

## Cormac "Lot" Rowan

Player: **Gavin**

Metatype: Human; Male; Age: 31; Height: 1.75m; Weight: 78kg;  
 Hair: Red; Eyes: Green; Skin: Pale  
 Total Karma: 67; Current Karma: 14; Street Cred: 10; Notoriety:  
 4; Public Awareness: 5



### Attributes

<b>Body</b> .....	<b>3</b>	<input type="checkbox"/>	<b>Edge</b> .....	<b>3</b>	<input type="checkbox"/>
<b>Agility</b> .....	<b>5</b>	<input type="checkbox"/>	<b>Essence</b> .....	<b>6</b>	<input type="checkbox"/>
<b>Reaction</b> .....	<b>2</b>	<input type="checkbox"/>	<b>Magic</b> .....	<b>6</b>	<input type="checkbox"/>
<b>Strength</b> .....	<b>1</b>	<input type="checkbox"/>	<b>Initiative</b> .....	<b>5</b>	<input type="checkbox"/>
<b>Charisma</b> .....	<b>2</b>	<input type="checkbox"/>	<b>Initiative Passes</b> ...	<b>1</b>	<input type="checkbox"/>
<b>Intuition</b> .....	<b>3</b>	<input type="checkbox"/>			
<b>Logic</b> .....	<b>5</b>	<input type="checkbox"/>			
<b>Willpower</b> .....	<b>5</b>	<input type="checkbox"/>			

### Active Skills

- 6👁️ Arcana **1** (Log)
- 5👁️ Assensing **2** (Int)  
(Metahuman Auras +2)
- 8👁️ Banishing **1** (Mag)
- 8👁️ Counterspelling **1** (Mag)
- 6👁️ Data Search **1** (Log)
- 7👁️ Infiltration **2** (Agi)
- 9👁️ Longarms **4** (Agi)  
(Sniper Rifles +2)
- 5👁️ Perception **2** (Int)
- 7👁️ Pistols **2** (Agi)
- 14👁️ Spellcasting **7** (Mag)  
(Manipulation Spells +2)
- 8👁️ Summoning **1** (Mag)  
(Spirits of Air +2)

### Knowledge Skills

- 8👁️ Biology **3** (Log)  
(Metazooology +2)
- 5👁️ Fast Food **2** (Int)
- 8👁️ Magical Goods Value **3** (Log)
- 9👁️ Magical Theory **4** (Log)  
(Sorcery +2)
- 10👁️ Magical Threats **5** (Log)  
(Dual Natured Creatures)
- 7👁️ Magical Traditions **2** (Log)
- 8👁️ Medicine **3** (Log)  
(Cybersurgery +2)

### Language Skills

**N** English

### Attribute-Only Tests

- 7👁️ Composure
- 5👁️ Judge Intentions
- 4👁️ Lifting & Carrying
- 10👁️ Memory

### Toxin Resistances

	Toxin	Disease
Contact	3👁️	3👁️
Ingestion	3👁️	3👁️
Inhalation (6 / 6)	9👁️	9👁️
Injection	3👁️	3👁️
Radiation		3👁️

### Physical Damage

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

### Stun Damage

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

### Defenses

- Ranged: 2👁️
- Melee Dodge: 2👁️
- Unarmed Strike Parry: 1👁️

### Damage Resistances

- 9👁️ Ballistic Armor **6**
- 7👁️ Impact Armor **4**
- 5👁️ Acid Protection **2**
- 11👁️ Fire Protection **8**
- 5👁️ Cold Protection **2**
- 6👁️ Gauss Round Armor **3**
- 9👁️ Electricity Protection **6**
- 5👁️ Laser Protection **2**
- 5👁️ Falling Protection **2**

### Edge Pool

### Positive Qualities

#### Aptitude: Spellcasting

A character with the Aptitude quality is a prodigy in one particular skill. Characters with this quality may improve one

#### Magician

A character with this quality is a magician and starts with a Magic attribute of 1. This may be increased like any other

