

Mage Banshee: Mary Shor

Race: Critter (Banshee) Magician; Male



Attributes

Body.....	4	<input type="checkbox"/>	Essence	10	<input type="checkbox"/>
Agility	4	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	5	<input type="checkbox"/>	Magic	9	<input type="checkbox"/>
Strength	3	<input type="checkbox"/>	Initiate Grade	0	<input type="checkbox"/>
Willpower	5	<input type="checkbox"/>	Initiative	9+2D6	<input type="checkbox"/>
Logic	3	<input type="checkbox"/>	Inherent Limits		
Intuition.....	4	<input type="checkbox"/>	[5] Physical Limit		
Charisma.....	6	<input type="checkbox"/>	[5] Mental Limit		
			[10] Social Limit		
			[10] Astral Limit		

Movement

12m/20m/+3 Land Movement

Active Skills

- 5 [10] Arcana 2 (Log)
- 8 [10] Assensing 4 (Int)
- 8 [A] Astral Combat 3 (Wil)
- 14 [10] Banishing* (Mag)
- 14 [F] Binding* (Mag)
- 5 [A] Blades 1 (Agi)
- 4 [M] Computer* (Log)
- 11 [10] Con* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 15 [10] Counterspelling* (Mag)
- 7 [5] Disguise* (Int)
- 11 [10] Etiquette* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 4 [M] Hardware* (Log)
- 11 [10] Impersonation* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 11 [10] Leadership* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 11 [10] Negotiation* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation
- 7 [5] Palming* (Agi)
- 10 [5] Perception 6 (Int)
- 11 [10] Performance* (Cha)
- Prejudiced (Specific) : -2 when dealing with the target of your prejudice and +2 to their dicepool if the encounter is a negotiation

Active Skills

- 7 [H] Pilot Ground Craft 2 (Rea)
- 5 [A] Pistols 1 (Agi)
- 15 [F] Ritual Spellcasting* (Mag)
- 13 [5] Sneaking* 7 (Agi)
- 4 [M] Software* (Log)
- 16 [F] Spellcasting* 5 (Mag)
- (Combat Spells +2)
- Elemental Focus : +2 dice pool modifier when casting spells of the Electricity element. Drain from those spells are of the same type and cause the element's secondary effects.
- 14 [F] Summoning* (Mag)
- 10 [A] Unarmed Combat 6 (Agi)
- 3 * Acting Group 3
- 3 * Conjuring Group 3
- 1 * Electronics Group 1
- 3 * Influence Group 3
- 4 * Sorcery Group 4
- 3 * Stealth Group 3

Knowledge Skills

- 7 [5] Hunting Grounds 3 (Int)
- 8 [5] Magic Theory 5 (Log)
- 6 [5] Parazology 3 (Log)
- 7 [5] Safehouses 3 (Int)
- 4 [5] Traditions 1 (Log)
- 5 [5] Underworld 1 (Int)

Language Skills

- 9 [5] English 5

Activated Adjustments

Essence +3

Validation Report (2 issues): Negative Qualities Karma: Resource Overspent: 25 of 0; Positive Qualities Karma: Resource Overspent: 27 of 0; Active: Creature of Comfort (Middle Lifestyle)



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Overflow: ☐☐☐☐

Natural Recovery:
8 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Natural Recovery:
9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +5

Dodge (-5 Interrupt, vs. one melee attack): +3 [5]

Bite Block (-5 Interrupt, vs. one melee attack): +6 [5]

Knife Parry (-5 Interrupt, vs. one melee attack): +1 [5]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +6 [5]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 14 [5]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Damage Resistances

16 🐾 Armor 12
 16 🐾 Acid Protection 12 20 🐾 Electricity Protection 16
 16 🐾 Cold Protection 12 22 🐾 Fire Protection 18
 16 🐾 Falling Protection 12 9 🐾 Fatigue Resistance

