

Red Bay Astral Security

Player: SL

Metatype: Human Wuxing Mystic Adept; Female; Ethnicity: Asian; Age: 24; Height: 1.63m; Weight: 54kg; Hair: black; Eyes: brown; Skin: olive
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....4	<input type="checkbox"/>	Essence.....6	<input type="checkbox"/>
Agility.....5	<input type="checkbox"/>	Edge.....5	<input type="checkbox"/>
Reaction.....4/5	<input type="checkbox"/>	Magic.....4	<input type="checkbox"/>
Strength.....3	<input type="checkbox"/>	Initiate Grade.....1	<input type="checkbox"/>
Willpower.....4	<input type="checkbox"/>	Initiative...7/8+2D6	<input type="checkbox"/>
Logic.....4	<input type="checkbox"/>	Inherent Limits	
Intuition.....3	<input type="checkbox"/>		
Charisma.....4	<input type="checkbox"/>		

[5] Physical Limit
[5] Mental Limit
[8] Social Limit
[8] Astral Limit

Movement

10m/20m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 9 [8] **Assensing** 5 (Int)
- 11 [A] **Astral Combat** 7 (Wil)
(vs. Spirits +2)
- 10 [8] **Banishing** 6 (Mag)
- 10 [F] **Binding** 6 (Mag)
- 7 [A] **Clubs** 2 (Agi)
- 6 [M] **Computer** 2 (Log)
- 8 [8] **Etiquette** 4 (Cha)
(Corporate +2)
- Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 11 [5] **Gymnastics*** (Agi)
- 9 [5] **Perception** 5 (Int)
- 9 [H] **Pilot Ground Craft** 4 (Rea)
- 8 [A] **Pistols** 3 (Agi)
- 9 [5] **Running*** (Str)
- 11 [F] **Summoning** 7 (Mag)
(Spirits of Earth +2)
- 9 [5] **Swimming*** (Str)
- 12 [A] **Unarmed Combat** 7 (Agi)
- 6 * **Athletics Group** 6

Knowledge Skills

- 6 [5] **Feng Shui** 2 (Log)
- 6 [5] **Illegal Street Racing** 3 (Int)
- 8 [5] **Magical Threats** 5 (Int)
- 7 [5] **Magical Traditions** 4 (Int)
(Wuxing +2)
- 8 [5] **Security Procedures** 5 (Int)
- 7 [5] **Small Unit Tactics** 4 (Int)

Language Skills

- N **Chinese**
- 4 [5] **English** 1

Attribute-Only Tests

- 8 **Composure**
- 7 **Judge Intentions**
- 7 **Lifting & Carrying**
- 8 **Memory**

Toxin Resistances

	Toxin	Disease
Contact	8	8
Ingestion	8	8
Inhalation (5 / 5)	13	13
Injection	8	8



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:

0 (4 day) heal 1 box/kit

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:

0 (4 hour) heal 1 box/kit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 9

Full Defense (-10 Interrupt, for the rest of the turn): +4

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

Extendable Baton Parry (-5 Interrupt, vs. one melee attack): +2 [5]

Knucks Weapon Focus (2) Block (-5 Interrupt, vs. one melee attack): +9 [5]

Pistol Parry (-5 Interrupt, vs. one melee attack): +2 [5]

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

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 4 [5]

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Validation Report (0 issues): Nothing identified; Active: Killing Hands

Damage Resistances

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

Addiction Resistance

8 🧊 Resist Physical Addiction
 8 🧊 Resist Psychological Addiction

Positive Qualities

Focused Concentration (2)
 Home Ground (Astral Acclimation): Diamond Hill Complex
 Spirit Hunter (1)
 Wuxing Mystic Adept

Negative Qualities

Creature of Comfort (Middle Lifestyle)
 Did You Just Call Me Dumb?
 Poor Self Control - Braggart

Martial Arts

Boxing (Swarmer Style)
 • Bending of the Reed +1
 • Clinch (11 🧊 [5] vs. Reaction + Intuition)

Adept Powers (Drain: Wil + Bod = 8 🧊)

Astral Perception
 Attribute Boost (1): Agility (5 🧊)
 Combat Sense (1)
 Enhanced Perception (1)
 Improved Reflexes (1)
 Improved Sense: Low-Light Vision
 Killing Hands

