

## Yin - Changé Priestess

Player: SL

Metatype: Nocturna Wuxing Aspected Magician (Sorcery);  
Female; Ethnicity: Asian; Age: 41; Height: 1.87m; Weight:  
83kg; Hair: Black; Eyes: Purple; Skin: light  
Total Karma: 77; Current Karma: 77; Street Cred: 7;  
Notoriety: 1; Court of Shadows Notoriety: 1; Public  
Awareness: 0

### Attributes

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

### Inherent Limits

[4] Physical Limit  
[6] Mental Limit  
[7] Social Limit  
[7] Astral Limit

**Illiterate** : -1 against anyone aware of the character's illiteracy.

### Movement

10m/20m/+2 Land Movement

4m/+2 Swimming

### Active Skills

13 [7] Arcana 9 (Log)  
12 [?] Artisan 9 (Int)  
(Gardening +2)  
13 [7] Assensing 10 (Int)  
8 [A] Astral Combat 3 (Wil)  
7 [A] Blades 2 (Agi)  
7 [A] Clubs 2 (Agi)  
10 [7] Con 5 (Cha)  
**Uncouth** : -2 to resist acting improperly or impulsively  
16 [7] Counterspelling 8 (Mag)  
10 [7] Etiquette 5 (Cha)  
**Uncouth** : -2 to resist acting improperly or impulsively  
5 [6] First Aid 1 (Log)  
11 [7] Intimidation 6 (Cha)  
(Mental +2)  
**Disgraced** : +2 on tests made to intimidate criminals; **Custom Look** : Weapons with Custom Look grant a +1 dice pool bonus to Intimidation Tests; **Uncouth** : -2 to resist acting improperly or impulsively  
8 [7] Leadership 3 (Cha)  
**Uncouth** : -2 to resist acting improperly or impulsively  
10 [7] Negotiation 5 (Cha)  
(Bargaining +2)  
**Uncouth** : -2 to resist acting improperly or impulsively  
11 [4] Palming 6 (Agi)  
(Legerdemain +2)

### Active Skills

8 [6] Perception 5 (Int)  
5 [H] Pilot Watercraft 2 (Rea)  
20 [F] Ritual Spellcasting 10 (Mag)  
(Mana +2)  
8 [4] Sneaking 3 (Agi)  
12 [F] Spellcasting 4 (Mag)  
9 [4] Survival 4 (Wil)  
10 [A] Unarmed Combat 5 (Agi)

### Knowledge Skills

14 [6] Architecture 10 (Log)  
(Feng Shui +2)  
11 [6] Astrology 7 (Log)  
5 [6] Awakend Drugs 2 (Int)  
14 [6] Dragon Lines 10 (Log)  
(Hong Kong +2)  
14 [6] Feng Shui 10 (Log)  
(Practical +2)  
7 [6] Magical Groups 4 (Int)  
9 [6] Religion 6 (Int)  
(Wuxing +2, Taoism)  
8 [6] Weather Forecast 4 (Log)

### Language Skills

N Chinese



### Physical Damage

|  |  |    |
|--|--|----|
|  |  | -1 |
|  |  | -2 |
|  |  | -3 |

Overflow: ☐

Natural Recovery:

4 (1 day), heal 1 box/hit

### Stun Damage

|  |  |    |
|--|--|----|
|  |  | -1 |
|  |  | -2 |
|  |  | -3 |
|  |  |    |

Natural Recovery:

7 (4 hours), heal 4 box/hit

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 6

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

Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +5

Melee attacks against you are at : +0

Melee Defense (No Action): 6

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

Too Pretty to Hit (-10 Interrupt, for the rest of the turn): +5

Knife Parry (-5 Interrupt, vs. one melee attack): +2 [4]

Staff Parry (-5 Interrupt, vs. one melee attack): +2 [4]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [4]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 8 [4]

### Damage Resistances

10 Armor 8

13 Acid Protection 11 10 Electricity Protection 8

10 Cold Protection 8 13 Fire Protection 11

10 Falling Protection 8 7 Fatigue Resistance

### Edge Pool

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|

### Language Skills

7 [6] English 4  
4 [6] French 1  
4 [6] Japanese 1  
5 [6] Korean 2  
8 [6] Mandarin 5

### Attribute-Only Tests

10 Composure

Validation Report (0 issues): Nothing identified

## Attribute-Only Tests

- 8 🐾 Judge Intentions
- 5 🐾 Lifting & Carrying
- 9 🐾 Memory

## Toxin Resistances

|                    | Toxin | Disease |
|--------------------|-------|---------|
| Contact (3 / 3)    | 10 🐾  | 10 🐾    |
| Ingestion          | 7 🐾   | 7 🐾     |
| Inhalation (1 / 1) | 8 🐾   | 8 🐾     |
| Injection          | 7 🐾   | 7 🐾     |

