

Black Scimitar Mage

Player: SL

Metatype: Human Hermetic Aspected Magician (Sorcery);
Male; Ethnicity: Asian; Age: 37; Height: 1.68m; Weight:
66kg; Hair: Black; Eyes: Brown; Skin: Tan
Total Karma: 7; Current Karma: 7; Street Cred: 0; Notoriety:
0; Public Awareness: 0

Attributes

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

Inherent Limits

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

Movement

4m/8m/+2 Land Movement

2m/+1 Swimming

Active Skills

10 [7] Arcana 5 (Log)
10 [7] Assensing 6 (Int)
7 [A] Blades 3 (Agi)
7 [6] Con 4 (Cha)
12 [7] Counterspelling* (Mag)
8 [6] Etiquette 5 (Cha)
(Mercenary +2)
7 [5] Gymnastics* (Agi)
6 [8] Intimidation 3 (Cha)
7 [6] Leadership 4 (Cha)
11 [A] Pistols 6 (Agi)
12 [F] Ritual Spellcasting* (Mag)
6 [5] Running* (Str)
12 [F] Spellcasting* (Mag)
6 [5] Swimming* (Str)
7 [A] Unarmed Combat 3 (Agi)
3 * Athletics Group 3
7 * Sorcery Group 7

Knowledge Skills

10 [7] Astral Security 5 (Log)
8 [7] Battlefields of the 6th World
4 (Int)
6 [7] Go-Stop (Card Game) 2 (Int)
8 [7] Mercenary Units 4 (Int)
9 [7] Small Unit Tactics 5 (Int)

Language Skills

8 [7] Chinese 4
6 [7] English 2
N Korean

Attribute-Only Tests

9 Composure
7 Judge Intentions
7 Lifting & Carrying
12 Memory

Toxin Resistances

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



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"/>		

Overflow: ☐☐☐☐

Natural Recovery:

0 (4 day) heal 4 bodykit

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:

10 (4 hour) heal 4 bodykit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +6

Melee attacks against you are at : +0

Melee Defense (No Action): 7

Full Defense (-10 Interrupt, for the rest of the turn): +6

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack):

+3 [5]

Vibro Knife Parry (-5 Interrupt, vs. one melee attack): +3 [5]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [5]

Damage Resistances

25 Armor 21

25 Acid Protection 21 27 Electricity Protection 23

25 Cold Protection 21 27 Fire Protection 23

25 Falling Protection 21 10 Fatigue Resistance

Edge Pool

☐☐☐☐☐

Addiction Resistance

10 Resist Physical Addiction

11 Resist Psychological Addiction

Positive Qualities

Erased

Hermetic Aspected Magician (Sorcery)

Memory Palace

Watch the Suit

Witness my Hate

Validation Report (0 issues): Nothing identified

Negative Qualities

Metamagic Powers

Spells

Rituals

Identities

Firearms & Heavy Weapons

Melee & Other Weapons

Grenades

Matrix Devices

Gear (Cash: 1,000¥)

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Gear (Cash: 1,000¥)

(10x) Plastic Restraints

(25x) Reagents, tainted raw (dram): Hermetic

(10x) Security Tags

(2x) Shade

(3x) Stim Patch (4)

Sustaining Focus: Detection Spells (2)

Sustaining Focus: Health Spells (2)

Sustaining Focus: Illusion Spells (2)

Telescoping Mirror on a Stick

Trauma Patch