## Positive Qualities

### Mentor Spirit: Raven

This quality is only available to characters with either the Magician, Adept, or Mystic Adept quality. The character has a patron mentor

## Negative Qualities

### Allergy, Uncommon (Severe): Bee Sting

A character with the Allergy quality is allergic to a substance or condition. The value of this quality depends on two factors. First,

### Lost Loved One (10 🎲 (2))

The character is obsessed with the unexplained disappearance of someone near and dear. The person (defined when the quality is

### Records on File: Aztechnology

One or more megacorps (chosen when the quality is taken) possesses a relatively up-to-date record of the character's SIN,

### Sensitive System

A character with the Sensitive System quality has immuno-suppressive problems with implants. Double all Essence losses

### SINner

The character was born with or somehow acquired a legal System Identification Number, or SIN (see *Identification, Please*, p. 266).

## Mentor Spirit Effects

### +2 dice for air spirits

+2 dice for air spirits

### +2 dice for Manipulation spells

+2 dice for Manipulation Spells

### Take Advantage (7 🎲 (3))

A Raven magician must make a Willpower + Charisma (3) Test to avoid exploiting someone else's misfortune to her own advantage.

## Spells

- 20 🎲 Control Actions** (Manipulation: Mental)  
Type: M Rng: LOS Dur: S DV: 10 🎲 v (F÷2)
- 20 🎲 Control Emotions** (Manipulation: Mental)  
Type: M Rng: LOS Dur: S DV: 10 🎲 v (F÷2)
- 20 🎲 Control Thoughts (limited)** (Manipulation: Mental)  
Type: M Rng: LOS Dur: S DV: 12 🎲 v (F÷2)+2
- 16 🎲 Increase Agility** (Health: Voluntary)  
Type: P Rng: T Dur: S DV: 10 🎲 v (F÷2)-2
- 16 🎲 Increase Reflexes** (Health: Voluntary)  
Type: P Rng: T Dur: S DV: 10 🎲 v (F÷2)+2
- 20 🎲 Levitate (limited)** (Manipulation: Physical)  
Type: P Rng: LOS Dur: S DV: 12 🎲 v (F÷2)+1
- 14 🎲 Manabolt** (Combat: Direct)  
Type: M Rng: LOS Dam: P Dur: I DV: 10 🎲 v (F÷2)
- 20 🎲 Mob Mind** (Manipulation: Area, Mental)  
Type: M Rng: LOS (A) Dur: S DV: 10 🎲 v (F÷2)+4
- 20 🎲 Physical Barrier** (Manipulation: Area, Environmental)  
Type: P Rng: LOS (A) Dur: S DV: 10 🎲 v (F÷2)+3
- 20 🎲 Raven Form (limited)** (Manipulation: Physical, Voluntary)  
Type: P Rng: LOS Dur: S DV: 12 🎲 v (F÷2)+1
- 14 🎲 Stunball** (Combat: Area, Direct)  
Type: M Rng: LOS (A) Dam: S Dur: I DV: 10 🎲 v (F÷2)+1
- 20 🎲 Turn to Goo** (Manipulation: Physical)  
Type: P Rng: LOS Dur: S DV: 10 🎲 v (F÷2)+2

## Identities

Cormac Rowan

### Real SIN

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS : License: Spellcasting

Lot

Lifestyles: (1 month) Low Lifestyle

Licenses & SINS : Fake License: Spellcasting, Fake SIN

## Armor

Chameleon Suit **6 / 4**

🛡️ Lined Coat **6 / 4**

Electricity: +4, Fire: +6

Modifications: Fire Resistance (6), Nonconductivity (4), Thermal Dampening (3)

