

$$I_A I$$

NAME:	Iai		
METATYPE:	Human		AGE:
GENDER:		HEIGHT:	WEIGHT:
HAIR:		EYES:	SKIN:
STREET CRED:	0	NOTORIETY:	0
COMPOSURE:	8	JUDGE INTENTIONS:	8
LIFT/CARRY:	11	LIFT/CARRY WEIGHT:	90 kg / 60 kg
MOVEMENT:	12/24; 2m / hit	SWIM:	6; 1m / hit
NUYEN:	6,000¥	KARMA:	0
			CAREER KARMA:
			0

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

PHYSICAL LIMIT: 7	MENTAL LIMIT: 4	SOCIAL LIMIT: 6 Ballistic Mask Securetech PPP: Legs Kit	ASTRAL LIMIT: 6
-------------------	-----------------	---	-----------------

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Combat Active			Physical Active					
Blades <small>AGI +1</small> (Swords +2)	6	13	Sneaking <small>AGI</small>	2	8			
			Running <small>STR +2</small>	1	9			
Physical Active			Social Active					
Gymnastics <small>AGI</small> (Climbing +2)	6	12	Etiquette <small>CHA</small>	1	4			
Perception <small>INT</small> (Hearing +2)	6	11						

QUALITY		PHYSICAL DAMAGE TRACK		STUN DAMAGE TRACK	
Adept		SR5 69			
ADEPTS					
<ul style="list-style-type: none"> <li>Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.</li> <li>Adepts never astrally project (p. 313).</li> <li>Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).</li> <li>Adepts can learn the Assensing skill only if they have the Astral Perception power.</li> <li>Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).</li> <li>Adepts can follow mentor spirits (p. 320).</li> <li>Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.</li> </ul>					
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.					

**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.

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.

Pure Adept: 3

FA 182

	POWER	RATING	POINTS (TOTAL)	
Attribute Boost (AGI)		1	0.25 (0.25)	SR5 309
<b>ATTRIBUTE BOOST</b> <b>(ATTRIBUTE)</b> Cost: 0.25 PP per level Activation: Simple Action You call upon inner strength to perform amazing physical feats beyond their normal abilities. Attribute Boost must be purchased for a specific Physical Attribute (Agility, Body, Reaction, or Strength); separate Attribute Boost powers may be bought for different attributes. This power cannot be purchased for a Mental or Special Attribute. When you activate this power, make a Magic + Attribute Boost Rating Test. Each hit on this test boosts your attribute rating by 1, up to your augmented Attribute maximum. This only affects your dice pools; your Physical limit and Initiative ratings don't change with Attribute Boost. The boost lasts for a number of Combat Turns equal to twice the number of hits you get. When the boost runs out, you take Drain equal to the level of this power.				
Attribute Boost (BOD)		1	0.25 (0.25)	SR5 309

