

Jade Empress

Player: SL

Metatype: Elf Vampire Shamanic Aspected Magician
(Sorcery); Female; Ethnicity: Asian; Age: 58; Height: 1.74m;
Weight: 62kg; Hair: Black; Eyes: Blue; Skin: Light
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety:
1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body.....	6	<input type="checkbox"/>	Essence	6	<input type="checkbox"/>
Agility	6	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	5	<input type="checkbox"/>	Magic	7	<input type="checkbox"/>
Strength	5	<input type="checkbox"/>	Initiate Grade	2	<input type="checkbox"/>
Willpower	7	<input type="checkbox"/>	Initiative	11+2D6	<input type="checkbox"/>
Logic	3	<input type="checkbox"/>	Inherent Limits		
Intuition.....	6	<input type="checkbox"/>	[7] Physical Limit		
Charisma.....	8	<input type="checkbox"/>	[7] Mental Limit		
			[10] Social Limit		
			[10] Astral Limit		

Movement

18m/30m/+3 Land Movement

6m/+2 Swimming

Active Skills

- 13 [10] Arcana 8 (Log)
- 13 [10] Assensing 7 (Int)
(Metahuman Auras)
- 11 [A] Astral Combat 4 (Wil)
- 8 [A] Blades 2 (Agi)
- 15 [10] Con* (Cha)
- 12 [10] Counterspelling* (Mag)
- 13 [7] Disguise 7 (Int)
- 14 [10] Etiquette* (Cha)
- 15 [10] Impersonation* (Cha)
- 14 [10] Intimidation 6 (Cha)
(Mental +2)
- 14 [10] Leadership* (Cha)
- 16 [10] Negotiation* (Cha)
- 10 [7] Perception 4 (Int)
- 15 [10] Performance* (Cha)
- 12 [F] Ritual Spellcasting* (Mag)
- 11 [7] Sneaking 5 (Agi)
- 12 [F] Spellcasting* (Mag)
- 9 [A] Unarmed Combat 3 (Agi)
- * Acting Group 7
- * Influence Group 8
- * Sorcery Group 5

Knowledge Skills

- 10 [7] Fine Arts 4 (Int)
- 9 [7] Magical Traditions 6 (Log)
- 14 [7] Prostitution 8 (Int)
(Hong Kong +2)
- 13 [7] Underworld Politics 7 (Int)
(Triads +2)

Language Skills

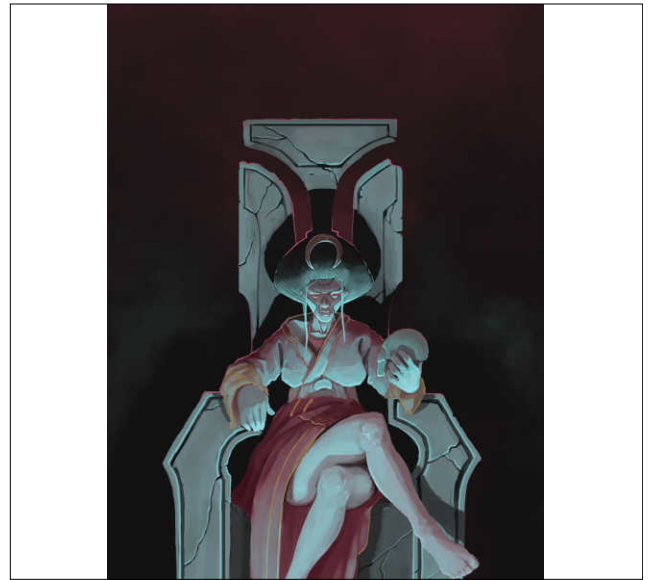
- 11 [7] Chinese 5
- 7 [7] English 1
- 8 [7] Japanese 2
- 9 [7] Korean 3
- N Mandarin

Attribute-Only Tests

15 Composure

Toxin Resistances

Contact (12 / 0) Toxin 25 Disease 13



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"/>	

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

Overflow: ☐☐☐☐☐☐
Natural Recovery:
12 (1 day), heal 1 box/hit

Natural Recovery:
13 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 11

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

Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +8

Melee attacks against you are at : +0

Melee Defense (No Action): 11

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

Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +8

Dodge (-5 Interrupt, vs. one melee attack): +5 [7]

Bite Block (-5 Interrupt, vs. one melee attack): +3 [7]

Kris Weapon Focus (2) Parry (-5 Interrupt, vs. one melee attack): +4 [7]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [7]

Sensor-aided attacks against you are at : +0

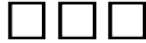
Sensor Defense (No Action): 11 [7]

Validation Report (0 issues): Nothing identified

Damage Resistances

12 🐉 Armor 6
 12 🐉 Acid Protection 6 12 🐉 Electricity Protection 6
 12 🐉 Cold Protection 6 13 🐉 Fire Protection 7
 12 🐉 Falling Protection 6 13 🐉 Fatigue Resistance

Edge Pool



Attribute-Only Tests

14 🐉 Judge Intentions
 11 🐉 Lifting & Carrying
 10 🐉 Memory

Memory Fog : -2 dice pool modifier to recall anything from a memory fog

Toxin Resistances

	Toxin	Disease
Ingestion (12 / 0)	25 🐉	13 🐉
Inhalation (12 / 0)	25 🐉	13 🐉
Injection (12 / 0)	25 🐉	13 🐉

Addiction Resistance

13 🐉 Resist Physical Addiction
 10 🐉 Resist Psychological Addiction

Positive Qualities

Astral Chameleon
 Mentor Spirit: Snake
 Out For Myself
 Shamanic Aspected Magician (Sorcery)
 Too Pretty to Hit