🛡️ Respirator (6) **+0 / +0**

## Firearms & Heavy Weapons

Defiance EX Shocker 8S(e) v ½I 9 🎲 5/10/15/20

Ammo Usage : 4 (m): □□□□

Single Shot : 8S(e) v ½I, 9 🎲

Modifications: Smartgun System, Internal

Taser Dart: - v B, \_\_\_\_/12

Ranger Arms SM-4 8P v B-7 13 🎲 150/350/800/1500

Ammo Usage : 19 (c): □□□□ □□□□ □□□□ □□

Semi-Automatic: 8P v B-7, 13 🎲/13 🎲

Modifications: Advanced Safety, Biometric, Chameleon Coating, Silencer, Skinlink [Skinlink], Smartgun System, Internal

Accessories: Imaging Scope, Shock Pad, Sling, Spare Clips

APDS: - v B-4, \_\_\_\_/38

AV Rounds: - v B-4/V-6, \_\_\_\_/19

Ruger Super Warhawk 6P v B-6 9 🎲 5/20/40/60

Ammo Usage : 8 (cy): □□□□ □□□

Single Shot : 6P v B-6, 9 🎲

Semi-Automatic: 6P v B-6, 9 🎲/9 🎲

Modifications: Ammo Skip System, Firing Selection Change (SA), Increased Cylinder, Personalized Grip, Skinlink [Skinlink], Smartgun System, Internal

Accessories: Speed Loader, Speed Loader, Speed Loader, Speed Loader, Speed Loader

APDS: - v B-4, \_\_\_\_/16

Regular Ammo: - v B, \_\_\_\_/24

## Melee & Other Weapons

Attack of Will (vs. Spirits) 2P v I 7 🎲 Reach: -

Unarmed Strike 1S v I 4 🎲 Reach: -

## Grenades

(10x) Smoke Grenade Smoke, 10m R 4 🎲 2/4/6/10  
□□□□ □□□□

## Commlinks

Renraku Sensei Commlink

□□□  
-1

Firewall: 2, Response: 2, Signal: 4, System: 2

□□□  
-2

Matrix Initiative : 5  
Matrix Defense : 4 🎲 (Full Defense: 4 🎲)

□□□  
-3

Matrix DR : 2 🎲 (5 🎲 vs. Black IC)

Modifications: Sim Module, Modified for Hot Sim

OS: Renraku Ichi Operating System

Programs: Browse (1) 2 🎲

## Gear (Cash: 9319¥)

(5x) Antidote Patch (6)

## Gear (Cash: 9319¥)

(10x) Datachip  
Dropped to Ground  
Endoscope  
Fetish: Control Thoughts  
Fetish: Levitate  
Fetish: Raven Form  
Glasses (4)  
**Modifications:** Image Link, Smartlink, Thermographic Vision,  
Vision Magnification, Optical  
Headjammer (6)  
(5x) Light Stick  
Magical Lodge (6)  
Micro-Tranceiver (6)  
Power Focus (1)  
Renraku Sensei Commlink  
**Modifications:** Sim Module, Modified for Hot Sim  
**OS:** Renraku Ichi Operating System  
**Programs:** Browse (1) 2 🗄️  
Spellcasting Focus: Health Spells (2)  
Spellcasting Focus: Manipulation Spells (2)  
(10x) Stimulant Patch (6)  
Survival Kit  
Sustaining Focus: Health Spells (3)  
Sustaining Focus: Health Spells (3)  
Sustaining Focus: Manipulation Spells (3)  
Tag Eraser  
(5x) Trauma Patch  
Trodes

## Vehicles

Ford Spiral 115Ti  
(Low-Cost Sports Car), **Handling:** +2, **Accel:** 15/55, **Speed:**  
180, **Pilot:** 2, **Body:** 10, **Armor:** 6, **Sensor:** 1