Language Skills

N Gaelic
 5 🐾 [5] Japanese 1
 7 🐾 [5] Sperethiel 3

Attribute-Only Tests

11 🐾 Composure
 10 🐾 Judge Intentions
 7 🐾 Lifting & Carrying
 8 🐾 Memory

Toxin Resistances

	Toxin	Disease
Contact (20 / 20)	29 🐾	29 🐾
Ingestion (20 / 20)	29 🐾	29 🐾
Inhalation (23 / 23)	32 🐾	32 🐾
Injection (20 / 20)	29 🐾	29 🐾

Addiction Resistance

9 🐾 Resist Physical Addiction
 8 🐾 Resist Psychological Addiction

Positive Qualities

Elemental Focus: Electricity
 Focused Concentration (3)
 Magician
 Mentor Spirit: Cat

Negative Qualities

Creature of Comfort (Middle Lifestyle)
 Distinctive Style: Blond Bitch
 Driven: Revenge (8 🐾 (4))
 Poor Self Control - Attention-Seeking
 Prejudiced (Specific) (Biased): Orcs

Critter Powers

Dual Natured
 Enhanced Senses: Hearing
 Enhanced Senses: Low-Light Vision
 Enhanced Senses: Smell
 Essence Drain (15 🐾 (10 - Target's Essence, 1 minute))
 Fear (14 🐾 vs. Willpower + Logic)
 Immunity to Aging
 Immunity to Pathogens (20 🐾)
 Immunity to Toxins (20 🐾)
 Paralyzing Howl (135m radius) (15 🐾 vs. Intuition + Willpower)
 Regeneration (13 🐾)

Critter Powers

Sapience

Weaknesses

Allergy, Severe: Sunlight
 Dietary Requirement: Metahuman Blood
 Essence Loss
 Vulnerability: Silver
 Vulnerability: Wood

Mentor Spirit Effects

+2 dice for Illusion spells
 +2 dice: Sneaking
 Toy With Your Prey (11 🐾 (3))

Spells

20 🐾 [F] **Ball Lightning (limited)** (Combat: Area, Elemental, Indirect)
 Type: P Rng: LOS (A) Dam: P Dur: I DV: 11 🐾 v F-3
 18 🐾 [F] **False Impression** (Illusion)
 Type: M Rng: LOS Dur: S DV: 11 🐾 v F-4
 18 🐾 [F] **Foreboding** (Illusion: Area, Multi-Sensory, Realistic)
 Type: M Rng: LOS (A) Dur: S DV: 11 🐾 v F-3
 20 🐾 [F] **Lightning Bolt** (Combat: Elemental, Indirect)
 Type: P Rng: LOS Dam: P Dur: I DV: 11 🐾 v F-3
 18 🐾 [F] **Manabolt** (Combat: Direct)
 Type: M Rng: LOS Dam: P Dur: I DV: 11 🐾 v F-3
 18 🐾 [F] **Trid Phantasm** (Illusion: Area, Multi-Sensory, Realistic)
 Type: P Rng: LOS (A) Dur: S DV: 11 🐾 v F

Rituals

15 🐾 [F] **Ward** (Anchored)

Identities

Bug-Out Identity

Fake SIN
 Licenses & SINS : Fake SIN (1)

Lyn Mc Donald

Fake SIN
 Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2),
 Neighborhood (2), Security (2)]
 Licenses & SINS : Fake License: Driver's License (4), Fake SIN
 (4)

Mary Shor

Fake SIN
 Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities
 (3), Neighborhood (4), Security (3)]
 Licenses & SINS : Fake License: Driver's License (5), Fake SIN
 (5)

Armor

🛡️ **Argentum Coat** 12
 Electricity: +4, Fire: +6
 Modifications: -3 modifier for concealability, Custom Fit, Custom Fit
 (Stack), Electrochromic Modification, Faraday Pocket, Fire
 Resistance (6), Increase Social Limit by 1, Nonconductivity (4)
 🧥 **Armor Clothing** 6
 🧥 **Berwick Dress** 8
 Modifications: -2 modifier for concealability, Custom Fit, Increase
 Social Limit by 1