Negative Qualities

Computer Illiterate
 Spirit Bane: Spirits of Man
 Superhuman Psychosis

Metamagic Powers

Centering +2 🐉
 Masking (12 🐉)

Critter Powers

Dual Natured
 Enhanced Senses: Low-Light Vision
 Essence Drain (15 🐉 (10 - Target's Essence, 1 minute))
 Immunity to Aging
 Immunity to Toxins (12 🐉)
 Infection (HMHVV Strain I) (15 🐉 vs. Body + Willpower)
 Vampire

Weaknesses

Allergy, Severe: Sunlight
 Allergy, Severe: Wood

Weaknesses

Dietary Requirement: Metahuman Blood
 Essence Loss
 Induced Dormancy: Lack of Air

Mentor Spirit Effects

+2 dice for Arcana Tests
 +2 dice for Detection spells
 Pursuing Secrets (15 🐉 (3))

Spells

14 🐉 [F] **Armor** (Manipulation: Physical)
 Type: P Rng: LOS Dur: S DV: 15 🐉 v F-2
 14 🐉 [F] **Astral Message** (Detection: Directional, Passive)
 Type: M Rng: T Dur: I DV: 15 🐉 v F-3
 14 🐉 [F] **Control Emotions** (Manipulation: Mental)
 Type: M Rng: LOS Dur: S DV: 15 🐉 v F-1
 14 🐉 [F] **Convince** (Manipulation)
 Type: P Rng: LOS Dur: S DV: 15 🐉 v F-2
 14 🐉 [F] **Detect Enemies** (Detection: Active, Area)
 Type: M Rng: T (A) Dur: S DV: 15 🐉 v F-2
 14 🐉 [F] **Gecko Crawl** (Manipulation: Physical)
 Type: P Rng: T Dur: S DV: 15 🐉 v F-3
 14 🐉 [F] **Improved Invisibility** (Illusion: Realistic, Single-Sense)
 Type: P Rng: LOS Dur: S DV: 15 🐉 v F-1
 12 🐉 [F] **Inflict Disease** (Health: Essence, Negative)
 Type: M Rng: T Dur: P DV: 15 🐉 v F-3
 14 🐉 [F] **Influence** (Manipulation: Mental)
 Type: M Rng: LOS Dur: P DV: 15 🐉 v F-1
 14 🐉 [F] **Intoxication** (Manipulation)
 Type: M Rng: T Dur: P DV: 15 🐉 v F-3
 12 🐉 [F] **Manabolt** (Combat: Direct)
 Type: M Rng: LOS Dam: P Dur: I DV: 15 🐉 v F-3
 14 🐉 [F] **Mist** (Manipulation: Area, Environmental)
 Type: P Rng: LOS (A) Dur: I DV: 15 🐉 v F-3
 14 🐉 [F] **Physical Mask** (Illusion: Multi-Sensory, Realistic)
 Type: P Rng: T Dur: S DV: 15 🐉 v F-1
 12 🐉 [F] **Vampiric Speed** (Health: Area, Essence)
 Type: P Rng: Self (A) Dur: S DV: 15 🐉 v F-2
 14 🐉 [F] **Vampiric Stealth** (Illusion)
 Type: M Rng: Self Dur: S DV: 15 🐉 v F-3

Rituals

12 🐉 [F] **Masking Ward** (Anchored)
 12 🐉 [F] **Ward** (Anchored)
 12 🐉 [F] **Watcher** (Minion)

Identities

Jade Empress

Lifestyles: (1 month) High Lifestyle [Comforts & Necessities (4), Neighborhood (5), Security (4)]

Armor

Armored Robe

6

Fire: +1

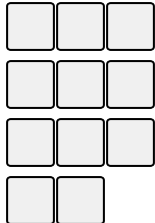
Modifications: Biofiber Pocket, Concealed Pockets, Fire Resistance (1), Jammer, Area (5)

Melee & Other Weapons

Bite	6P v -1	10 [7]	Reach: -1
Kris Weapon Focus (2)	7P v -1	11 [7]	Reach: -
Modifications: Personalized Grip, Weapon Focus (2)			
Unarmed Strike	5S	10 [7]	Reach: -

Matrix Devices

PULSE Wave



Device Rating: 6

Data Processing: 6, **Firewall:** 6

Matrix Initiative: 12

Matrix DR: 12 (13 vs. Black IC)

Modifications: Add a Sleaze Attribute, Biomonitor, Increase a Matrix Attribute: Sleaze

Programs (0/3): Datasoft: Jade Empire Network

Gear (Cash: 1,000¥)

AR Gloves

(2x) Bliss

Certified Credstick, Gold

Certified Credstick, Platinum

(2x) Certified Credstick, Silver

(4x) ComaDoze

(4x) Crimson Orchid

Dropped to Ground

Glasses (1)

Modifications: Image Link

Magical Lodge Materials (6)

Masking Focus (3)

(2x) Memory Fog

PULSE Wave

Modifications: Add a Sleaze Attribute, Biomonitor, Increase a Matrix Attribute: Sleaze

Programs (0/3): Datasoft: Jade Empire Network

(40x) Reagents, Raw (dram): Shamanic

Renfield

Smart Wig

Spellcasting Focus: Illusion Spells (2)

Spellcasting Focus: Manipulation Spells (2)

(2x) Stim Patch (2)

Sustaining Focus: Illusion Spells (5)

Synthskin Face Mask: Elderly Woman (5)

Theatrical Cosmetics Kit

(2x) Tranq Patch (5)

(4x) Zubembie Powder

Tracked Resources

Theatrical Cosmetics Kit (10) ☐☐☐☐☐ ☐☐☐☐☐