## Contacts

### Cotter (Dwarf)

Connection: 2 Loyalty: 2

### Hands (Street Doc?)

Connection: 4 Loyalty: 1

### Knuckles (Runner)

Connection: 3 Loyalty: 1

### Lorenzani (Talismonger)

Connection: 3 Loyalty: 2

### MacCallister (Fixer)

Connection: 5 Loyalty: 1

### Prince Evan "Blackwing" Paris (Tir Power)

Connection: 4 Loyalty: 2

### Queenie Beth (Talismonger)

Connection: 4 Loyalty: 5

### Red (Trucker)

Connection: 4 Loyalty: 3

### Rourke (Fixer)

Connection: 5 Loyalty: 4

## Positive Qualities

### Aptitude: Spellcasting

A character with the Aptitude quality is a prodigy in one particular skill. Characters with this quality may improve one Active skill one point above its natural maximum to a 7. Note that this doesn't actually increase a skill that's currently at Rating 6; it just opens the door for further advancement. Increasing a skill level beyond 6 costs double the normal Karma Cost (see *Character Improvement*, p. 269).

The Aptitude quality may be taken during character creation to allow a beginning character to start with a skill of 7. If a character takes advantage of this quality, the cost for raising the skill from 6 to 7 is also twice normal, or 8 BP.

Characters may only take the Aptitude quality once.

**Reminder:** You must add the skill this applies to on the Active tab before you can choose which skill this quality applies to.

### Magician

A character with this quality is a magician and starts with a Magic attribute of 1. This may be increased like any other attribute, up to a maximum of 6 + initiation grade (see *Purchase Attributes*, p. 82). A character with this quality cannot take the Adept, Mystic Adept, or Technomancer qualities.

Magicians can cast spells and conjure spirits (see *The Awakened World* chapter for more information, p. 176). The Combat Mage, Occult Investigator, Radical Eco-Shaman, and Street Shaman sample characters on pp. 99, 106, 107, and 111 are examples of magicians.

Each magician follows a specific magical tradition that defines his worldview and how he perceives and manipulates magic. Two common traditions - hermetic and shamanic - are described in this book, but players can also devise their own (see *Traditions*, p. 180). Magicians may also have a mentor spirit (see *Mentor Spirits*, p. 200) that confers its own benefits or penalties; players should note these, especially when choosing spells.

Magicians also have astral perception and the ability to astrally project (see *The Astral World*, p. 191).

Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that are intended to be played as magicians.

### Mentor Spirit: Raven

This quality is only available to characters with either the Magician, Adept, or Mystic Adept quality. The character has a patron mentor spirit (see *Mentor Spirits*, p. 200) that guides him in his practice of magic and provides certain advantages and disadvantages. A character may only ever have one mentor spirit.

**Note:** The mentor spirit is selected on the Magic tab, once you have selected this quality.

## Negative Qualities

### Allergy, Uncommon (Severe): Bee Sting

A character with the Allergy quality is allergic to a substance or condition. The value of this quality depends on two factors. First, determine whether the substance or condition is Uncommon (2 BP) or Common (7 BP). Then determine the severity of the symptoms: Mild (3 BP), Moderate (8 BP), or Severe (13 BP). Add the appropriate point values to find the final value. For example, the value of an Uncommon Moderate Allergy is 10 (2 + 8) points.

The Allergy Table gives descriptions of conditions and severity.

#### Condition (Value): Description

- Uncommon (2): The substance or condition is rare for the local environment. *Examples:* silver, gold, seawater in a landlocked campaign setting (like Denver).
- Common (7): The substance or condition is common for the local environment. *Examples:* sunlight, plastic, pollutants, seawater in a coastal setting (like Seattle).
- Mild (3): Symptoms are discomfiting and distracting. Apply a -2 dice pool modifier to all tests made while a character experiences the symptoms.
- Moderate (8): Contact with the allergen produces intense pain. Apply a -4 dice pool modifier to all tests made while a character experiences the symptoms. Increase the Damage Value of weapons made from this substance by +2 when used against the character.
- Severe (13): Contact with the allergen results in actual physical damage. The character receives 1 box of damage for every minute he touches or remains exposed to the allergen. Apply a -4 dice pool modifier to all tests made while a character experiences the symptoms. Increase the Damage Value of weapons made from this substance by +4 when used against the character.

