

Illusionist Mage

Metatype: Human Chaos Magician; Male; Age: 25; Height: 1.75m; Weight: 78kg
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 1; Court of Shadows Notoriety: 1; Public Awareness: 0

Attributes

Body.....	3	Essence	6
Agility	4	Edge	3
Reaction	4	Magic	6
Strength	2	Initiative	9+1D6
Willpower	6	Inherent Limits	
Logic	2		
Intuition.....	5		
Charisma.....	2		
		[4] Physical Limit	
		[5] Mental Limit	
		[8] Social Limit	
		[8] Astral Limit	

Movement

8m/16m/+2 Land Movement

3m/+1 Swimming

Active Skills

- 10 [8] **Assensing** 5 (Int)
- 5 [A] **Blades** 1 (Agi)
- 6 [?] **Chemistry** 4 (Log)
- 4 [M] **Computer*** (Log)
- 6 [8] **Con** 2 (Cha)
- Alibi: +2 modifier on Con tests when you have plausible-seeming evidence.
- 10 [8] **Counterspelling** 4 (Mag)
- 4 [M] **Hardware*** (Log)
- 8 [A] **Longarms** 4 (Agi)
- (Shotguns +2)
- 3 [5] **Medicine** 1 (Log)
- 8 [5] **Perception** 3 (Int)
- (Visual +2)
- 5 [H] **Pilot Ground Craft** 1 (Rea)
- (Wheeled +2)
- 7 [A] **Pistols** 3 (Agi)
- (Semi-Automatics)
- 4 [M] **Software*** (Log)
- 12 [F] **Spellcasting** 6 (Mag)
- (Illusion Spells +2)
- 10 [F] **Summoning** 4 (Mag)
- 2 * **Electronics Group** 2

Knowledge Skills

- 9 [5] **Area Knowledge: Neo-Tokyo** 4 (Int)
- 8 [5] **Bars and Clubs** 3 (Int)
- 5 [5] **Drugs** 3 (Log)
- (Magical +2)
- 8 [5] **Magical Threats** 3 (Int)
- 5 [5] **Medical Procedures** 3 (Log)
- 7 [5] **Pick up Lines** 2 (Int)
- 9 [5] **Police Procedures** 4 (Int)
- (Drug Busts +2)

Language Skills

N Japanese

Attribute-Only Tests

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

Toxin Resistances

	Toxin	Disease
Contact (2 / 2)	11	11
Ingestion	9	9
Inhalation (5 / 5)	Imm	Imm
Injection	9	9



Physical Damage

		-1
		-2
		-3

Overflow:

Natural Recovery:

6 (1 day) heal 1 bodykit

Stun Damage

		-1
		-2
		-3

Natural Recovery:

6 (1 hour) heal 1 bodykit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 9

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

Melee attacks against you are at : +0

Melee Defense (No Action): 9

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

Cougar Fineblade Knife, Short Blade Parry (-5 Interrupt, vs. one melee attack): +1 [4]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [4]

Damage Resistances

17 **Armor** 14

19 **Acid Protection** 16 19 **Electricity Protection** 16

18 **Cold Protection** 15 19 **Fire Protection** 16

17 **Falling Protection** 14 9 **Fatigue Resistance**

Edge Pool

Addiction Resistance

9 **Resist Physical Addiction**

8 **Resist Psychological Addiction**

Positive Qualities

Alibi

Lie often enough, and your mind starts coming up with excuses in advance. You've been doing this for so long that it often happens subconsciously. You've got two or three plausible reasons to be anywhere in the world, at this point, and you're always forming more as you go. Whether it's something as simple as "Sorry, I thought this was the bathroom," to convincing the cops that the explosives you're carrying are armed and you're an unwilling hostage, you're always prepared. You always receive the +2 modifier on Con tests when you have plausible-seeming evidence (per the Social Modifiers Table, p. 140, SR5).

Validation Report (0 issues): Nothing identified

Positive Qualities

Chaos Magician

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

Illusionist (1): Physical

Each level of this quality allows a character to sustain a single Illusion spell without taking a penalty. The character must choose which type of spell they can sustain (Physical or Mana) when purchasing a level of this quality. The character cannot benefit from this quality if they sustain spells with a Force that exceeds their Magic rating.

Mentor Spirit: Chaos

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see **Mentor Spirits**, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent.

This quality is only available to characters that possess a Magic attribute rating.