<b>ATTRIBUTE BOOST</b> <b>(ATTRIBUTE)</b> Cost: 0.25 PP per level Activation: Simple Action You call upon inner strength to perform amazing physical feats beyond their normal abilities. Attribute Boost must be purchased for a specific Physical Attribute (Agility, Body, Reaction, or Strength); separate Attribute Boost powers may be bought for different attributes. This power cannot be purchased for a Mental or Special Attribute. When you activate this power, make a Magic + Attribute Boost Rating Test. Each hit on this test boosts your attribute rating by 1, up to your augmented Attribute maximum. This only affects your dice pools; your Physical limit and Initiative ratings don't change with Attribute Boost. The boost lasts for a number of Combat Turns equal to twice the number of hits you get. When the boost runs out, you take Drain equal to the level of this power.			
Combat Sense	6	0.5 (3.0)	SR5 309
<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.			
Critical Strike		0.5 (0.5)	SR5 309
<b>CRITICAL STRIKE</b> <b>(SKILL)</b> Cost: 0.5 PP This power improves a specific melee skill: either Unarmed Combat, Clubs, Blades, Astral Combat, or a particular Exotic Melee weapon skill. The specific skill is chosen when you buy the power. Increase the DV of your attacks with the selected skill by 1. Critical Strike is compatible with weapons and other adept powers. The power may be selected multiple times, each time for a different melee skill.			
Enhanced Accuracy (skill) (Blades)		0.25 (0.25)	SR5 309
<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.			
Improved Ability (skill) (Blades)	1	0.5 (0.5)	SR5 309
<b>IMPROVED ABILITY (SKILL)</b> Cost: 0.5 PP per level This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill per level of the power. You need to know the skill in order to buy this power for it, and you can't buy it for skill groups. The maximum improvement possible is your current skill level x 1.5 (rounded up).			
Improved Physical Attribute (STR)	1	1 (1)	SR5 309
<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.			
Mystic Aptitude	3	0.75 (2.25)	BTB 159
<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.			
Mystic Armor	1	0.5 (0.5)	SR5 310
<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.			
Rapid Draw		0.5 (0.5)	SG 173
<b>RAPID DRAW</b> <b>COST: 0.5 PP</b> No longer limited to pistols, the Rapid Draw power can be used by the adept to rapidly and more easily employ a variety of weapons in combat. Any weapon that is properly holstered can be quick-drawn; this includes blades,			
<b>MARTIAL ART</b>			
Pentjak-Silat			RG 133
<b>PENTJAK-SILAT</b> An ancient martial art from Indonesia that is over a thousand years old, Pentjak-Silat is actually an umbrella term for several techniques. It teaches the use of several weapons such as the kris and focuses on striking vital points of the opponent. It is predominantly practiced in Indonesia. Adepts have discovered that this style is effective and potent when used with weapon foci. Available Techniques: Called Shot (Break Weapon, Disarm), Dim Mak, Jiao Di (Charge), Randori (Vitals), Silken Storm			
Jiao Di (Charge)			RG 138
Randori (Vitals)			RG 140

RESISTANCE		POOL	
Radiation		10	
Judge Intentions		8	

RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL
Damage		24	24
Fire		24	24
Cold		24	24
Electricity		24	24
Acid		24	24
Falling		24	24
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	13	
Detection Spells		6	
Health Spells	Decrease Attribute - Body	10	
	Decrease Attribute - Agility	11	
	Decrease Attribute - Reaction	7	
	Decrease Attribute - Strength	11	
	Decrease Attribute - Charisma	8	
	Decrease Attribute - Intuition	10	
	Decrease Attribute - Logic	6	
	Decrease Attribute - Willpower	10	
	Mana	6	
	Physical	6	
Manipulation Spells	Mental	6	
	Physical	11	

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
<b>BALLISTIC MASK</b> 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
<b>FOREARM GUARDS</b> 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		
Helmet	+2	SR5 438
Helmet: Helmets come in a wide variety of shapes and sizes and protect your noggin from trauma. Helmets have Capacity 6 for being tricked out with accessories like trode nets and vision enhancements.		
Securetech PPP: Legs Kit	+1	RG 70
<b>SECURETECH PPP</b> Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything. Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing. > These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape. > Frosty > I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world. > Ma'fan		
Total of equipped single highest armor and accessories	19	

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Combat Knife	13	6 (8)	9P	-3	0	SR5 422
Personalized Grip; Quick-Draw Holster;						
Katana	15	7 (9)	10P	-3	1	SR5 422
Personalized Grip						
Unarmed Attack	5	7	6S	-	0	SR5 132