### Lost Loved One (10 🐼 (2))

The character is obsessed with the unexplained disappearance of someone near and dear. The person (defined when the quality is taken) vanished in mysterious circumstances and hasn't been seen or heard of since. The character with this quality feels compelled to find the missing person at any cost. She must succeed in a Willpower + Logic Test (2) to resist following any lead the gamemaster may wish to throw in her direction (be it a solid lead or a red herring). The effects of this quality are intended to be resolved through roleplaying. If desired, the resolution of this quality can even become the subject of an entire subplot.

### Records on File: Aztechnology

One or more megacorps (chosen when the quality is taken) possesses a relatively up-to-date record of the character's SIN, biometrics, personal, and possibly medical data. This may be the result of some prior encounter, professional relationship, or previous affiliation. This quality provides agents of the corporation with a +6 dice pool modifier to any tests to identify the character through SIN, biometrics, facial or biometric recognition, or medical data. It also provides a +2 dice pool bonus to Legwork attempts to track her down.

Fortunately for the character, corporations cherish their intelligence and do not usually share information willingly with their competitors, or even other organizations. However, this quality may also provide the corp with leverage or blackmail material against her in the future.

### Sensitive System

A character with the Sensitive System quality has immunosuppressive problems with implants. Double all Essence losses caused by cyberware implants. This quality does not affect Essence losses for bioware.

## Negative Qualities

### SINner

The character was born with or somehow acquired a legal System Identification Number, or SIN (see *Identification, Please*, p. 266). This means the character's real identity, personal history, biometric data, credit records, medical history, travel history, etc. are stored and accessible in numerous databanks. This does not mean the character is required to use that SIN, merely that a legal record of him does exist (and may serve as a detriment some day).

At 5 BP, the character has a standard SIN and is a bona fide citizen of the nation or extraterritorial megacorp of his choice. At 10 BP, the character has a criminal SIN, meaning that the character also has a verifiable criminal record on file, and likely served prison time in the past. As many law enforcement agencies share their data, this means that character is more likely to be identified if linked to a crime.

## Mentor Spirit Effects

### +2 dice for air spirits

+2 dice for air spirits

### +2 dice for Manipulation spells

+2 dice for Manipulation Spells

### Take Advantage (7 🧠 (3))

A Raven magician must make a Willpower + Charisma (3) Test to avoid exploiting someone else's misfortune to her own advantage.

## Spells

### Control Actions

**Manipulation** (Mental) **Type:** Mana **Range:** Line-of-Sight  
**Duration:** Sustained **DV:** (F±2)

The caster of this spell controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The target uses any skills or abilities at the caster's orders, but these tests suffer a dice pool modifier equal to the target's Willpower because of the victim's resistance to the caster's commands. Controlling a target character requires the caster to spend a Simple Action; when not directly controlled, the victim may act as normal. Control Actions only affects a single target, Mob Control affects any living targets within the area of effect. Victims of a Mob Control may be manipulated individually (with separate Simple Actions) or issued the same command as a group (with a single Simple Action).

### Control Emotions

**Manipulation** (Mental) **Type:** Mana **Range:** Line-of-Sight  
**Duration:** Sustained **DV:** (F±2)

The target feels an overwhelming emotion chosen by the spellcaster (such as love, hate, fear, joy, sorrow, and so forth). The target believes the emotion wholeheartedly, but not mindlessly. A target who acts in accordance with the emotion (for example, fighting while filled with anger or hate) suffers no penalty. If the target takes action not relevant to the emotion (trying to drive while laughing hysterically), she suffers a -2 dice pool modifier for the distraction. The caster may switch emotions with a Simple Action. Control Emotions only affects a single target, Mob Mood affects any living targets within the area of effect.

### Control Thoughts (limited)

**Manipulation** (Mental) **Type:** Mana **Range:** Line-of-Sight  
**Duration:** Sustained **DV:** (F±2)+2

The caster seizes control of the target's mind, directing everything the target does. The caster mentally gives commands with a Simple Action and the target is compelled to obey.

