

Shadow Spirit

Player: SL

Race: Shade Magician; No Gender; Age: 4; Height: 2.8m;
Weight: 20kg



Attributes

Body.....11	<input type="checkbox"/>	Force.....9	<input type="checkbox"/>
Agility14	<input type="checkbox"/>	Essence 9	<input type="checkbox"/>
Reaction13	<input type="checkbox"/>	Edge6	<input type="checkbox"/>
Strength11	<input type="checkbox"/>	Magic 10	<input type="checkbox"/>
Willpower12	<input type="checkbox"/>	Initiate Grade0	<input type="checkbox"/>
Logic11	<input type="checkbox"/>	Initiative25+2D6	<input type="checkbox"/>
Intuition.....12	<input type="checkbox"/>		
Charisma.....13	<input type="checkbox"/>		

Inherent Limits

[16] Physical Limit
[16] Mental Limit
[16] Social Limit
[16] Astral Limit

Movement

28m/56m/+2 Land Movement

Active Skills

21 [16] Assensing 9 (Int)
21 [A] Astral Combat 9 (Wil)
22 [16] Con 9 (Cha)
23 [16] Gymnastics 9 (Agi)
22 [16] Intimidation 9 (Cha)
21 [16] Perception 9 (Int)
23 [A] Unarmed Combat 9 (Agi)

Language Skills

N Mandarin

Attribute-Only Tests

25 [16] Composure
25 [16] Judge Intentions
22 [16] Lifting & Carrying
23 [16] Memory

Toxin Resistances

	Toxin	Disease
Contact	23 [16]	23 [16]
Ingestion	23 [16]	23 [16]
Inhalation	23 [16]	23 [16]
Injection	23 [16]	23 [16]

Addiction Resistance

23 [16] Resist Physical Addiction
23 [16] Resist Psychological Addiction

Damage Resistances

29 [18] Armor 18
29 [16] Acid Protection 18
29 [16] Cold Protection 18
29 [16] Falling Protection 18
29 [16] Electricity Protection 18
29 [16] Fire Protection 18
23 [16] Fatigue Resistance

Critter Powers

Astral Form

Physical Damage

		-1
		-2
		-3
		-4

Overflow:

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Natural Recovery:

22 [16] (4 days) Rest 4 hours

Stun Damage

		-1
		-2
		-3
		-4

Natural Recovery:

22 [16] (4 days) Rest 4 hours

Defenses

Ranged attacks against you are at : +0 [16]

Ranged Defense (No Action): 25 [16]

Full Defense (-10 Interrupt, for the rest of the turn): +12 [16]

Melee attacks against you are at : +0 [16]

Melee Defense (No Action): 25 [16]

Full Defense (-10 Interrupt, for the rest of the turn): +12 [16]

Dodge (-5 Interrupt, vs. one melee attack): +9 [16]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +9 [16]

Sensor-aided attacks against you are at : +0 [16]

Sensor Defense (No Action): 13 [16]

Edge Pool

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Positive Qualities

Magician

Critter Powers

Astral Gateway

Banishing Resistance

Compulsion: Sorrow (23 [16] vs. Willpower + Logic)

Energy Drain (Essence) (22 [16] (10 - target's Essence, 1

Energy Drain (Karma) (22 [16] (10 - target's Essence/Force,

Free Spirit

Immunity to Normal Weapons (Armor Rating 18)

Influence (23 [16] vs. Willpower + Logic)


Magical Guard

Materialization

Personal Domain (90000 square meters)

Validation Report (0 issues): Nothing identified

Critter Powers

Regeneration (Spirit) (21 )

Sapience

Shadow Cloak

Silence (10 meters)

Spirit Pact

Armor

 Immunity to Normal Weapons [+18]

Melee & Other Weapons

Unarmed Strike 11S 23  [16] Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Tracked Resources

Banishing Resistance (6) ☐☐☐☐☐☐