School of Hard Knocks

The streets were this character's classroom. Thanks to all the time spent trying to stay one step ahead of the next guy, and knowing that knowledge is power on the streets, the character can buy Street Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Street Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

Negative Qualities

Disheveled

"You clean up real well!" You've never heard this in your life. Somehow, you have a talent for turning high fashion into a parody. Your posture is poor, nothing fits right, your hair is always a mess, and cologne just smells weird on you. The best you can hope for is for high fashion to come off as business casual. The rest of the time? You are a slob. You never receive positive Social dice pool or limit modifiers from the clothing you wear.

Ugly and Doesn't Care

Fell out the ugly tree, blah blah, you've heard it all before. And you know what? You don't care anymore! If people are going to judge you by your looks, then they can kiss your ugly ass. You're not afraid to get a broken nose or a black eye. There's nowhere to go but up. Reduce your attribute maximum for Charisma by 1 and your starting Charisma by 1 (to a minimum of 1).

Negative Qualities

Weak Immune System

A character with a Weak Immune System has reduced resistance to infections and disease. Increase the Power of any disease by +2 for every Resistance Test. A character with Weak Immune System cannot take the Natural Immunity or Resistance to Pathogens/Toxins qualities. A Weak Immune System often results from immune-suppression treatments used in cybersurgery and biogenetic procedures, so it is reasonable to believe that characters that have undergone extensive body modifications are more likely to acquire this quality.

This quality increases Notoriety by 1 (p. 372).

Mentor Spirit Effects

+2 dice for Con Tests

+2 dice for Con Tests

+2 dice for Illusion spells

+2 dice for illusion spells, preparations, and illusion spell rituals

Stir up trouble (11 🎲 (3))

You are an inveterate gossip trying to stir up trouble, especially between friends, and thus cannot keep damaging secrets to yourself. Also, anytime you encounter a public situation deemed too quiet or stable (gamemaster's discretion), make a Willpower + Intuition (3) Test. Failure means that you are compelled to stir the pot in any way you desire, be it attacking, telling lies, or throwing a drink on someone nearby.

Spells

16 🎲 [F] Chaos (Illusion: Multi-Sensory, Realistic)

Type: P Rng: LOS Dur: S DV: 11 🎲 v F-2

16 🎲 [F] Chaotic World (Illusion: Area, Multi-Sensory, Realistic)

Type: P Rng: LOS (A) Dur: S DV: 11 🎲 v F

16 🎲 [F] Double Image (Illusion: Multi-Sensory, Realistic)

Type: P Rng: T Dur: S DV: 11 🎲 v F-1

12 🎲 [F] Heal (Health: Essence)

Type: M Rng: T Dur: P DV: 11 🎲 v F-4

16 🎲 [F] Improved Invisibility (Illusion: Realistic, Single-Sense)

Type: P Rng: LOS Dur: S DV: 11 🎲 v F-1

12 🎲 [F] Increase Reflexes (Health: Essence)

Type: P Rng: T Dur: S DV: 11 🎲 v F

12 🎲 [F] Intoxication (Manipulation)

Type: M Rng: T Dur: P DV: 11 🎲 v F-3

12 🎲 [F] Lightning Bolt (Combat: Elemental, Indirect)

Type: P Rng: LOS Dam: P Dur: I DV: 11 🎲 v F-3

12 🎲 [F] Stunbolt (Combat: Direct)

Type: M Rng: LOS Dam: S Dur: I DV: 11 🎲 v F-3

16 🎲 [F] Trid Phantasm (Illusion: Area, Multi-Sensory, Realistic)

Type: P Rng: LOS (A) Dur: S DV: 11 🎲 v F

Identities

Identity: Specify Name

Fake SIN

Lifestyles: (1 month) Low Lifestyle [Comforts & Necessities (2), Neighborhood (2), Security (2)]

Licenses & SINS : Fake License: Combat Spell Lightning Bolt (4), Fake License: Combat Spell Stunbolt (4), Fake License: Drivers (4), Fake License: Mage (4), Fake License: Pharmacist (4), Fake License: Restricted Gear (4), Fake License: Summoners (4), Fake License: Taser (4), Fake SIN (4)

Armor

Armor Jacket

12

Acid: +2, Cold: +1, Electricity: +2, Fire: +2

Modifications: AR Fashion, AR Gloves, Chemical Protection (2), Concealed Pockets, Electrochromic Modification, Feedback Clothing, Fire Resistance (2), Insulation (1), Nonconductivity (2), Quick-Draw Holster, Thermal Dampening (2), YNT Softweave