Control Thoughts affects a single target, while Mob Mind affects any living targets within the area of effect. Victims of a Mob Mind may be manipulated individually (with separate Simple Actions) or issued the same command as a group (with a single Simple Action).

## Spells

### Increase Agility

**Health** (Voluntary) **Type:** Physical **Range:** Touch  
**Duration:** Sustained **DV:** (F±2)-2

This spell increases an attribute (natural or augmented) on a voluntary subject. A version of this spell exists for each Physical and Mental attribute, but not for Special attributes (Initiative, Edge, Essence, Magic, or Resonance). The Force of the spell must equal or exceed the (augmented) value of the attribute being affected. The attribute is increased by an amount equal to the hits scored. Each attribute can only be affected by a single Increase Attribute spell at a time. Note that increasing an attribute may affect other derived statistics (Increase Reaction also affects Initiative, for example, while Increase Body will add extra boxes to the character's Physical Condition Monitor for as long as the spell lasts).

### Increase Reflexes

**Health** (Voluntary) **Type:** Physical **Range:** Touch  
**Duration:** Sustained **DV:** (F±2)+2

This spell increases the reflexes (Initiative and Initiative Passes) of a voluntary subject. Each level of increase adds +1 Initiative and +1 Initiative Pass. The caster must achieve a certain threshold for each level:

Threshold 2: +1 Initiative, + 1 Initiative Pass

Threshold 3: +2 Initiative, + 2 Initiative Passes

Threshold 4 (max.): +3 Initiative, + 3 Initiative Passes

A character can only be affected by a single Increase Reflexes spell at a time; the maximum IPs any character can have is 4.

### Levitate (limited)

**Manipulation** (Physical) **Type:** Physical **Range:** Line-of-Sight  
**Duration:** Sustained **DV:** (F±2)+1

Levitate allows the caster to telekinetically lift a person or object and move it around. The caster must achieve a threshold on the Spellcasting Test equal to 1 per 200 kg of the subject's mass. The subject of the spell can be moved anywhere in the caster's line of sight at a Movement rate equal to the spell's Force x net Spellcasting hits in meters per turn. Objects flung into other things should be handled as a Ranged Attack Test (see Fling), inflicting a number of boxes of Stun damage as decided by the gamemaster (especially sharp or dangerous objects may do Physical damage at the gamemaster's discretion).

If the caster is attempting to levitate an item held by a living being, make an Opposed Test between the spell's Force x 2 and the holder's Strength + Body. The caster must have at least 1 net hit to levitate the item away. If the caster is attempting to levitate an unwilling living being, the Opposed Test uses the target's Strength + Body. You can use this spell to levitate yourself, if desired.

### Manabolt

**Combat** (Direct) **Type:** Mana **Range:** Line-of-Sight  
**Damage:** Physical **Duration:** Instant **DV:** (F±2)

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. As mana spells, they only affect living and magical targets and are resisted by Willpower. Manabolt affects a single target, Manaball is an area spell. Death Touch requires the caster to touch the target.

### Mob Mind

**Manipulation** (Area, Mental) **Type:** Mana **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** (F±2)+4

The caster seizes control of the target's mind, directing everything the target does. The caster mentally gives commands with a Simple Action and the target is compelled to obey.

Control Thoughts affects a single target, while Mob Mind affects any living targets within the area of effect. Victims of a Mob Mind may be manipulated individually (with separate Simple Actions) or issued the same command as a group (with a single Simple Action).