NAME	RTG	QTY		NAME	RTG	QTY		NAME	RTG	QTY	
Meta Link	-	1	SR5 438	Performance Enhancers				Performance Enhancers			
Trode Patch	-	1	KC 60	Infiltrator	-	1	CF 193	NoPaint	-	1	CF 182
TRODE PATCH				INFILTRATOR				Pharmaceutical;			
Are you sick of hiding your trodes in your hats or having that gelly goop getting stuck in your hair?				Effect: Agility + 2, Strength + 1, Charisma – 2, Gymnastics 2, Locksmith 2, Palming 1				Psyche			
Well, then, it's time to rejoice with MCT's latest design for virtual access with minimal hassle. The full trode rig will soon be a relic of the past, and getting a hole drilled in your skull for a datajack just won't be necessary anymore with the ultra-sleek trode patch.				(3) Test to resist the urge to steal a valuable item left unattended.				- 1 SR5 412			
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.				Thrill of the Heist: The user must make a Willpower (2) Test to stop in the middle of a job.				Pharmaceutical;			
				If the user's Charisma is reduced below 1, the character gains the Uncouth quality (p. 85, SR5) if they regain consciousness while the program is still running. The quality goes away when the p-fix program is stopped.				PSYCHE			
				Jazz				Vector: Ingestion Speed: 10 minutes			
				- 1 SR5 411				Duration: (12—Body) hours, minimum of 1 hour			
				Pharmaceutical;				Addiction Type: Psychological Effect: +1 Intuition, +1 Logic, +1 Mental limit			
				JAZZ				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.			
				Vector: Inhalation Speed: Immediate							
				Duration: 10 x 1D6 minutes.							
				Addiction Type: Both Effect: +1 Reaction, +1 Physical limit, +2D6 Initiative Dice							
				Jazz is a stimulant designed to better the odds for run-of-the-mill law-enforcement officers who run up against augmented street samurai. It's usually taken from a single-dose inhaler (or "popper").							
				When jazz wears off, the user crashes and is flooded with despondent and miserable emotions, suffering the effects of Disorientation (p. 409) for a duration equal to the duration of the initial effect.							
				While cram makes people hyper and twitchy, jazz makes people jumpy and hyper as caffeinated two-year-olds. Role-playing a jazz user means turning it up a notch, portraying someone with too much energy to burn.							

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
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;								

LIFESTYLE	LEVEL	COST	DURATION	
Hole in the Wall (Cristopher, Renton, Seattle)	Low	2,000¥	1 Month	SR5 369
Grid Subscription (Public Grid);				

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT	
Chaos Magic <small>Materialization</small>	BOD + WIL (10)	Spirit of Fire	Spirit of Air	Spirit of Earth	Spirit of Man	Spirit of Water	SG 44

---

## Background

---

What happens when a childish training regime actually works?

Iaijustu is the result of that.

What started out as a game between friends quickly became the weaker of the two's way of living vicariously. Out in the forest, with his dubious teachings, a sensei and disciple were born. But more than that, these two children who should have never met, and been exact opposites, found common ground and became good friends.

And yet, it was never meant to be. The untamed wilds of Seattle were never safe, and the day came that the two were accosted by a foul beast. Iaijustu threw himself in the beast's path, slicing cleanly into it with the katana his friend gifted him, while taking an equally devastating blow. His consciousness faded, as he spat blood and stood standing, facing down the beast. His vision clouded, and was replaced by a white glow.

"You have taken the blow, not meant for yourself," spoke an unearthly voice. "Very well. His time was meant to come, but it shall be no longer. The boy may live. Yet, the law of equivalent exchange must be maintained: Your life, in place of his."

Iaijustu came to to the barrel of a DocWagon gun, hazily analyzing his surroundings.

"Hands off the sword, kid. We're medics, don't start trouble you dun' hafta."

Shaking, he realized his katana was still clutched in his grasp. He didn't have the wherewithal to clean and sheath it; it instead took all his willpower to unclench those white knuckles. The HTR man relaxed at that.

"You're not on the contract, but your 'friend' over there paid me the resucitation fee. But getting you up is all I can do for you, we've got a quota to meet. Good luck, kid."

With that, the DocWagon HTR took off into the sky, and with him, Iaijustu's one and only friend.

He never did figure out if the voice was a hallucination or dream, but held in his heart that his days were numbered. He vowed to never release his sword unceremoniously again. And he prayed that, one day, before his early death, that he may yet meet his friend, wherever they may have ended up.

---