Armor

Fashion Respirator (3) +0

Firearms & Heavy Weapons

Browning Ultra-Power 9P v -2 6 [6] 5/20/40/60

Ammo Usage : 10 (c):

Semi-Auto (1, simple action): 6 , 9P Damage

Double-Tap (2, complex action): 6 , 10P Damage

Semi-Automatic Burst (3, complex action): 6 vs. -2 Def, 9P Damage

Recoil Compensation : 2

Modifications: Laser Sight

Explosive Rounds : +1 v -1, ____/50

Streetline Special 6P 5 [4] 5/15/30/50

Ammo Usage : 6 (c):

Semi-Auto (1, simple action): 5 , 6P Damage

Double-Tap (2, complex action): 5 , 7P Damage

Semi-Automatic Burst (3, complex action): 5 vs. -2 Def, 6P Damage

Recoil Compensation : 2

Accessories: Spare Clips

Regular Ammo: -, ____/30

Melee & Other Weapons

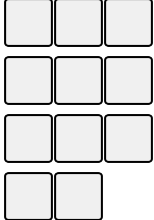
Bite 4P v -1 10 [5] Reach: -1

Knife 4P v -1 5 [5] Reach: -

Unarmed Strike 3S 10 [5] Reach: -

Matrix Devices

Hermes Ikon



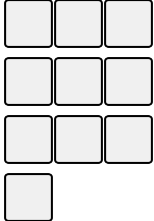
Device Rating : 5

Data Processing : 5, **Firewall**: 5

Matrix Initiative : 9

Matrix DR : 10 (10 vs. Black IC)

Renraku Sensei



Device Rating : 3

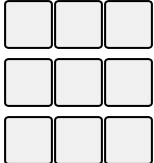
Data Processing : 3, **Firewall**: 3

Matrix Initiative : 7

Matrix DR : 6 (8 vs. Black IC)

Programs (0/2): Mapsoft: Campaign City

Sony Emperor



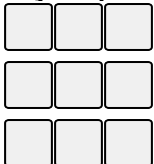
Device Rating : 2

Data Processing : 2, **Firewall**: 2

Matrix Initiative : 6

Matrix DR : 4 (7 vs. Black IC)

Sony Emperor



Device Rating : 2

Data Processing : 2, **Firewall**: 2

Matrix Initiative : 6

Matrix DR : 4 (7 vs. Black IC)

Gear (Cash: 1,000¥)

Backpack

Certified Credstick, Silver

Certified Credstick, Standard

Programs (0/0): 1,000¥

Certified Credstick, Standard

Programs (0/0): 1,000¥

(10x) Datachip

(10x) Datachip

Dropped to Ground

Dufflebag

Dufflebag

Ear buds (1)

Flashlight

Glasses (1)

Modifications: Image Link

Hermes Ikon

(2x) Long Haul

(2x) Long Haul

Magic Wand Power Focus (2)

Magical Lodge Materials (6)

Medkit (1)

Metal Restraints

Metal Restraints

Metal Restraints

Micro-Tranceiver

(10x) Plastic Restraints

Renraku Sensei

Programs (0/2): Mapsoft: Campaign City

(10x) Security Tags

(10x) Security Tags

Sony Emperor

Sony Emperor

Survival Kit

Vehicles

Borrowed Ford Americar

CHASSIS: FORD AMERICAR

Handling 4, **Handling (Off-Road)** 3, **Speed** 3, **Acceleration** 2, **Body**

11, **Pilot** 1, **Sensor** 2, **Seating** 4, **Device Rating** 1, **Data**

Processing 1, **Firewall** 1

Condition Monitor: 18

Armor: 6H

Limits: Mental 2

Physical Initiative: 2+4D6

Gear:

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Contacts

Chop Shop Mechanic

Blackmailed Contact

Connection: 3 **Loyalty**: 2

Chips: You and the contact are even

Metatype: Human

Sex: Female

Age: Middle-aged

Preferred Payment Method: Barter (easy to sell)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Shadow Service