## Spells

### Physical Barrier

**Manipulation** (Area, Environmental) **Type:** Physical **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** (F÷2)+3  
Barrier spells create glowing, translucent force-fields with both 1 point of Armor and Structure rating per hit (see Barriers, p. 194). The caster can form the barrier as a dome with a radius and height equal to the spell's normal radius. The caster can also form a wall with a height and length equal to the spell's Force. The caster can adjust size of the barrier the same as the radius of an area spell (p. 183). Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. Attacks directed through a barrier have a -1 dice pool visibility penalty. The barrier does not impede spells. The barrier can be brought down by physical attacks, but as long as it is sustained it regenerates damage quickly - any reductions in Structure Rating are restored at the beginning of the next Combat Turn. If the barrier is penetrated, however, it collapses and the spell ends. Physical Barrier cannot be used on the astral plane.

### Raven Form (limited)

**Manipulation** (Physical, Voluntary) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** (F÷2)+1  
Shapechange transforms a voluntary subject into a normal (non-paranormal) critter, though the subject retains human consciousness. The subject can only assume the form of a critter whose base Body rating is 2 points greater or less than her own. Consult the Critters section, p. 292, for the subject's Physical attributes while in critter form. Add 1 to the critter's Base attribute Ratings for every hit the caster generates. Her Mental attributes remain unchanged. This spell does not transform clothing and equipment. Magicians in critter form can still cast spells, but cannot perform other tasks requiring speech. Critter form works like the Shapechange spell, but only allows the subject to change into a specific non-paranormal animal. Each critter form is a different spell (Eagle Form, Wolf Form, and so on).

### Stunball

**Combat** (Area, Direct) **Type:** Mana **Range:** Line-of-Sight (A) **Damage:** Stun **Duration:** Instant **DV:** (F÷2)+1  
These spells channel magical energy directly into the target, causing Stun damage. They are often referred to as "sleep" spells because they can render targets unconscious. Stunbolt affects a single target. Stunball is an area spell. Knockout requires the caster to touch the target.

### Turn to Goo

**Manipulation** (Physical) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** (F÷2)+2  
Turn to Goo transforms living tissue into a sticky, glue-like substance. The caster must win an Opposed Test pitting her Spellcasting + Magic against the target's Body (+ Counterspelling). Additionally, the spell's Force must equal or exceed the target's Body. Non-living material - including clothing, gear, and cyberware - is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the gooey form affects the target normally. The goo has a barrier Armor rating equal to Body + net hits (see Barriers, p. 194).

## Contacts

### Knuckles (Runner)

**Connection Rating:** 3  
**Loyalty Rating:** 1

Use this option to add a custom contact of your choice.

### Lorenzani (Talismonger)

**Connection Rating:** 3  
**Loyalty Rating:** 2

**Uses:** Magical items, magic-related information, additional contacts  
**Places to Meet:** Talismonger's shop, medicine lodge, occult library, coffee shop  
**Similar Contacts:** Fixer, Street mage/shaman, corporate wagemage

Every magical type should know (and befriend, if he's smart) at least one talismonger. Your one-stop shop for all things arcane and mystical, she can provide you with magical foci, fetishes, ritual goods, and just about everything else that's of interest to the Awakened among us. Since almost everybody in the area with magical talent passes through her shop sooner or later, she's also a great source for information about what's going down in the Awakened community.

Many talismongers are also enchanters, which means that not only can they sell you existing magical goodies, they can do custom work, crafting your gear to your exact requirements. If you'd rather do the job yourself, she can sell you the raw materials. She's also a good person to have around when you need to know whether that "ancient mystical talisman" you boosted from the corp exec's apartment is the real deal or just a cheap trinket mass-produced in some magical sweatshop in the Far East. On top of all that, if you need the services of a good shaman or mage for your next run, she can put you in contact with somebody who's got the skills you're looking for.

Talismongers make good friends and bad enemies. Treat her well and you've got a valuable ally - treat her badly and your latest wiz power focus might fizzle out right when you're counting on it most.

### MacCallister (Fixer)

**Connection Rating:** 5  
**Loyalty Rating:** 1

Male Ork Fixer

**Specialties:** Hacking, Shadowrun History, Bug Spirits  
MacCallister is a former shadowrunner, an older ork and a "decker not a hacker, fraggit" in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer, still carries his beat up ancient cyberdeck (With a modern bleeding edge commlink mounted inside the case), and he peppers his speech with out of date slang like "drek," "frag," and "hoop." He's confident and good natured.

