. This quality makes avoiding it impossible; the inevitable is at your door, you're just waiting for it to knock. It may be a fatal disease, a slow-acting poison, a precarious blockage, or a ticking cortex bomb, but no matter the source, death could arrive at any moment. There is no set time limit on the character's expiration, only a deadly combination of three dice. At the beginning of each game session the gamemaster rolls three dice in secret; three of a kind means times up. At some point during that game session, at the perfect dramatic moment, the character dies. This quality cannot be bought off. If the player changes their mind and wants their character to survive, the gamemaster can allow the character to survive, at a cost. When their number's up (and not before), the character must burn all their current Edge to stay alive. The quality then goes away.

Jack of All Trades Master of None

RF 147

Lucky

SR5 76

LUCKY

COST: 12 KARMA

The dice roll and the coin flips this character's way more often than not, giving her the chance to drop jaws in amazement at her good fortune. Lucky allows a character to possess an Edge attribute one point higher than his metatype maximum (for example, a human character could raise her Edge to 8). Note that taking this quality does not actually increase the character's current Edge rating, it just allows her the opportunity to do so; the Karma cost for gaining the extra point must still be paid. This quality may only be taken once and must be approved by the gamemaster. The Lucky quality cannot be combined with Exceptional Attribute.

Mentor Spirit: Horse

SR5 76

MENTOR SPIRIT

COST: 5 KARMA

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.

Pure Adept: 3

FA 182

POWER	RATING	POINTS (TOTAL)	
<b>Combat Sense</b> <b>COMBAT SENSE</b> Cost: 0.5 PP per level Combat Sense provides an instinctive sense of any potential threats nearby. In defending against ranged and melee attacks, you get a +1 dice pool bonus to defense tests per level of this power. Adepts with this power are always allowed a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.	6	0.5 (3.0)	SR5 309
<b>Enhanced Accuracy (skill) (Blades)</b> <b>ENHANCED ACCURACY (SKILL)</b> Cost: 0.25 PP A weapon in your hands becomes an extension of your body. When you buy this power, choose a Combat Skill (Pistols, Clubs, Heavy Weapons, etc.). When you use the skill, add 1 to the Accuracy of the weapon you're using. This power cannot be used with Unarmed Combat, but it can be purchased multiple times with a different skill each time.		0.25 (0.25)	SR5 309
<b>Improved Physical Attribute (AGI)</b> <b>IMPROVED PHYSICAL ATTRIBUTE</b> Cost: 1 PP per level This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.	1	1 (1)	SR5 309
<b>Improved Physical Attribute (STR)</b> <b>IMPROVED PHYSICAL ATTRIBUTE</b> Cost: 1 PP per level This power allows you to increase a physical attribute (Body, Agility, Reaction, and Strength). This augments your attribute, so your Physical limit may also increase with the new Attribute rating. This power allows you to exceed your natural Attribute maximum, up to your augmented maximum.	2	1 (2)	SR5 309
<b>Mystic Aptitude</b> <b>MYSTIC APTITUDE</b> Cost: 0.75 PP per level Activation: Simple Action You call upon inner mana strength to perform amazing physical feats beyond your normal abilities. When you activate this power via a Simple Action, you substitute your Magic + (Rank in this power) for any one Physical Attribute (choose when activated). This affects dice pools, limits, Strengthbased damage values and Initiative ratings. The boost lasts for a number of Combat Turns equal to your Magic rating. When the boost runs out, you take Drain equal to (rank of this power x 2). At Rank 1, this power can be used once per thirty minutes; at Rank 2, once per fifteen minutes, at Rank 3, once per minute. It does not stack with Attribute Boost or Supernatural Prowess. Power foci do not increase your Magic when determining the effect of this power. This power may be taken up to three times.	3	0.75 (2.25)	BTB 159
<b>Mystic Armor</b> <b>MYSTIC ARMOR</b> Cost: 0.5 PP per level This power protects you from physical attacks. For every level, this power gives you 1 point of Armor (cumulative with other armor, but not adding to encumbrance) that also protects against damage you take in astral combat.	1	0.5 (0.5)	SR5 310

RESISTANCE	POOL	
Radiation	10	
Judge Intentions	7	

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	21	21
Fire	21	21
Cold	21	21
Electricity	21	21
Acid	21	21
Falling	21	21
Fatigue	10	
Sonic	5	

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

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	10	10
Psychological	6	6

RESISTANCE - SPELLS	POOL
Direct, Mana	5
Combat Spells Direct, Physical	5
Indirect, Defense	14
Detection Spells	6
Decrease Attribute - Body	10
Decrease Attribute - Agility	12
Decrease Attribute - Reaction	8
Decrease Attribute - Strength	12
Health Spells Decrease Attribute - Charisma	7
Decrease Attribute - Intuition	10
Decrease Attribute - Logic	6
Decrease Attribute - Willpower	10
Illusion Spells Mana	6
Physical	6
Manipulation Mental	6
Spells Physical	12

ARMOR				VALUE			
Equipped							
Armor Jacket				12		SR5 437	
Armor jacket: The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.							
Ballistic Mask				+2		RG 74	
BALLISTIC MASK							
By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless.							
Ballistic masks can take vision enhancements as well as any modification a helmet can take.							
Custom jobs are, naturally, more expensive.							
Forearm Guards				+1		RG 73	
FOREARM GUARDS							
Simple and rarely stylish, forearm guards are dermaplast (or, rarely, metallic) bracers fitted to a wearer.							
Their use is simple—use them to block melee attacks, especially blades, turning blows away without actually cutting into you.							
> Despite what you see in old trideo footage, don't try to block bullets with these. It ends badly.							
> Butch > Personal experience or after-surgery reports from the clinic?							
> Sounder > Yes.							
> Butch > The basic models are sparkly, but keep in mind that they have some room for modification. Pop-out blades, holdout guns, or, a personal favorite, a place to keep your commlink.							
> /dev/grrl > You mean cyberdeck.							
> Bull > No, I mean commlink. I keep my 'deck in my new bag.							
See? <PIC_LINK> > /dev/grrl > A pink cyberdeck holster with unicorns and sparkles? Kill me now.							
> Bull							
Total of equipped single highest armor and accessories				16			
WEAPON		POOL		ACCURACY		DAMAGE	
Katana		15		7 (8)		10P	
Unarmed Attack		6		8		7S	
NAME		RTG QTY		NAME		RTG QTY	
Meta Link		- 1 SR5 438		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.			
DEVICE		CATEGORY		QTY RATING		ATTACK	
Meta Link		Commlinks		1		0	