Metamagic Powers

Adept Centering -1

Identities

Jessy Chow
 Lifestyles: (1 month) Middle Lifestyle [Comforts & Necessities (3), Neighborhood (4), Security (3)]
 Subscriptions: (1 month) AR Fashion Subscription, Casual, (12 months) DocWagon Gold Contract, (1 month) Shoppazulu

Armor

🧊 Fashion Respirator (5) +0
 🧊 Rapid Transit (Platinum) 9
 Electricity: +1, Fire: +1
 Modifications: Biofiber Pocket, Biomonitor, Concealed Pockets, Fire Resistance (1), Increase Social Limit by 2, Nonconductivity (1)

Firearms & Heavy Weapons

Colt New Model Revolver 6P v +2 8 🧊 [6] 5/15/30/50
 Ammo Usage : 5 (cy): □□□□□
 Semi-Auto (1, simple action): 8 🧊, 6P Damage
 Double-Tap (2, complex action): 8 🧊, 7P Damage
 Semi-Automatic Burst (3, complex action): 8 🧊 vs. -2 Def, 6P Damage
 Recoil Compensation : 2
 Hollow Points : +1 v +2, ____/5

Melee & Other Weapons

Extendable Baton 5P 7 🧊 [5] Reach: 1
 Knucks Weapon Focus (2) 4P 14 🧊 [5] Reach: -
 Modifications: Weapon Focus (2)
 Pistol 4P 7 🧊 [4] Reach: -
 Unarmed Strike 3P 12 🧊 [5] Reach: -

Matrix Devices

Erika Elite
 □□□□ Device Rating : 4
 □□□□ Data Processing : 4, Firewall: 4
 □□□□ Matrix Initiative : 7
 □□□□ Matrix DR : 8 🧊 (8 🧊 vs. Black IC)
 □□□□ Programs (1/2): Diagnostics, Mapsoft: Diamond Hill Complex
 □

Gear (Cash: 1,000¥)

Banishing Focus: Shedim (2)
 Certified Credstick, Silver
 Dropped to Ground
 Electronic Paper
 Erika Elite
 Programs (1/2): Diagnostics, Mapsoft: Diamond Hill Complex
 Flashlight
 Glasses (3)
 Modifications: Flare Compensation, Image Link, Low Light Vision
 Headphones (1)
 Modifications: Audio Enhancement (1)
 Metal Restraints
 Micro-Tranceiver
 Psyche
 Qi Focus: Killing Hands (2)
 (20x) Reagents, tainted raw (dram): Wuxing
 (2x) Stim Patch (5)
 Summoning Focus: Spirits of Earth (2)
 Trodes

Vehicles

Entertainment Systems Cyclops

CHASSIS: ENTERTAINMENT SYSTEMS CYCLOPS

Handling **4/5**, Handling (Off-Road) **4/3**, Speed **4**, Acceleration **2**,
Body **4**, Pilot **1**, Sensor **1**, Seating **1**, Device Rating **1**, Data
Processing **1**, Firewall **1**

Condition Monitor: 14

Armor: 4H

Limits: Mental 2

Physical Initiative: 2+4D6

Active Skills: Pilot Ground Craft Maneuvering **0 (1)**

Vehicle Mods:

Anti-Theft System (1)

Assembly/Disassembly

Gridlink

Gyro Stabilization

Racing Tires

Gear:

Linguistics: Chinese (local language)

Linguistics: Japanese (Manufacturer's Language)

Maneuvering: Pilot Ground Craft (1)

Entertainment Systems Cyclops

Player: SL

Entertainment Systems Cyclops



Attributes

Handling4/5 ☐ Device Rating1 ☐
Handling (Off-Road) 4/3 ☐ Initiative 2+4D6 ☐
Speed 4 ☐
Acceleration 2 ☐
Body..... 4 ☐
Pilot 1 ☐
Sensor 1 ☐
Seating 1 ☐
Data Processing .. 1 ☐
Firewall 1 ☐

Inherent Limits

[2] Mental Limit

Active Skills

2 [H] Pilot Ground Craft
Maneuvering 0 (1) (Rea)

Damage Resistances

8 [4] Armor 4
8 Acid Protection 4
8 Cold Protection 4
8 Electricity Protection 4
8 Fire Protection 4

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"/>	

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 [5]