He started operating as a fixer in the early part of 2072, and got involved with the copycat Mayan Cutter that showed up during the summer of '72 when his daughter, Rebecca MacCallister, was one of the copycat's victims. He has a ton of contacts in the shadow community and uses them to great effect. He's been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

### Prince Evan "Blackwing" Paris (Tir Power)

**Connection Rating:** 4  
**Loyalty Rating:** 2

Use this option to add a custom contact of your choice.

## Contacts

### Cotter (Dwarf)

**Connection Rating:** 2  
**Loyalty Rating:** 2

Use this option to add a custom contact of your choice.

### Hands (Street Doc?)

**Connection Rating:** 4  
**Loyalty Rating:** 1

Use this option to add a custom contact of your choice.

## Contacts

### **Queenie Beth (Talismonger)**

**Connection Rating:** 4

**Loyalty Rating:** 5

**Uses:** Magical items, magic-related information, additional contacts

**Places to Meet:** Talismonger's shop, medicine lodge, occult library, coffee shop

**Similar Contacts:** Fixer, Street mage/shaman, corporate wagemage

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### **Red (Trucker)**

**Connection Rating:** 4

**Loyalty Rating:** 3

Use this option to add a custom contact of your choice.

### **Rourke (Fixer)**

**Connection Rating:** 5

**Loyalty Rating:** 4

**Uses:** Jobs and cred, information, gear, additional contacts

**Places to Meet:** Wherever the fixer wants: typical places include local bars or clubs, coffee shops, street corners where surveillance is next to impossible

**Similar Contacts:** Fence, loan shark, Mr. Johnson

Quite simply, the fixer is a shadowrunner's most important contact. Like a spider at the center of a web radiating out in all directions, the fixer's got the connections, the hookups, and the rep to make or break a runner's career. Whatever you need, he can get it for you: jobs, guns, info, wheels - you name it, and he'll come up with it sooner or later. For a price, of course. In the shadows, nothing's free.

Fixers live and die by their connections. They know everybody, or at least it seems that way. Think of the fixer as a combination employment agency, procurement firm, and allpurpose fence: they earn their keep by what they know, who they know, and how well they can broker deals between people who need things and the people who provide those things. When a corporate Mr. Johnson needs somebody to steal a rival's prototype or "persuade" their head scientist that she'd be happier elsewhere, he calls a fixer to find the best team for the job. When a street samurai has some hot swag he needs to unload in a hurry, the fixer's the go-to guy who can use his connections to get the best price. When a team needs some special expertise that they don't normally possess (say, a hacker to get them past a corp's security system), a quick call to the fixer gets them what they need.

One thing fixers aren't, though, is cheap. They get their cut one way or another for every transaction - a percentage of your payment for a run, a little off the top for every piece of gear they fence - and the better the fixer, the higher the cut's going to be. Get on his good side and he might just give you a discount. It's wise to do that anyway: a fixer's good side is a very good place to be, and if you end up on his bad side - well, you didn't really want to work in this town again, did you?

# Triumph TR3

Player: Gavin

Ford Spiral 115Ti



## Attributes

- Body..... 10  Initiative ..... 5
- Sensor ..... 1  Initiative Passes ... 3
- Handling ..... +2
- Firewall ..... 3
- Pilot ..... 2
- Response ..... 3
- Signal ..... 3

## 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"/>		

## Defenses

Ranged: 2

Melee Dodge: 2

## Damage Resistances

16 [6] Armor 6

13 Acid Protection 3

13 Fire Protection 3

13 Cold Protection 3

13 Gauss Round Armor 3

13 Electricity Protection 3

13 Laser Protection 3

## Toxin Resistances

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

## Armor

Vehicle Armor

[+6 / +6]

## Gear (Cash: 9319¥)

Dropped to Ground