## Addiction Resistance

- 7 🐾 Resist Physical Addiction
- 9 🐾 Resist Psychological Addiction

## Positive Qualities

Disgraced  
Home Ground (Astral Acclimation): Typhoon Storm Shelter  
Keen-Eared  
Mentor Spirit: Goddess  
Perfect Time  
Spiritual Lodge  
Too Pretty to Hit  
Wuxing Aspected Magician (Sorcery)

## Negative Qualities

Allergy, Common (Mild): Sunlight  
Force of Chaos  
Illiterate  
Lack of Focus  
Nocturnal  
Uncouth  
Unusual Hair: Colored Fur

## Metamagic Powers

Centering +6 🐾  
Cleansing (20 🐾 [7] vs. Background Count)  
Greater Ritual  
Sensing

## Metatype Abilities

Enhanced Senses: Low-Light Vision

## Mentor Spirit Effects

+2 dice for Instruction Tests  
+2 dice for Ritual Spellcasting Tests  
Refuse the Backseat (10 🐾 (3))

## Spells

13 🐾 [F] Astral Message (Detection: Directional, Passive)  
Type: M Rng: T Dur: I DV: 9 🐾 v F-3

## Spells

13 🐾 [F] Astral Window (Detection: Active, Directional)  
Type: M Rng: T Dur: S DV: 9 🐾 v F-3  
13 🐾 [F] Control Emotions (Manipulation: Mental)  
Type: M Rng: LOS Dur: S DV: 9 🐾 v F-1  
13 🐾 [F] Detect Magic, Extended (Detection: Active, Area, Extended Area)  
Type: M Rng: T (A) Dur: S DV: 9 🐾 v F  
– Double Image (Illusion: Multi-Sensory, Realistic)  
Type: P Rng: T Dur: S DV: 9 🐾 v F+1  
12 🐾 [F] Fast (Health: Essence)  
Type: M Rng: T Dur: S DV: 9 🐾 v F-3  
13 🐾 [F] Mana Barrier (Manipulation: Area, Environmental)  
Type: M Rng: LOS (A) Dur: S DV: 9 🐾 v F-2  
12 🐾 [F] Manabolt (Combat: Direct)  
Type: M Rng: LOS Dam: P Dur: I DV: 9 🐾 v F-3  
13 🐾 [F] Preserve (Manipulation: Physical)  
Type: P Rng: T Dur: I DV: 9 🐾 v F-3  
13 🐾 [F] Shape Earth (limited) (Manipulation: Area, Physical)  
Type: P Rng: LOS (A) Dur: S DV: 9 🐾 v F-4  
13 🐾 [F] Shape Wood (limited) (Manipulation: Area, Physical)  
Type: P Rng: LOS (A) Dur: S DV: 9 🐾 v F-4

## Rituals

25 🐾 [F] Aspect Mana Line (Mana)  
23 🐾 [F] Calling: Normal Spirits (Contractual)  
23 🐾 [F] Circle of Protection (Anchored)  
23 🐾 [F] Group Bond (Contractual)  
25 🐾 [F] Ley Sight (Mana)  
23 🐾 [F] Mana Flow (Anchored)  
23 🐾 [F] Manifest Sha (Anchored, Mana)  
23 🐾 [F] Recharge Reagents

## Identities

Kelly Wu  
Fake SIN  
Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (3), Neighborhood (2), Security (2), Soy Processing Unit, Public Transportation]  
Licenses & SINS : Fake SIN (1)

## Armor

🛡️ Bike Racing Armor 8  
Acid: +3, Fire: +3  
Modifications: Chemical Protection (3), Concealed Pockets, Concealed Pockets, Fire Resistance (3), Lightly Worn  
🛡️ Respirator (1) +0

## Firearms & Heavy Weapons

Streetline Special 8P(f) v +5 4 🐾 [4] 5/15/30/50  
Ammo Usage : 6 (c): ☐ ☐ ☐ ☐ ☐ ☐  
Semi-Auto (1, simple action): 4 🐾, 8P(f) Damage  
Double-Tap (2, complex action): 4 🐾, 9P(f) Damage  
Semi-Automatic Burst (3, complex action): 4 🐾 vs. -2 Def, 8P(f) Damage  
Recoil Compensation : 2  
Flechette Rounds : +2(f) v +5, \_\_\_\_/4

## Melee & Other Weapons

|   |         |        |          |
|---|---------|--------|----------|
| <b>Knife</b>  | 4P v -1 | 7 [6]  | Reach: - |
| <b>Modifications:</b> Personalized Grip                                 |         |        |          |
| <b>Enchantments:</b> Force 5, Potency 3, Command-Triggered Double Image |         |        |          |
| <b>Staff</b>  | 6P      | 7 [7]  | Reach: 2 |
| <b>Modifications:</b> Custom Look, Personalized Grip                    |         |        |          |
| <b>Unarmed Strike</b>   | 3S      | 10 [4] | Reach: - |

