

Mind-Drive: Shadowrun.

Attributes

Body	2	Charisma	6	Edge	1
Agility	2	Intuition	3	Essence	6
Reactions	2	Logic	5	Initiative	5
Strength	1	Willpower	4	Magic	4

Active

Con	4
Firearms	2
Influence	3
Stealth	2
Pilot (Ground Craft)	2
Spell Casting	3

Knowledge Skills

Corporate Etiquette	4
Fine Cuisine	3
Underworld Politics	4
Local Fixers	3
Local Talismongers	2
Local Tailors	2
Shamanistic Theory	2
Language: Japanese	4

Qualities

Mystic Adept (Shaman)	Can cast spells
Low Pain Tolerance	Increases die penalties for wounds
Combat Paralysis	½ Initiative for first round of any combat.
First Impression	+2 dice to all social rolls when first meeting someone.

Name	
Street Name	
Race	Human
Concept	Adept Face

Ranged Weapons

Name	Damage	AP	Mode	Ammo Type	Ammo Amount
Yamaha Pulsar Taser	6S €	-1/2	SA	4 m	4
Insight Seung Pistol	4P	-	SA	30 c	90

Spells

Spell	Type	Range	Effect	Duration	Drain Value
Heal	Mana	Touch	Physical	Permanent	Dam Val - 2
Physical Mask	Physical	Touch	Physical	Sustained	(F/2)+1
Phantasm	Mana	Line of Sight (A)	Mental	Sustained	(F/2)+2
Stunbolt	Mana	Line of Sight	Stun	Instant	(F/2)-1
Physical Barrier	Physical	Line of Sight (A)	Physical	Sustained	(F/2)+3

Equipment

CMT Comlink with Skinlink

(Response 1 / Signal 3)

Fake Credstick (Rating 3)

Suit

Money 70 nuyen

Condition Monitor

Physical



-1

Stun



-2



-3



-4



-5



Dead

Unconscious