Ballistic Mask (Customized)

+2

Modifications: Gas Mask, Micro-Tranceiver, Respirator (5), Trodes, Voice Warper (3)

Executive Suite

12

Modifications: AR Fashion, Concealed Pockets, Custom Fit, Feedback Clothing, Increase Social Limit by 2, Newest Model

Firearms & Heavy Weapons

Defiance T-250

9P v -1

11 [6]

15/30/45/60

Ammo Usage : 5 (m): [] [] [] [] []

Single Action (1, simple action): 11 [6], 9P Damage

Double-Tap (2, complex action): 11 [6], 10P Damage

Semi-Automatic Burst (3, complex action): 11 [6] vs. -2 Def, 9P Damage

Recoil Compensation : 3

Modifications: Sawed Off/Shortbarrel, Smartgun System, Internal

Accessories: Foregrip, Sling

Flechette Rounds: +2(f) v +5, ____/10

Regular Ammo : -, ____/10

Stick-n-Shock: -2S(e) v -5, ____/10

Savalette Guardian

8P v -1

10 [8]

5/20/40/60

Ammo Usage : 12 (c): [] [] [] [] [] [] [] [] [] [] [] []

Semi-Auto (1, simple action): 10 [8], 8P Damage

Double-Tap (2, complex action): 10 [8], 9P Damage

Burst Fire (3, simple action) or Semi-Automatic Burst (3, complex action): 10 [8] vs. -2 Def, 8P Damage

Aimed Burst (3, complex action): 10 [8], 9P Damage

Long Burst (6, complex action): 8 [8] vs. -5 Def, 8P Damage

Recoil Compensation : 3

Modifications: Flashlight, Personalized Grip, Smartgun System, Internal

Accessories: Flashlight, Silencer/Suppressor, (2) Spare Clips

APDS: - v -4, ____/20

Explosive Rounds: +1 v -1, ____/20

Regular Ammo : -, ____/50

Stick-n-Shock: -2S(e) v -5, ____/20

Melee & Other Weapons

Cougar Fineblade Knife, Short Blade 4P v -1

5 [7]

Reach: -

Unarmed Strike

2S

3 [4]

Reach: -

Matrix Devices

Nixdorf Sekretär



Device Rating : 4

Data Processing : 6, Firewall: 4

Matrix Initiative : 11

Matrix DR : 8 [10] (10 [10] vs. Black IC)



Matrix Devices

Transys Avalon



Device Rating : 6

Data Processing : 6, Firewall: 6

Matrix Initiative : 11

Matrix DR : 12 [12] (12 [12] vs. Black IC)



Gear (Cash: 1,885¥)

Chemsniffer Ring (4)

Dropped to Ground

Ear buds (3)

Modifications: Audio Enhancement (2), Select Sound Filter (1)

Glasses (4)

Modifications: Flare Compensation, Image Link, Low Light Vision, Smartlink

Nixdorf Sekretär

Smart Wig (w/ Trode Net)

Modifications: Trodes

Tool Kit, Chemistry

Transys Avalon

White Noise Generator (4)

Vehicles

Chrysler-Nissan Jackrabbit

CHASSIS: CHRYSLER-NISSAN JACKRABBIT

Handling 4, Handling (Off-Road) 3, Speed 3, Acceleration 2, Body 8, Pilot 1, Sensor 2, Seating 2, Device Rating 1, Data Processing 1, Firewall 1

Condition Monitor: 16

Armor: 4H

Limits: Mental 2

Physical Initiative: 2+4D6

Contacts

Bartender

Connection: 3 Loyalty: 3

Chips: You and the contact are even

Metatype: Elf

Sex: Male

Age: Middle-aged

Preferred Payment Method: Cash (credstick)

Hobbies/Vice: Entertainment (trid show Odd Coven)

Personal Life: None of Your Damn Business!

Type: Legwork

Police Dispatcher

Connection: 4 Loyalty: 3

Chips: You and the contact are even

Metatype: Dwarf

Sex: Male

Age: Old Age

Preferred Payment Method: Service (shadowrunner job)

Hobbies/Vice: Nothing of Interest

Personal Life: Single

Type: Legwork

Background & Personal Details

Barely getting noticed in medical school probably led him to where he is today. Ya he graduated, and got a job as a Pharmacist, but always getting overlooked for promotions and ignored by the well off of the rest of the medical community isnt what he was expecting. Especially for a Mage, arent they supposed to be highly respected and revered individuals?!

Maybe thats why he turned to selling drugs, his knowldge of pharmaceuticals meshed nicely with his newfound profession. He had gotten pinched a time or two, but having friends on the force helps those problems. Reflecting on his magic, the spells that have been easiest to learn have always been more illusionary or manipulative as well. Strange how that works? Guess the mana needs to get twisted once in a while as well.

Now if he could only get Becky in accounting to aknowledge his existance...

Positive Qualities

Alibi

Lie often enough, and your mind starts coming up with excuses in advance. You've been doing this for so long that it often happens subconsciously. You've got two or three plausible reasons to be anywhere in the world, at this point, and you're always forming more as you go. Whether it's something as simple as "Sorry, I thought this was the bathroom," to convincing the cops that the explosives you're carrying are armed and you're an unwilling hostage, you're always prepared. You always receive the +2 modifier on Con tests when you have plausible-seeming evidence (per the Social Modifiers Table, p. 140, SR5).

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This quality increases Notoriety by 1 (p. 372).

Tradition

Chaos Magic

Degrees in Thaumaturgy. Lectures on how mana responds to different strains of plant life. Longitudinal studies on the effects of living adjacent to ley lines. All these things make Chaos Magicians cringe. They tend to view the academic view of magic as narrow and stultifying, spending so much time studying the individual notes that they completely miss the music. Magic, in their eyes, is not supposed to be confined and measured. It is to be experienced, felt, and enjoyed.

For some Chaos Magicians, performing magic is the path to fulfillment. For others, it's about power. Some Chaos Magicians believe they are more powerful when they do not limit themselves to the trappings of any one tradition. As they listen to and learn from others, and as they pay attention to their own experiences, they see what works and what doesn't. If it works, no matter what tradition it originates from, they use it. And if it doesn't, they throw it away. Their broad-mindedness makes them quite comfortable with technology. If tech - from electronic spellbooks to nanite-fabricated lodges - can make it easier for them to do their work, they'll embrace it.

In many ways Chaos Magic is a catch-all term rather than a dedicated school of magic. Two Chaos Magicians who encounter each other may spend months together and still not know they belong to the same tradition, because their ways of going about their business are so different. If you look hard enough, though, certain strains of similarity can be found. Chaos Magicians don't like large institutions, don't like structure, and don't like rigidity. If planning goes on too long they tend to get impatient, as they are more than willing to just go out and improvise something rather than think it to death. When situations heat up, they like taking actions that are wild and uncontrolled. Others may find themselves overwhelmed and confused in such situations, but that's where the Chaos Magician feels most at home.

Given its nature, Chaos Magic attracts all strains of Awakened. Mystic adepts, adepts, spellcasters, conjurers, enchanter, whatever - if you like magic and don't like order, if you think magic should be more felt than studied, then join the Chaos Magic tradition, get out there, and make it happen.

Reuben Patel came to Chicago as soon as he heard that Governor Presbitero wanted to resettle the Containment Zone. He figured things would be getting suitably weird there in short order and he'd find a lot of work to do. Unfortunately on his first run in, a lucky shot from a ganger ripped his kneecap off. He's going through an arduous healing process, and he decided to make money on the side by sharing some of the ideas of Chaos Magic with anyone who has a few nuyen and time. He's not easy to listen to - his train of thought takes the longest possible route to the station - but if you can somehow get on his wavelength, you might be in for some astonishing revelations about how magic could work.

Mentor Spirit Effects

+2 dice for Con Tests

+2 dice for Con Tests

+2 dice for Illusion spells

+2 dice for illusion spells, preparations, and illusion spell rituals

Stir up trouble (11 🌀 (3))

You are an inveterate gossip trying to stir up trouble, especially between friends, and thus cannot keep damaging secrets to yourself. Also, anytime you encounter a public situation deemed too quiet or stable (gamemaster's discretion), make a Willpower + Intuition (3) Test. Failure means that you are compelled to stir the pot in any way you desire, be it attacking, telling lies, or throwing a drink on someone nearby.

Spells

Chaos

Illusion (Multi-Sensory, Realistic) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** F-2
These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests due to the distraction.

Confusion affects a single target. Mass Confusion is an area spell. The Chaos spell is a physical version of Confusion (above), so it also affects technological systems and sensing devices. Chaotic World is an area version of Chaos.

Chaotic World

Illusion (Area, Multi-Sensory, Realistic) **Type:** Physical **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** F
These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests due to the distraction.

Confusion affects a single target. Mass Confusion is an area spell. The Chaos spell is a physical version of Confusion (above), so it also affects technological systems and sensing devices. Chaotic World is an area version of Chaos.

Double Image

Illusion (Multi-Sensory, Realistic) **Type:** Physical **Range:** Touch **Duration:** Sustained **DV:** F-1
Double Image allows the spellcaster to create an illusory doppelganger of the subject that is an identical image of the subject and mimics everything he does. The spellcaster has limited control of the duplicate and can adjust its movement (to keep it from walking through walls and so forth), though in tight quarters this may be difficult. Making the duplicate take a distinct action requires a Simple Action by the caster. The spellcaster must touch the subject to activate the spell, and the duplicate exists as long as the spell is sustained. Casters may only have one duplicate of a single individual at a time, though they may cast the spell multiple times to duplicate multiple people.

Targets who fail to resist the spell cannot tell the original and double image apart as the double sounds, smells, and looks like the original. The double is insubstantial; bullets and melee attacks go right through it. It can neither make attacks nor cast spells. Double Image affects both physical beings and technological sensors.

Heal

Health (Essence) **Type:** Mana **Range:** Touch **Duration:** Permanent **DV:** F-4
Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

Spells

Improved Invisibility

Illusion (Realistic, Single-Sense) **Type:** Physical **Range:** Line-of-Sight **Duration:** Sustained **DV:** F-1

This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, and even taste, if it somehow comes to that). Her aura is still visible to astral perception.

Anyone who might be in a position to perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Even if the spell is resisted, the subject might remain undetected if she's good enough with her Sneaking Test. An invisible character may still be detected by non-visual means, such as hearing or smell. Attacks against invisible targets suffer the Blind Fire modifier if the attacker is unable to see or otherwise sense the subject of the spell.

Invisibility affects the minds of viewers. Improved Invisibility mimics the subject's surroundings from all angles and affects technological sensors as well.

Increase Reflexes

Health (Essence) **Type:** Physical **Range:** Touch **Duration:** Sustained **DV:** F

This spell increases the initiative of a subject. Each hit rolled on the Spellcasting Test adds +1 to the target's Initiative, and every two hits adds one Initiative Die. A character can only be affected by a single Increase Reflexes spell at a time, and the maximum Initiative Dice anyone can have is +5D6.

Intoxication

Manipulation **Type:** Mana **Range:** Touch **Duration:** Permanent **DV:** F-3

This spell causes inebriation. The target resists with Counterspelling + Body; any protection the target has against ingestion vector toxins also applies. Each net hit inflicts 1 box of Fatigue damage (p. 172, SR5), which represents the target's drunken state. Antidote and Detox can negate the effects of this spell.

Sometimes, a viable option for extracting a target is to make the target act as though they are intoxicated, and then the runners come along afterward and act as though they are helping the intoxicated person out by shoving him or her into a waiting vehicle and taking off. This can be accomplished using other methods, but having a mage or shaman cast this spell on the target is just as effective (provided the target is not a magician who might be able to counterspell).

Lightning Bolt

Combat (Elemental, Indirect) **Type:** Physical **Range:** Line-of-Sight **Damage:** Physical **Duration:** Instant **DV:** F-3

These spells create and direct vicious strikes of electricity that cause Electricity damage (p. 170). Lightning Bolt is a single target spell. Ball Lightning is an area spell.

Stunbolt

Combat (Direct) **Type:** Mana **Range:** Line-of-Sight **Damage:** Stun **Duration:** Instant **DV:** F-3

These spells channel magical energy directly into the target, causing Stun damage. They are sometimes referred to as "sleep" spells because they can render targets unconscious but keep them alive, in the cases where you'd prefer more polite violence. Knockout requires the magician to touch the target, Stunbolt affects a single target, and Stunball is an area spell.

Spells

Trid Phantasm

Illusion (Area, Multi-Sensory, Realistic) **Type:** Physical **Range:** Line-of-Sight (A) **Duration:** Sustained **DV:** F
These area spells create convincing illusions of any object, creature, or scene the magician desires. They can create an illusion of anything the magician has seen before, from a flower or a credstick to a dragon breathing fire, as long as the illusion is no larger than the spell's area of effect.

Anyone who might pierce the illusion must successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone attempting to resist at a later point.

Phantasm only affects living beings, while Trid Phantasm affects technological sensors as well.

Equipment

Armor Jacket

The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention. But don't think of wearing one to a dinner party.

Wireless: Electrochromic Modification : Changing your clothes' settings is a Free Action, and while it's not good enough to be camouflage, it can display images, text files, or flat video from your commlink.

Thermal Dampening : The suit uses the extra information about your surroundings and also gives you its rating as a dice pool bonus to Sneaking tests against heat-based detection.

Ballistic Mask (Customized)

By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless. Ballistic masks can take vision enhancements as well as any modification a helmet can take.

Custom jobs are, naturally, more expensive.

Wireless: Gas Mask : The gas mask analyzes and gives you information about the surrounding air that you're *not* breathing. **Micro-Tranceiver**: The micro-transceiver's range becomes worldwide.

Chemsniffer Ring (4)

This ring contains a microsensor capable of identifying a wide range of chemical substances. Tests on liquids for toxins or drugs are made with a dice pool equal to the Rating x 2 and have a threshold of 2. The ring can also act as an olfactory sensor for inhaled vector drugs and toxins with an effective range of 1 meter. Olfactory tests are made with a dice pool equal to the Rating and have a threshold of 2.

Equipment

Defiance T-250

A common sight on the mean streets when things escalate beyond pistols and knives, this semi-automatic shotgun is available in either a normal-length or short-barreled version. It is gas operated, but also features a secondary pump action for situations where preventing jams is more important than quickly firing a second shot. The short-barreled version has the Concealability of +4, the range of a heavy pistol, and a damage code of 9P.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Ear buds (3)

These ergonomic ear plugs are hard to spot and harder still to differentiate from the standard kind that comes with every music player and commlink.

Wireless: Audio Enhancement : Add the audio enhancement's rating as a dice pool modifier to your audio Perception Tests.

Executive Suite

The line's name pretty much says it all. These suits are usually found on the ultra-secure upper floors of megacorporate headquarters. They're slick and smooth, and outside of the improvements they've had added from Zoé's armor tech advancements, they haven't changed much in the past decade.

Wireless: Increase Social Limit by 2

Nixdorf Sekretär

Are you constantly confused and lost? Does your file directory look like your commlink was the sole victim of the Crash 3.0? Worry no more, because the Nixdorf Sekretar has your back. It has a built-in Rating 3 agent that will organize your calendar, your files, your work, and (with the Liebesekretär upgrade) your love life.*

*Liebesekretär package includes automatic match making, date scheduling, concierge service, and rating system. No guarantee is implied in this service. Some terms and conditions apply. Always use protection.

Wireless: Your commlink is connected to the matrix

Savalette Guardian

This heavily chromed street monster of a pistol has been popular in the shadows for over two decades. A heavy pistol with an integrated smartgun link, an internal micro-gyro recoil absorption system, and the option for burst firing, it's a very reasonable weapon for an experienced owner who expects to be in heavy combat.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Equipment

Transsys Avalon

Basic Persona : Monarch

Base Theme : Castle

Device Icon : Castle

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

White Noise Generator (4)

This device creates a field of random noise, masking the sounds within its area and preventing direct audio surveillance. All Perception Tests to overhear a conversation within (Rating) meters of a white noise generator receive a negative dice pool modifier equal to the generator's Rating. If more than one generator is in use, only count the highest rating. A white noise generator is redundant in a noisy environment (such as a nightclub or a firefight) and does not help to curtail video surveillance or jam wireless signals.

Wireless: The white noise generator's effective radius is tripled.

Chrysler-Nissan Jackrabbit

Chrysler-Nissan Jackrabbit



Attributes

Handling	4	☐	Device Rating	1	☐
Handling (Off-Road)	3	☐	Initiative	2+4D6	☐
Speed	3	☐	Inherent Limits		
Acceleration	2	☐	[2] Mental Limit		
Body	8	☐			
Pilot	1	☐			
Sensor	2	☐			
Seating	2	☐			
Data Processing . .	1	☐			
Firewall	1	☐			

Damage Resistances

12 [4] Armor 4	
12 Acid Protection 4	12 Electricity Protection 4
12 Cold Protection 4	12 Fire Protection 4

Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	-4
☐	☐	-5
☐		

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 [4]

Gear (Cash: 1,885¥)

Dropped to Ground

Programs

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

Validation Report (0 issues): Nothing identified