Vehicle Modifications

Anti-Theft System (1)
Assembly/Disassembly
Gridlink
Gyro Stabilization
Racing Tires

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: Chinese (local language)
Linguistics: Japanese (Manufacturer's Language)
Maneuvering: Pilot Ground Craft (1)

Validation Report (0 issues): Nothing identified

Plant Spirits

Player: SL

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

Attributes

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

Movement

4m/8m/+2 Land Movement

Active Skills

- 6 [4] Assensing 3 (Int)
- 6 [A] Astral Combat 3 (Wil)
- 6 [4] Counterspelling 3 (Mag)
- 6 [4] Perception 3 (Int)
- 5 [A] Unarmed Combat 3 (Agi)

Attribute-Only Tests

- 6 Composure
- 6 Judge Intentions
- 9 Lifting & Carrying
- 5 Memory

Toxin Resistances

	Contact	Toxin	Disease
	8	8	8
	8	8	8
	8	8	8
	8	8	8

Addiction Resistance

- 8 Resist Physical Addiction
- 5 Resist Psychological Addiction

Damage Resistances

- 11 [6] Armor 6
- 11 Acid Protection 6
- 11 Cold Protection 6
- 11 Falling Protection 6
- 11 Electricity Protection 6
- 11 Fire Protection 6
- 8 Fatigue Resistance

Critter Powers

- Astral Form
- Concealment (-3 for 15 small or 3 large targets)
- Confusion (6 vs. Willpower + Logic)
- Engulf (8 vs. Strength + Body): Earth



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"/>	

Overflow: ☐☐☐☐☐

Natural Recovery:

40 (4 day) heal 4 box/kit

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"/>	

Natural Recovery:

0 (4 hour) heal 4 box/kit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +3

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 1 [6]

Edge Pool



Critter Powers



- Fear (6 vs. Willpower + Logic)
- Guard (3 characters)
- Immunity to Normal Weapons (Armor Rating 6)
- Magical Guard
- Materialization
- Sapience
- Silence (3 meters)

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+6]

Melee & Other Weapons

Engulf: Earth	6P v -3	5  [6]	Reach: –
Unarmed Strike	4S	5  [6]	Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Earth

Player: SL

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



Attributes

Body.....7	<input type="checkbox"/>	Force.....3	<input type="checkbox"/>
Agility1	<input type="checkbox"/>	Essence3	<input type="checkbox"/>
Reaction2	<input type="checkbox"/>	Edge2	<input type="checkbox"/>
Strength7	<input type="checkbox"/>	Magic3	<input type="checkbox"/>
Willpower3	<input type="checkbox"/>	Initiative5+2D6	<input type="checkbox"/>
Logic2	<input type="checkbox"/>	Inherent Limits	
Intuition.....3	<input type="checkbox"/>	[8] Physical Limit	
Charisma.....3	<input type="checkbox"/>	[4] Mental Limit	
		[4] Social Limit	
		[4] Astral Limit	

Movement

2m/4m/+2 Land Movement

Active Skills

- 6 [4] Assensing 3 (Int)
- 6 [A] Astral Combat 3 (Wil)
- 6 [4] Perception 3 (Int)
- 4 [A] Unarmed Combat 3 (Agi)

Attribute-Only Tests

- 6 Composure
- 6 Judge Intentions
- 14 Lifting & Carrying
- 5 Memory

Toxin Resistances

	Toxin	Disease
Contact	10	10
Ingestion	10	10
Inhalation	10	10
Injection	10	10

Addiction Resistance

- 10 Resist Physical Addiction
- 5 Resist Psychological Addiction

Damage Resistances

- 13 [6] Armor 6
- 13 Acid Protection 6
- 13 Cold Protection 6
- 13 Falling Protection 6
- 13 Electricity Protection 6
- 13 Fire Protection 6
- 10 Fatigue Resistance

Critter Powers

- Astral Form
- Binding (6 vs. Strength + Body)
- Engulf (10 vs. Strength + Body): -Choose-
- Guard (3 characters)
- Immunity to Normal Weapons (Armor Rating 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

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"/>		

Overflow: ☐☐☐☐☐

Natural Recovery:

44 (4 day) heal 4 bodykit

Natural Recovery:

10 (4 hour) heal 4 bodykit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 5

Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 5

Full Defense (-10 Interrupt, for the rest of the turn): +3

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [8]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): - [8]

Edge Pool



Critter Powers

Materialization

Movement (x/÷ 3)

Sapience



Search (6 (5, 10 minutes))

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+6]

Melee & Other Weapons

Engulf	6S v -3	4  [8]	Reach: –
Unarmed Strike	7S	4  [8]	Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Earth

Player: SL

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



Attributes

Body.....7	<input type="checkbox"/>	Force.....3	<input type="checkbox"/>
Agility1	<input type="checkbox"/>	Essence3	<input type="checkbox"/>
Reaction2	<input type="checkbox"/>	Edge2	<input type="checkbox"/>
Strength7	<input type="checkbox"/>	Magic3	<input type="checkbox"/>
Willpower3	<input type="checkbox"/>	Initiative5+2D6	<input type="checkbox"/>
Logic2	<input type="checkbox"/>	Inherent Limits	
Intuition.....3	<input type="checkbox"/>	[8] Physical Limit	
Charisma.....3	<input type="checkbox"/>	[4] Mental Limit	
		[4] Social Limit	
		[4] Astral Limit	

Movement

2m/4m/+2 Land Movement

Active Skills

- 6 [4] Assensing 3 (Int)
- 6 [A] Astral Combat 3 (Wil)
- 6 [4] Perception 3 (Int)
- 4 [A] Unarmed Combat 3 (Agi)

Attribute-Only Tests

- 6 Composure
- 6 Judge Intentions
- 14 Lifting & Carrying
- 5 Memory

Toxin Resistances

	Toxin	Disease
Contact	10	10
Ingestion	10	10
Inhalation	10	10
Injection	10	10

Addiction Resistance

- 10 Resist Physical Addiction
- 5 Resist Psychological Addiction

Damage Resistances

- 13 [6] Armor 6
- 13 Acid Protection 6
- 13 Cold Protection 6
- 13 Falling Protection 6
- 13 Electricity Protection 6
- 13 Fire Protection 6
- 10 Fatigue Resistance

Critter Powers

- Astral Form
- Binding (6 vs. Strength + Body)
- Fear (6 vs. Willpower + Logic)
- Guard (3 characters)
- Immunity to Normal Weapons (Armor Rating 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

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"/>		

Overflow: ☐☐☐☐☐

Natural Recovery:

44 (4 day) heal 4 box/kit

Natural Recovery:

10 (4 hour) heal 4 box/kit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 5

Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 5

Full Defense (-10 Interrupt, for the rest of the turn): +3

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [8]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): - [8]

Edge Pool



Critter Powers

Materialization

Movement (x/÷ 3)

Sapience

Search (6 (5, 10 minutes))

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+6]

Melee & Other Weapons

Unarmed Strike 7S 4  [8] Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Water

Player: SL

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



Attributes

Body.....2	<input type="checkbox"/>	Force.....2	<input type="checkbox"/>
Agility3	<input type="checkbox"/>	Essence2	<input type="checkbox"/>
Reaction4	<input type="checkbox"/>	Edge1	<input type="checkbox"/>
Strength2	<input type="checkbox"/>	Magic2	<input type="checkbox"/>
Willpower2	<input type="checkbox"/>	Initiative6+2D6	<input type="checkbox"/>
Logic2	<input type="checkbox"/>	Inherent Limits	
Intuition.....2	<input type="checkbox"/>	[4] Physical Limit	
Charisma.....2	<input type="checkbox"/>	[3] Mental Limit	
		[3] Social Limit	
		[3] Astral Limit	

Movement

6m/12m/+2 Land Movement

Active Skills

- 4 [3] Assensing 2 (Int)
- 4 [A] Astral Combat 2 (Wil)
- 4 [3] Perception 2 (Int)
- 5 [A] Unarmed Combat 2 (Agi)

Attribute-Only Tests

- 4 Composure
- 4 Judge Intentions
- 4 Lifting & Carrying
- 4 Memory

Toxin Resistances

Contact	Toxin	Disease
	4	4
Ingestion	4	4
Inhalation	4	4
Injection	4	4

Addiction Resistance

- 4 Resist Physical Addiction
- 4 Resist Psychological Addiction

Damage Resistances

- 6 [4] Armor 4
- 6 Acid Protection 4
- 6 Cold Protection 4
- 6 Falling Protection 4
- 6 Electricity Protection 4
- 6 Fire Protection 4
- 4 Fatigue Resistance