Contacts

Gang Boss

Blackmailed Contact

Connection: 4 Loyalty: 3

Chips: You and the contact are even

Metatype: Human

Sex: Male

Age: Middle-aged

Preferred Payment Method: Service (shadowrun job)

Hobbies/Vice: Bad Habit (dream chips)

Personal Life: None of Your Damn Business

Type: Legwork

ID Manufacturer

Connection: 5 Loyalty: 2

Chips: You and the contact are even

Metatype: Elf

Sex: Female

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Nothing of Interest

Personal Life: Family

Type: Shadow Service

Basic Details

Description

The Strain 1 expression of an elf, the banshee is virtually indistinguishable from its non-Infected cousin, save for their gaunt frame and pallid complexion. Over time, a banshee's natural skin and hair color fade, with the skin becoming slightly translucent.

Notes: Banshees can consume only blood, and they suffer nausea (p. 409, *SR5*) within an hour when they consume anything else. Magic is equal to 6 or Essence, whichever is lower.

Borrowed Ford Americar

Ford Americar

Attributes

Handling	4	<input type="checkbox"/>	Device Rating	1	<input type="checkbox"/>
Handling (Off-Road)	3	<input type="checkbox"/>	Initiative	2+4D6	<input type="checkbox"/>
Speed	3	<input type="checkbox"/>	Inherent Limits		
Acceleration	2	<input type="checkbox"/>	[2] Mental Limit		
Body	11	<input type="checkbox"/>			
Pilot	1	<input type="checkbox"/>			
Sensor	2	<input type="checkbox"/>			
Seating	4	<input type="checkbox"/>			
Data Processing . .	1	<input type="checkbox"/>			
Firewall	1	<input type="checkbox"/>			

Damage Resistances

17 [6] Armor 6	
17 Acid Protection 6	17 Electricity Protection 6
17 Cold Protection 6	17 Fire Protection 6



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	-4
<input type="checkbox"/>	<input type="checkbox"/>	-5
<input type="checkbox"/>	<input type="checkbox"/>	-6

Matrix Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 1

Melee attacks against you are at : +0
Melee Defense (No Action): 1

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 1 [4]

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Guidance Spirits

Race: Guidance Spirit; Male; Age: 25; Height: 1.75m;
Weight: 78kg



Attributes

Body.....10	<input type="checkbox"/>	Force.....7	<input type="checkbox"/>
Agility6	<input type="checkbox"/>	Essence7	<input type="checkbox"/>
Reaction9	<input type="checkbox"/>	Edge4	<input type="checkbox"/>
Strength8	<input type="checkbox"/>	Magic7	<input type="checkbox"/>
Willpower7	<input type="checkbox"/>	Initiative14+2D6	<input type="checkbox"/>
Logic7	<input type="checkbox"/>	Inherent Limits	
Intuition.....7	<input type="checkbox"/>	[12] Physical Limit	
Charisma.....7	<input type="checkbox"/>	[10] Mental Limit	
		[10] Social Limit	
		[10] Astral Limit	

Movement

12m/24m/+2 Land Movement

Active Skills

- 14 [10] Arcana 7 (Log)
- 14 [10] Assensing 7 (Int)
- 14 [A] Astral Combat 7 (Wil)
- 14 [10] Counterspelling 7 (Mag)
- 14 [10] Perception 7 (Int)
- 13 [A] Unarmed Combat 7 (Agi)

Attribute-Only Tests

- 14 Composure
- 14 Judge Intentions
- 18 Lifting & Carrying
- 14 Memory

Toxin Resistances

Contact	Toxin	Disease
	17	17
Ingestion	17	17
Inhalation	17	17
Injection	17	17

Addiction Resistance

- 17 Resist Physical Addiction
- 14 Resist Psychological Addiction

Damage Resistances

- 24 [14] Armor 14
- 24 Acid Protection 14
- 24 Cold Protection 14
- 24 Falling Protection 14
- 24 Electricity Protection 14
- 24 Fire Protection 14
- 17 Fatigue Resistance

Critter Powers

- Astral Form
- Confusion (14 vs. Willpower + Logic)
- Divining (14)
- Fear (14 vs. Willpower + Logic)

Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	-4
<input type="checkbox"/>		

Overflow:

☐☐☐☐☐☐☐☐

Natural Recovery:

20 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	-4

Natural Recovery:

17 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 16

Full Defense (-10 Interrupt, for the rest of the turn): +7

Melee attacks against you are at : +0

Melee Defense (No Action): 16

Full Defense (-10 Interrupt, for the rest of the turn): +7

Dodge (-5 Interrupt, vs. one melee attack): +5 [12]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +7 [12]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [12]

Edge Pool

☐☐☐☐

Critter Powers

- Guard (7 characters)
- Immunity to Normal Weapons (Armor Rating 14)
- Influence (14 vs. Willpower + Logic)
- Magical Guard
- Materialization
- Sapience
- Search (14 (5, 10 minutes))
- Shadow Cloak

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+14]

Melee & Other Weapons

Unarmed Strike 8S 13  [12] Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

New Banshee I Sue Long

Race: Critter (Banshee); Male



Attributes

Body.....4	<input type="checkbox"/>	Essence4	<input type="checkbox"/>
Agility5	<input type="checkbox"/>	Edge2	<input type="checkbox"/>
Reaction5	<input type="checkbox"/>	Magic6/4	<input type="checkbox"/>
Strength3	<input type="checkbox"/>	Initiative10+2D6	<input type="checkbox"/>
Willpower4	<input type="checkbox"/>	Inherent Limits	
Logic2	<input type="checkbox"/>	[5] Physical Limit	
Intuition.....5	<input type="checkbox"/>	[5] Mental Limit	
Charisma.....6	<input type="checkbox"/>	[7] Social Limit	
		[7] Astral Limit	

Movement

15m/25m/+3 Land Movement

Active Skills

- 6 [A] Clubs 1 (Agi)
- 5 [M] Computer 3 (Log)
- 10 [7] Con* (Cha)
- 6 [5] Disguise 1 (Int)
- 8 [7] Etiquette* (Cha)
- 8 [5] Gymnastics* (Agi)
- 3 [M] Hardware 1 (Log)
- 10 [7] Impersonation* (Cha)
- 8 [7] Leadership* (Cha)
- 7 [5] Locksmith 2 (Agi)
- 8 [7] Negotiation* (Cha)
- 7 [5] Palming 2 (Agi)
- 9 [5] Perception 4 (Int)
- 12 [7] Performance* 5 (Cha) (Presentation +2)
- 6 [H] Pilot Ground Craft 1 (Rea)
- 6 [5] Running* (Str)
- 11 [5] Sneaking 6 (Agi)
- 6 [5] Swimming* (Str)
- 6 [A] Throwing Weapons 1 (Agi)
- 10 [A] Unarmed Combat 5 (Agi)
 - 4 * Acting Group 4
 - 3 * Athletics Group 3
 - 2 * Influence Group 2

Knowledge Skills

- 8 [5] Clubs 3 (Int)
- 11 [5] Music 6 (Int)
- 7 [5] Simsense 2 (Int)

Language Skills

- 7 [5] Chinese 2
- N English
- 6 [5] Sperethiel 1

Attribute-Only Tests

- 10 [A] Composure
- 11 [A] Judge Intentions
- 7 [A] Lifting & Carrying
- 6 [A] Memory

Toxin Resistances

	Toxin	Disease
Contact (8 / 8)	16	16
Ingestion (8 / 8)	16	16
Inhalation (9 / 9)	17	17
Injection (8 / 8)	16	16



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Overflow: ☐☐☐☐
 Natural Recovery:
 8 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Natural Recovery:
 8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 10
 Full Defense (-10 Interrupt, for the rest of the turn): +4
 Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +6
 Melee attacks against you are at : +0
 Melee Defense (No Action): 10
 Full Defense (-10 Interrupt, for the rest of the turn): +4
 Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +6
 Dodge (-5 Interrupt, vs. one melee attack): +3 [5]
 Bite Block (-5 Interrupt, vs. one melee attack): +5 [5]
 Knife Parry (-5 Interrupt, vs. one melee attack): +4 [5]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [5]
 Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 11 [5]

Validation Report (2 issues): Negative Qualities Karma: Resource Overspent: 14 of 0; Positive Qualities Karma: Resource Overspent: 17 of 0

Damage Resistances

13 🧊 Armor 9
13 🧊 Acid Protection 9 14 🧊 Electricity Protection 10
13 🧊 Cold Protection 9 13 🧊 Fire Protection 9
13 🧊 Falling Protection 9 8 🧊 Fatigue Resistance

Edge Pool



Addiction Resistance

8 🧊 Resist Physical Addiction
6 🧊 Resist Psychological Addiction

Positive Qualities

Good Looking and Knows It
Inspired: Performance
Too Pretty to Hit

Negative Qualities

Amnesia (1)
Social Appearance Anxiety (SAA) (1)
Unsteady Hands (9 🧊 vs. 2)

Critter Powers

Dual Natured
Enhanced Senses: Hearing
Enhanced Senses: Low-Light Vision
Enhanced Senses: Smell
Essence Drain (10 🧊 (10 - Target's Essence, 1 minute))
Fear (8 🧊 vs. Willpower + Logic)
Immunity to Aging
Immunity to Pathogens (8 🧊)
Immunity to Toxins (8 🧊)
Paralyzing Howl (60m radius) (10 🧊 vs. Intuition + Willpower)
Regeneration (8 🧊)
Sapience

Weaknesses

Allergy, Severe: Sunlight
Dietary Requirement: Metahuman Blood
Essence Loss
Vulnerability: Silver
Vulnerability: Wood

Identities

Bug-Out Identity
Fake SIN
Licenses & SINS : Fake SIN (1)

Armor

🧊 Armor Clothing 6
🧊 Fashion Respirator (1) +0

Armor

🧊 Lined Coat 9
Electricity : +1
Modifications : Electrochromic Modification, Lightly Worn, Nonconductivity (1)

Firearms & Heavy Weapons

Streetline Special 6P 4 🧊 [4] 5/15/30/50
Ammo Usage : 6 (c): □□□□ □
Semi-Auto (1, simple action): 4 🧊, 6P Damage
Double-Tap (2, complex action): 4 🧊, 7P Damage
Semi-Automatic Burst (3, complex action): 4 🧊 vs. -2 Def, 6P Damage
Recoil Compensation : 2
Accessories : Spare Clips
Regular Ammo : —, ____/30

Melee & Other Weapons

Bite 4P v -1 10 🧊 [5] Reach: -1
Knife 4P v -1 4 🧊 [5] Reach: —
Unarmed Strike 3S 10 🧊 [5] Reach: —

Matrix Devices

Hermes Ikon



Device Rating : 5
Data Processing : 5, Firewall: 5
Matrix Initiative : 10
Matrix DR : 10 🧊 (9 🧊 vs. Black IC)



Sony Emperor



Device Rating : 2
Data Processing : 2, Firewall: 2
Matrix Initiative : 7
Matrix DR : 4 🧊 (6 🧊 vs. Black IC)



Gear (Cash: 1,000¥)

Certified Credstick, Standard

Programs (0/0): 1,000¥

(10x) Datachip
Dropped to Ground
Dufflebag
Hermes Ikon
Lockpick Set
(2x) Long Haul
Metal Restraints
(10x) Security Tags
Sony Emperor

Basic Details

Description

The Strain 1 expression of an elf, the banshee is virtually indistinguishable from its non-Infected cousin, save for their gaunt frame and pallid complexion. Over time, a banshee's natural skin and hair color fade, with the skin becoming slightly translucent.

Notes: Banshees can consume only blood, and they suffer nausea (p. 409, SR5) within an hour when they consume anything else. Magic is equal to 6 or Essence, whichever is lower.

Additional Details

A very new Infected

She doesn't remember much of her old life and doesn't have full control of her powers. Plus she is hungry.

May or may not be bait for Mary Shor.