

Occult Investigator

Metatype: Human Hermetic Magician; Male; Ethnicity: Japanese; Age: 30; Height: 1.77m; Weight: 78kg; Hair: Brown; Eyes: Gray; Skin: Tan
Total Karma: 0; Current Karma: 0; Street Cred: 0; Notoriety: 0; Public Awareness: 0

Attributes

Body.....	3	☐	Essence	6	☐
Agility	3	☐	Edge	2	☐
Reaction	5	☐	Magic	6	☐
Strength	2	☐	Initiative	9+1D6	☐
Willpower	6	☐	Inherent Limits		
Logic	5	☐	[4] Physical Limit		
Intuition.....	4	☐	[7] Mental Limit		
Charisma.....	4	☐	[7] Social Limit		
			[7] Astral Limit		

Movement

6m/12m/+2 Land Movement

3m/+1 Swimming

Active Skills

- 11 [7] Arcana 4 (Log)
- 9 [7] Assensing 5 (Int)
- 11 [7] Banishing* (Mag)
- 11 [F] Binding* (Mag)
- 6 [A] Blades 3 (Agi)
- 11 [7] Counterspelling 5 (Mag)
(Combat Spells +2)
- 9 [7] Perception 5 (Int)
(Visual +2)
- 7 [A] Pistols 4 (Agi)
(Tasers +2)
- 12 [F] Spellcasting 6 (Mag)
(Detection Spells +2)
- 11 [F] Summoning* (Mag)
5 * Conjuring Group 5

Knowledge Skills

- 6 [7] Area Knowledge Neo Tokyo 2 (Int)
- 9 [7] Magic Theory 4 (Log)
- 9 [7] Magical Threats 4 (Log)
- 6 [7] Sake 2 (Int)

Language Skills

- 6 [7] English 2
- N Japanese
- 8 [7] Latin 4

Attribute-Only Tests

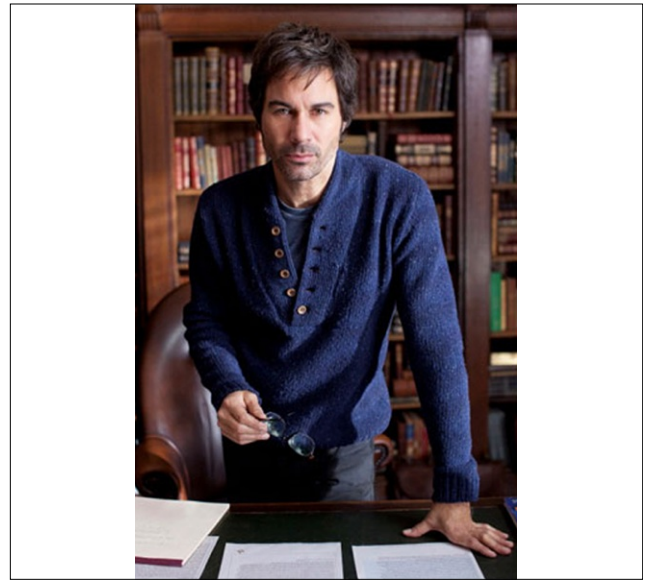
- 10 Composure
- 8 Judge Intentions
- 5 Lifting & Carrying
- 11 Memory

Toxin Resistances

Contact (5 / 5)	Toxin	Disease
Ingestion	14 [8]	14 [8]
Inhalation	9 [9]	9 [9]
Injection	9 [9]	9 [9]

Addiction Resistance

- 9 Resist Physical Addiction
- 11 Resist Psychological Addiction



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐		

Overflow: ☐☐☐

Natural Recovery:

6 [4] (1 day) heal 1 bodykit

Stun Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	

Natural Recovery:

8 [4] (1 hour) heal 1 bodykit

Defenses

Ranged attacks against you are at : +0 [4]

Ranged Defense (No Action): 9 [4]

Full Defense (-10 Interrupt, for the rest of the turn): +6 [4]

Melee attacks against you are at : +0 [4]

Melee Defense (No Action): 9 [4]

Full Defense (-10 Interrupt, for the rest of the turn): +6 [4]

Sapphire Knife Parry (-5 Interrupt, vs. one melee attack):

+3 [4]

Survival Knife Parry (-5 Interrupt, vs. one melee attack):

+3 [4]

Sensor-aided attacks against you are at : +0 [4]

Sensor Defense (No Action): 2 [4]

Edge Pool

☐ ☐

Positive Qualities

Focused Concentration (3)

Validation Report (0 issues): Nothing identified

Damage Resistances

15 🧊 Armor 12
20 🧊 Acid Protection 17 20 🧊 Electricity Protection 17
15 🧊 Cold Protection 12 19 🧊 Fire Protection 16
15 🧊 Falling Protection 12 9 🧊 Fatigue Resistance

Positive Qualities

Hermetic Magician
Mentor Spirit: Snake

Negative Qualities

Allergy, Common (Mild): Pollutants
Insomnia (Half-Speed Recovery) (10 🧊 vs. 4)
SINner (National SIN): UCAS

Mentor Spirit Effects

+2 dice for Arcana Tests
+2 dice for Detection spells
Pursuing Secrets (10 🧊 (3))