Critter Powers

- Astral Form
- Concealment (-2 for 10 small or 2 large targets)
- Confusion (4 vs. Willpower + Logic)
- Engulf (4 vs. Strength + Body): Water
- Immunity to Normal Weapons (Armor Rating 4)

Physical Damage

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

Overflow: ☐

Natural Recovery:
4 (1 day) heal 1 box/bit

Stun Damage

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

Natural Recovery:
4 (1 hour) heal 1 box/bit

Defenses

- Ranged attacks against you are at : +0
- Ranged Defense (No Action): 6
- Full Defense (-10 Interrupt, for the rest of the turn): +2
- Melee attacks against you are at : +0
- Melee Defense (No Action): 6
- Full Defense (-10 Interrupt, for the rest of the turn): +2
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [4]

- Sensor-aided attacks against you are at : +0
- Sensor Defense (No Action): 2 [4]

Edge Pool



Critter Powers

- Materialization
- Movement (x/÷ 2)
- Sapience
- Search (4 (5, 10 minutes))

Weaknesses



- Allergy, Severe: Fire

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+4]

Melee & Other Weapons

Engulf: Water	4S v -2	5  [4]	Reach: –
Unarmed Strike	2S	5  [4]	Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground

Spirit of Water

Player: SL

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

Attributes

Body.....	2	<input type="checkbox"/>	Force.....	2	<input type="checkbox"/>
Agility	3	<input type="checkbox"/>	Essence	2	<input type="checkbox"/>
Reaction	4	<input type="checkbox"/>	Edge	1	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>	Magic	2	<input type="checkbox"/>
Willpower	2	<input type="checkbox"/>	Initiative	6+2D6	<input type="checkbox"/>
Logic	2	<input type="checkbox"/>	Inherent Limits		
Intuition.....	2	<input type="checkbox"/>	[4] Physical Limit		
Charisma.....	2	<input type="checkbox"/>	[3] Mental Limit		
			[3] Social Limit		
			[3] Astral Limit		

Movement

6m/12m/+2 Land Movement

Active Skills

- 4 [3] Assensing 2 (Int)
- 4 [A] Astral Combat 2 (Wil)
- 4 [3] Perception 2 (Int)
- 5 [A] Unarmed Combat 2 (Agi)

Attribute-Only Tests

- 4 Composure
- 4 Judge Intentions
- 4 Lifting & Carrying
- 4 Memory

Toxin Resistances

	Toxin	Disease
Contact	4	4
Ingestion	4	4
Inhalation	4	4
Injection	4	4

Addiction Resistance

- 4 Resist Physical Addiction
- 4 Resist Psychological Addiction

Damage Resistances

- 6 [4] Armor 4
- 6 Acid Protection 4
- 6 Cold Protection 4
- 6 Falling Protection 4
- 6 Electricity Protection 4
- 6 Fire Protection 4
- 4 Fatigue Resistance

Critter Powers

- Astral Form
- Concealment (-2 for 10 small or 2 large targets)
- Confusion (4 vs. Willpower + Logic)
- Engulf (4 vs. Strength + Body): Water
- Immunity to Normal Weapons (Armor Rating 4)



Physical Damage

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

Overflow: ☐

Natural Recovery:
4 (1 day) heal 1 box/bit

Stun Damage

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

Natural Recovery:
4 (1 hour) heal 1 box/bit

Defenses

- Ranged attacks against you are at : +0
- Ranged Defense (No Action): 6
- Full Defense (-10 Interrupt, for the rest of the turn): +2
- Melee attacks against you are at : +0
- Melee Defense (No Action): 6
- Full Defense (-10 Interrupt, for the rest of the turn): +2
- Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [4]

- Sensor-aided attacks against you are at : +0
- Sensor Defense (No Action): 2 [4]

Edge Pool



Critter Powers

- Materialization
- Movement (x/÷ 2)
- Sapience
- Search (4 (5, 10 minutes))

Weaknesses



Allergy, Severe: Fire

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+4]

Melee & Other Weapons

Engulf: Water	4S v -2	5  [4]	Reach: –
Unarmed Strike	2S	5  [4]	Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground