

UNNAMED CHARACTER

NAME:	Unnamed Character			AGE:	
METATYPE:	Human			WEIGHT:	
GENDER:		HEIGHT:		SKIN:	
HAIR:		EYES:		PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	8
COMPOSURE:	9	JUDGE INTENTIONS:	8	PRIMARY ARM:	Right
LIFT/CARRY:	8	LIFT/CARRY WEIGHT:	75 kg / 50 kg		
MOVEMENT:	16/32; 2m / hit	SWIM:	6; 1m / hit		
NUYEN:	450,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 2	EDGE: 3	INITIATIVE: 11 + 1D6
AGILITY: 1 (7)	INTUITION: 6	CURRENT EDGE POINTS: 3	ASTRAL INITIATIVE: 12 + 3D6
REACTION: 5	LOGIC: 1	ESSENCE: 3.00	RIGGER INITIATIVE: 11 + 1D6
STRENGTH: 1 (5)	WILLPOWER: 5 (7)	MAGIC: 3	MATRIX AR: 11 + 1D6 MATRIX COLD: 6 + DP + 3D6 MATRIX HOT: 6 + DP + 4D6

PHYSICAL LIMIT: 6	MENTAL LIMIT: 5	SOCIAL LIMIT: 5	ASTRAL LIMIT: 5
	Audio Enhancement [+1] (Only for Perception (Hearing))	Custom Ballistic Mask [+2] (Only for Intimidation, Must be visible.) Zoé: Executive Suite [+1] (Must be visible)	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Physical Active			Language		
Automatics <small>AGI</small> (Assault Rifles +2)	6	13	Perception <small>INT</small>	1	7	Mandarin <small>INT +1</small> Native		
			Sneaking <small>AGI</small> (Astral +2)	1	8	Cantonese <small>INT +1</small> (Corp +2)	3	10
Magical Active			Social Active			English <small>INT +1</small> (Speak +2)	2	9
Assensing <small>INT</small> (Astral Signatures +2)	6	12				Italian <small>INT +1</small> (Speak +2)	2	9
Counterspelling <small>MAG</small>	6	9	Etiquette <small>CHA</small> (Corporate +2)	1	3	Japanese <small>INT +1</small> (Speak +2)	2	9
Spellcasting <small>MAG</small> (Detection +2)	6	9				Russian <small>INT +1</small> (Speak +2)	2	9
						Street		
						Shadow Community <small>INT</small> (News +2)	4	10
						Triads <small>INT</small> (Organizations +2)	3	9
						Corporation: Wuxing, Inc. <small>INT</small>	2	8
						Magical Law <small>INT</small>	2	8
						Magical Security <small>INT</small>	2	8

QUALITY	
Biocompatibility (Cyberware)	CF 54
Cyber-Singularity Seeker	CF 54
Linguist	RF 148
LINGUIST COST: 4 KARMA Nothing impresses an out-of-town Johnson more than negotiating in their native tongue. And knowing when they're telling their goon squad to kill you is pretty useful too. This quality represents a natural gift for learning and understanding languages. Characters with this quality halve the learning time for a language, and the quality also provides a +1 dice pool modifier to all Language skill tests the character makes. If this quality is purchased at character creation, the player purchases Language skill points at a 2-for-1 rate. After character creation, language skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.	
Magician	SR5 69
MAGICIANS <ul style="list-style-type: none"> • Magicians can astrally perceive. • Magicians can astrally project. • Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting). • Magicians can cast spells, conjure spirits, or enchant magical items. • At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations). 	
School of Hard Knocks	RF 149
SCHOOL OF HARD KNOCKS COST: 4 KARMA The streets were this character's classroom. Thanks to all the time spent trying to stay one step ahead of the next guy, and knowing that knowledge is power on the streets, the character can buy Street Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Street Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.	
SINner (Corporate): Lin Da Fong - Wuxing	SR5 85

PHYSICAL DAMAGE TRACK

		-1
		-2
		-3
		-4
	Down	OVR
OVR	OVR	Dead

STUN DAMAGE TRACK

		-1
		-2
		-3
		Down

Natural Recovery Pool (1 hour): 10

Natural Recovery Pool (1 day): 6

RESISTANCE		POOL	
Radiation		12	
Judge Intentions		9	

RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL
Damage		25	25
Fire		25	25
Cold		25	25
Electricity		30	30
Acid		25	25
Falling		25	25
Fatigue		10	
Sonic		7	