## Matrix Devices

### Meta Link



**Device Rating:** 1

**Data Processing:** 1, **Firewall:** 1

**Matrix Initiative:** 4



**Matrix DR:** 2 (6 vs. Black IC)

**Modifications:** Receiver, Sim Module, Modified for Hot Sim



**Programs** (0/1): Mapsoft: Hong Kong

## Gear (Cash: 1,000¥)

**Astral Bond (1)**  
**Binoculars, Optical**  
**(2x) Bone or Hair from a Baobhan Sith**  
**Centering Focus (2)**  
**Certified Credstick, Standard**  
**Drain Away (1)**  
**(3x) Drake Scales**  
**Dropped to Ground**  
**Enchanting Gloves**  
**Feng Shui Chart**  
**Fetish: Shape Earth**  
**Fetish: Shape Wood**  
**(2x) Ghost Orchid Petals**  
**Mana Compass**  
**Meta Link**  
**Modifications:** Receiver, Sim Module, Modified for Hot Sim  
**Programs** (0/1): Mapsoft: Hong Kong  
**Organ of Insect Spirit Host**  
**(21x) Reagents, inferior radical (dram): Wuxing**  
**Reagents, subpar radical (dram): Wuxing**  
**(20x) Reagents, tainted raw (dram): Wuxing**  
**(12x) Reagents, tainted refined (dram): Wuxing**  
**Ritual Spellcasting Focus: Manipulation Spells (3)**  
**Spellcasting Focus: Detection Spells (1)**  
**Spellcasting Focus: Manipulation Spells (1)**  
**Sustaining Focus: Detection Spells (3)**  
**Veins of an Adept**  
**Witch's Moss (1)**  
**Zombie Dust**

## Vehicles

### Evo Aquavida 1 - Houseboat

#### CHASSIS: EVO AQUAVIDA 1

Handling 2, Speed 1, Acceleration 2, Body 20, Pilot 1, Sensor 3, Seating 2/8, Device Rating 1, Data Processing 1, Firewall 1

**Condition Monitor:** 22

**Armor:** 16H

**Limits:** Mental 2

**Physical Initiative:** 2+4D6

#### Vehicle Mods:

**Amenities, Middle**

**Amenities, Squatter**

**Anti-Theft System (1)**

**Aquavida 1 External Deck Space**

**Removed Manual Controls**

**Smuggling Compartment**

**Smuggling compartment (dwarf, human, elf, or ork)**

**Smuggling compartment (Troll)**

**Special Armor Modification (Chemical Protection) (4)**

**SunCell**

**Winch, Basic**

#### Gear:

**Linguistics:** English (local language)

**Linguistics:** Japanese (Manufacturer's Language)

## Evo Aquavida 1 - Houseboat

Player: SL

Evo Aquavida 1



### Attributes

|                     |                          |                        |                          |
|---------------------|--------------------------|------------------------|--------------------------|
| Handling .....2     | <input type="checkbox"/> | Device Rating .....1   | <input type="checkbox"/> |
| Speed .....1        | <input type="checkbox"/> | Initiative .....2+4D6  | <input type="checkbox"/> |
| Acceleration.....2  | <input type="checkbox"/> | <b>Inherent Limits</b> |                          |
| Body.....20         | <input type="checkbox"/> | [2] Mental Limit       |                          |
| Pilot .....1        | <input type="checkbox"/> |                        |                          |
| Sensor.....3        | <input type="checkbox"/> |                        |                          |
| Seating .....2/8    | <input type="checkbox"/> |                        |                          |
| Data Processing ..1 | <input type="checkbox"/> |                        |                          |
| Firewall .....1     | <input type="checkbox"/> |                        |                          |

### Damage Resistances

|                       |                              |
|-----------------------|------------------------------|
| 36 [16] Armor 16      |                              |
| 40 Acid Protection 20 | 36 Electricity Protection 16 |
| 36 Cold Protection 16 | 36 Fire Protection 16        |

### Physical Damage

|  |  |    |
|--|--|----|
|  |  | -1 |
|  |  | -2 |
|  |  | -3 |
|  |  | -4 |
|  |  | -5 |
|  |  | -6 |
|  |  | -7 |
|  |  |    |

### Matrix Damage

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

### 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 [2]

### Vehicle Modifications

Amenities, Middle  
Amenities, Squatter  
Anti-Theft System (1)  
Aquavida 1 External Deck Space  
Removed Manual Controls  
Smuggling Compartment  
Smuggling compartment (dwarf, human, elf, or  
Smuggling compartment (Troll)  
Special Armor Modification (Chemical Protection)  
SunCell  
Winch, Basic

### Gear (Cash: 1,000¥)

Dropped to Ground

### Programs

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

Validation Report (0 issues): Nothing identified