

DATE	NOTES
<i>CALENDAR ENTRIES</i>	

ATTRIBUTES

SKILLS

LIMITS

CONTACTS & ENEMIES

QUALITIES

ARMOR	VALUE	
TOTAL	12	
Armor Jacket	12	SR5 437
ARMOR		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	
Ares Predator V	3	7	8P	-1	SA	2	15(c)	SR5 426
Smartgun System, Internal								
	S: 0-5	M: 6-20	L: 21-40	E: 41-60				
FN HAR	3	6	10P	-2	SA/BF/FA	4	35(c)	SR5 428
Gas-Vent 2 System; Laser Sight								
	S: 0-25	M: 26-150	L: 151-350	E: 351-550				

RANGED WEAPONS

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	3	4	2S	-	0	SR5 132
MELEE WEAPONS						

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
Suzuki Mirage (Racing Bike)	5/3	3	6	1	5	6	2 (0)	15	1	3 SR5 462
Sensor Array Rating 2										
VEHICLE/DRONE										

SPELL	TYPE	RANGE	DAMAGE	DURATION	DV	
Tradition: HermeticWIL + LOG (10)Spirit of FireSpirit of AirSpirit of ManSpirit of WaterSpirit of EarthMaterializationSR5279						Resist Drain
with WIL + RES (6)						
Combat Spells						
Fireball	P	LOS (A)	P	I	F-1	SR5 284
Detection Spells						
Analyze Truth	M	T		S	F-2	SR5 286
Clairvoyance	M	T		S	F-3	SR5 286
Health Spells						
Heal	M	T		P	F-4	SR5 288
Illusion Spells						
Improved Invisibility	P	LOS		S	F-1	SR5 291
Mass Confusion	M	LOS (A)		S	F-1	SR5 290
Trid Entertainment	P	LOS (A)		S	F-2	SR5 290
Manipulation Spells						
Control Thoughts	M	LOS		S	F-1	SR5 293
Magic Fingers	P	LOS		S	F-2	SR5 294
Rituals Spells						
Circle of Healing	M	Special		I	Special	SR5 298
SPELLS						

DEVICE	DEVICE RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
Renraku Sensei	3	0	0	3	3	SR5 438
(CommLink)						
ACCESSORIES						
DEVICES/PROGRAMS						

LIFESTYLE	MONTHS	
Dressman	1	SR5 373
Lifestyle: Low		
LIFESTYLE		

NAME	RTG.	QTY.		NAME	RTG.	QTY.		NAME	RTG.	QTY.	
Ammo: Regular Ammo	-	200	SR5 434	Certified Credstick, Silver	1	4	SR5 442	Fake License (Mage License)	4	1	SR5 443
(Assault Rifles)											
Ammo: Regular Ammo	-	50	SR5 434	Fake License (Driver's License)	3	1	SR5 443	Fake License (Firearms License)	4	1	SR5 443
(Heavy Pistols)											
								Fake SIN	3	1	SR5 442
GEAR											