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

RESISTANCE - ADDICTION		NOT ADDICTED YET		ALREADY ADDICTED	
Physiological		8		12	
Psychological		6		10	

RESISTANCE - SPELLS		POOL	
Direct, Mana		7	
Combat Spells	Direct, Physical	3	
	Indirect, Defense	11	
Detection Spells		8	
Health Spells	Decrease Attribute - Body	10	
	Decrease Attribute - Agility	14	
	Decrease Attribute - Reaction	12	
	Decrease Attribute - Strength	12	
	Decrease Attribute - Charisma	9	
	Decrease Attribute - Intuition	13	
	Decrease Attribute - Logic	8	
	Decrease Attribute - Willpower	14	
	Mana	8	
	Physical	7	
Illusion Spells	Mental	8	
	Physical	8	

IMPLANT	ESSENCE	GRADE	
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			
Synthetic Full Arm (AGI 9, STR 6) (Left)	0.70	Alphaware	SR5 456
Armor 2, Customized Agility 6, Customized Strength 6, Enhanced Agility 3;			
Synthetic Full Arm (AGI 9, STR 6) (Right)	0.70	Alphaware	SR5 456
Armor 2, Customized Agility 6, Customized Strength 6, Enhanced Agility 3;			
Synthetic Full Leg (AGI 8, STR 6) (Left)	0.70	Alphaware	SR5 456
Armor 2, Customized Agility 6, Customized Strength 6, Enhanced Agility 2;			
Synthetic Full Leg (AGI 8, STR 6) (Right)	0.70	Alphaware	SR5 456
Armor 2, Customized Agility 6, Customized Strength 6, Enhanced Agility 2;			

ARMOR	VALUE	
Equipped		
Armor Jacket	12	SR5 437
AR Fashion; Chemical Protection 2; Nonconductivity 5; Radiation Shielding 2;		
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.		
Custom Ballistic Mask	+2	RG 74
AR Fashion; Chemical Seal; Smartlink		
Nice Gloves	0	RF 253
AR Fashion		
Total of equipped single highest armor and accessories	22	
Other Armor		
Zoé: Executive Suite	12	RG 61
AR Fashion; Custom Fit; Newest Model; Nonconductivity 4;		
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		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Ares Alpha	16	5 (9)	11P	-2	SA/BF/FA	10	84(c)	SR5 428
(11)								
RANGE			S	M	L	E		
Assault Rifles			0-25	26-150	151-350	351-550		
Easy Breakdown (Powered); Electronic Firing; Extended Clip; Folding Stock; Foregrip; Gas-Vent 3 System; Improved Range Finder; Long Barrel; Personalized Grip; Shock Pad; Sling; Smartgun System, Internal; Spare Clip; Spare Clip;								
Under: Ares Alpha	7	6 (8)	Grenade	Grenade	SS	3	6(c)	SR5 428
Grenade Launcher								
RANGE			S	M	L	E		
Grenade Launchers			5-50	51-100	101-150	151-500		
Ares Alpha: Specially designed for Ares Firewatch special forces, the Alpha has since become a multi-plati- num best-selling success the world over, seeing use with UCAS Special Forces. In part, this is due to its exception- al brand awareness, and also because of its underbarrel grenade launcher, smartgun system, and an expensive chamber design that provides 2 points of Recoil Com- pensation.								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	6	6	5S	-	0	SR5 132

NAME	RTG	QTY		NAME	RTG	QTY		NAME	RTG	QTY	
Binoculars, Optical	-	1	SR5 443	Attire				Pharma			
Vision Magnification;				Monocle	4	1	SR5 444	Kamikaze	-	1	SR5 412
Magical Lodge Materials (Buddhism)	2	1	SR5 326	Flare Compensation, Low Light, Smartlink, Thermographic Vision;				Pharmaceutical;			
Miniwelder	-	1	SR5 448	Monocle: A monocle is worn on a headband or hel- met with a flip-down arm, or (for the old-fashioned look) on a chain.				KAMIKAZE			
Miniwelder: This portable device creates a small electric arc to melt metals, either to cut through met- al or to weld it together. Its power supply allows it to operate for 30 minutes. While creating an intense heat, the arc is much too small to make a good weapon (it would be like trying to stab someone with a lighter). The miniwelder has a Damage Value of 25 when used to cut through barriers.				Trode Patch	-	1	KC 60	Vector: Inhalation Speed: Immediate Duration: 10 x 1D6 minutes Addiction Type: Physiological Effect: +1 Body, +1 Agility, +2 Strength, +1 Willpower, +2 Physical limit, +2D6 Initiative Dice, High Pain Tolerance 3 (p. 74) Kamikaze is a tailored combat stimulant. When kamikaze wears off, the user crashes and suffers -1 Reaction, -1 Willpower, and -2 to all Limits for a duration equal to that of the initial effect. He also suffers 6 Stun damage (unresisted).			
Miniwelder Fuel Canister	-	1	SR5 448	TRODE PATCH				The repeated use of kamikaze has a destructive effect on the user's metabolism. Large doses can cause excitement, tremors, momentary euphoria, and dilated pupils. Excess doses (bordering on overdose level) cause anxiety, hallucinations, and uncontrolled muscular movements. Even higher dosages lead to death. Kamikaze users are near-crazed, filled with a feeling of imperviousness and invincibility, exhibiting almost no regard for their own well-being. They can be entertaining to watch, as long as you're not in front of them.			
Stealth Tags	-	10	SR5 440	About the size of an old-fashioned quarter, or about 2.5 centimeters in diameter for those unfamiliar with ancient UCAS coins, the trode patch allows the same level of DNI interface as a full rig, but rather than needing a full net or headband of them, it's a single small piece. It requires direct skin contact near the brain, so a small patch of bare skin on the cranium is needed, but that's better than a hole in the head any day. Many models even come with a custom exterior that can match your hair, or you can get one with any number of logos or designs.				Psyche	-	1	SR5 412
Stealth tags: A stealth tag always runs silent (p. 235) and has a Sleaze rating equal to its Device Rating. It's disguised to not look like RFID tags, which gives it an additional -2 Concealability modifier. Stealth tags are often used as a backup for security tags by megacorps that are security conscious (and sneaky). They can be implanted the same way security tags can.				Comms				Pharmaceutical;			
Ammo				Meta Link				PSYCHE			
Ammo: Explosive Rounds (Assault Rifles)	-	100	SR5 434	Micro-Transceiver				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.			
Ammo: Stick-n-Shock (Assault Rifles)	-	100	SR5 434	Micro-transceiver: This classic short-range com- municator has been favored by professional operatives since the 2050s. It doesn't do anything special, it just lets you communicate by voice with other micro- trans- ceivers and commlinks that you (and the other person) choose, within a kilometer. The micro-transceiver con- sists of an ear bud and an adhesive subvocal micro- phone (p. 439), both of which are commonly available in hard-to-spot designs.				Savior Medkit			
Ammo: Subsonic (Assault Rifles)	-	100	HT 189								
Attire											
Earbuds	3	1	SR5 445								
Audio Enhancement rating 1, Select Sound Filter rating 1;											
Fashion Gasmask	-	1	CA 141								

Wuxing Frequency	-	1	KC 68
Foci			
Spellcasting Focus, Detection Bonded Foci (Buddhism)	2	1	SR5 320
ID/ Credsticks			
Certified Credstick, Gold	-	1	SR5 442
Certified Credstick, Silver	-	1	SR5 442
Certified Credstick, Standard	-	5	SR5 442
Fake SIN (Ming Xiao Gou - Seattle)	3	1	SR5 442
Fake License rating 3 (Firearms License) , Fake License rating 3 (Magic License) , Fake License rating 3 (Vehicles License) , Fake License rating 3 (Augmentations License) , Fake License rating 3 (Drugs/Toxins License) , Fake License rating 3 (Vocational License) , Fake License rating 3 (Armour License) , Fake License rating 3 (Concealed Carry Permit) ;			

SAVIOR MEDKIT			
Originally developed by Shiawase Biotech but now available from several corps, these advanced medkits combine cutting-edge nanotech and advanced expert systems. When activated, the medkit injects enough nanites to last five minutes into its subject. The savior then acts as a Rating 6 medkit and follows all the normal rules for medkits (p. 450, SR5). If the patient is bleeding out, the savior's nanites act as a trauma control system (p. 148) for the duration. The savior's supply of nanites is limited, and it must be restocked every time it is used.			
Slap Patch, Chem Patch	-	3	SR5 451
Laés;			
Slap Patch, Stim Patch	6	3	SR5 451
Slap Patch, Trauma Patch	-	2	SR5 451
Restraints			
Magecuff	-	1	SG 215
Magemask	-	1	SG 215
Restraint, Metal	-	3	SR5 447
Restraint, Plastic	-	10	SR5 447
Secret Agent Life			
SIN (Lin Da Fong - Wuxing)	-	1	SR5 442
License (Mage License) ;			

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Wuxing Frequency	Commlinks	4	0	0	4	4		KC 68
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;								
Meta Link	Commlinks	1	0	0	1	1		SR5 438
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;								

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Dodge Scoot (Scooter)	4/3	1	3	1	4	4	1	14	1	SR5 462
Anti-Theft System Rating 2; GridLink Override; Improved Economy; Morphing License Plate; Smuggling Compartment; Smuggling Compartment Shielding; Smuggling Compartment Shielding; Spoof Chips;										
Sensor Array Rating 1 with Atmosphere Sensor, Camera 1, Geiger Counter, Omni-directional Microphone 1;										

LIFESTYLE	LEVEL	COST	DURATION	
Main (Central, Downtown, Seattle)	Medium	7,708.33¥	1 Month	SR5 369
AR Fashion Subscription, Casual; AR Fashion Subscription, Business; DocWagon Contract, Gold; Grid Subscription (Local Grid); Grid Subscription (Public Grid); Special Work Area (Magical Lodge); Cramped;				

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT	
Buddhism <small>Materialization</small>	WIL + INT (13)	Spirit of Air	Guidance Spirit	Spirit of Earth	Spirit of Fire	Spirit of Water	SG 43

SPELL	TYPE	RANGE	DAMAGE	DURATION	DRAIN	DV	
Detection Spells							
Combat Sense	M	Touch	-	Sustained	F	Passive	SR5 286
Mindnet Extended	M	Touch (Area)	-	Sustained	F+1	Active	SG 108
Illusion Spells							
Improved Invisibility	P	Line of Sight	-	Sustained	F-1	Realistic	SR5 291
Stealth	P	Line of Sight	-	Sustained	F-2	Realistic	SR5 292
Manipulation Spells							
Influence	M	Line of Sight	-	Permanent	F-1	Mental	SR5 293
Mana Barrier	M	Line of Sight (Area)	-	Sustained	F-2	Environmental	SR5 294

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
John Fortnite	Tilted Towers	Fixer	5	1
John Fortnite is the spitting image of the late simsense actor, Keanu "V" Reeves III. He can be found shilling "V bucks" on the street, his own made up currency, or asking for credstick codes to support him achieving "number one victory royale," whatever that means. But don't mess with V: If he wants your body, he'll fuck it.				

Concept

Wuxing mage hunter-killer. Provides magic support and geeks the mage.

Description

A mage hunter fresh off the boat from Taiwan in search of their quarry. They work with the Triads and Shadow community both to infiltrate, and to raise funds for their goal. After all, Wuxing, like most megas, won't lift a finger against runners unless it's profitable.

Background

Lin Da Fong, 24. Born to mundane parents in a Wuxing arcology in Taipei. Passed selection, and Awakened as a full mage at age 13 as part of the magical education program. Their lacking intelligence made the Wuxing ways difficult, but the instructors were able to twist the Buddhist teachings to fit while still performing indoctrination. Hardly the brightest bulb, they enlisted at 18, preferring hands on training to book learning, though were still able to quickly pick up languages when not getting skills and knowledge literally beat into them. After graduating, they spent two years providing magical security at key sites in the arcology to gain counter-mage experience, and was recently transferred to "internal affairs." Having received their first assignment, they have transferred to handlers in Seattle, the last known location of their mark.