Spells

16 🧊 [F] **Analyze Magic** (Detection: Active, Directional)
Type: P Rng: T Dur: S DV: 11 🧊 v F-3
12 🧊 [F] **Chaotic World** (Illusion: Area, Multi-Sensory, Realistic)
Type: P Rng: LOS (A) Dur: S DV: 11 🧊 v F
16 🧊 [F] **Clairvoyance** (Detection: Directional, Passive)
Type: M Rng: T Dur: S DV: 11 🧊 v F-3
16 🧊 [F] **Detect Magic, Extended** (Detection: Active, Area, Extended Arc)
Type: M Rng: T (A) Dur: S DV: 11 🧊 v F
12 🧊 [F] **Flamethrower** (Combat: Elemental, Indirect)
Type: P Rng: LOS Dam: P Dur: I DV: 11 🧊 v F-3
12 🧊 [F] **Increase Reflexes** (Health: Essence)
Type: P Rng: T Dur: S DV: 11 🧊 v F
12 🧊 [F] **Mana Barrier** (Manipulation: Area, Environmental)
Type: M Rng: LOS (A) Dur: S DV: 11 🧊 v F-2
16 🧊 [F] **Mind Probe** (Detection: Active, Directional)
Type: M Rng: T Dur: S DV: 11 🧊 v F
12 🧊 [F] **Stunball** (Combat: Area, Direct)
Type: M Rng: LOS (A) Dam: S Dur: I 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 Flamethrower (2),
Fake License: Combat Spell Stunball (2), Fake License: Drivers
(2), Fake License: Mage (2), Fake License: Summoners (2),
Fake License: Teaching (2), Fake SIN (2)

Identity: Specify Name

National SIN

Armor

🛡️ **Globetrotter Jacket** 12
Acid: +5, Electricity: +5, Fire: +4
Modifications: Chemical Protection (5), Custom Protection: Fire
Resistance (4), Holster, Nonconductivity (5)

Firearms & Heavy Weapons

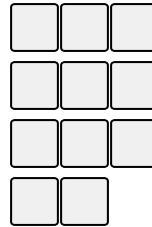
Tiffani-Defiance Protector 7S(e) v -5 10 🧊 [8] 5/10/15/20
Ammo Usage : 3 (m): □□□
Semi-Auto (1, simple action): 10 🧊, 7S(e) Damage
Double-Tap (2, complex action): 10 🧊, 8S(e) Damage
Semi-Automatic Burst (3, complex action): 10 🧊 vs. -2 Def, 7S(e)
Damage
Recoil Compensation : 2
Modifications: Personalized Grip
Accessories: Laser Sight
Taser Dart: —, ____/10

Melee & Other Weapons

Sapphire Knife	4P v -3	6 🧊 [5]	Reach: —
Survival Knife	4P v -1	6 🧊 [5]	Reach: —
Unarmed Strike	2S	2 🧊 [4]	Reach: —

Matrix Devices

Hermes Ikon



Device Rating : 5
Data Processing : 5, Firewall: 5
Matrix Initiative : 9
Matrix DR : 10 🧊 (11 🧊 vs. Black IC)

Gear (Cash: 2,465¥)

(3x) Antidote Patch (6)
AR Gloves
Dropped to Ground
Hermes Ikon
Mage Sight Goggles
(100x) Reagents, tainted raw (dram): Hermetic
Subvocal Microphone
Survival Kit
Trodes

Contacts

Belloch (male elf) (Antiquities Dealer)
Connection: 5 Loyalty: 1
Midnight (male human) (Talismonger)
Connection: 5 Loyalty: 2

Background & Personal Details

Rory sat at the counter of the twenty four hour diner and sipped at the hot, bitter liquid that passed for coffee at this hour. Beside him, sipping an equally bad cup of coffee, was his friend Davis Malone. In the four years he'd known Malone, Rory had never seen the hardened Lone Star detective blanch at anything. Not even the night they'd come across the clutch of ghouls who were busily eating an unfortunate ork ganger alive. Now, though, Malone's normally ruddy face was ashen, and his hand repeatedly groped for his coffee cup without actually touching the plastic handle.

that before?" Malone finally asked, his voice a hoarse whisper. Rory took another deliberate drink before answering.

had called him an hour and a half ago and told him, in the most vulgar street vernacular, to get his hoop down here like there was no tomorrow. Rory, knowing what kind of man Malone was, had scooped up his kit and broken every speed limit on his way. A couple of Lone Star cruisers were waiting for him, along with Malone, standing outside the doors and smoking a cigarette. Wordlessly, Malone had gestured for him to follow, ducking inside the dilapidated building. Together they'd descended a set of fire stairs, before making their way along a cement brick hallway. Their path was lit by candles set in empty coffee cans along the floor, pungent dark smoke drifting in the still air. Another, fouler odor crept through the shadows as well. It had been years since he'd last smelled the Death Incense of the Stormakt-stiden (The Great Age of Power), but it was a smell he would never forget. Malone led him further down through dank, water stained passages, before finally halting in front of an old fashioned steel fire door. "bad," the detective finally said. Rory nodded, strapping his respirator over his mouth and nose. Malone opened the door and stepped through into a vision of Hell on earth.

Atlanta, when the cult had finally been able to conduct their penultimate ritual there. The carefully vivisectioned bodies, laid out with precision in the grotesque geometry of the cult's symbolism. On the walls, painted in blood, were the requisite verses from the Ryksnekeln (The Keys of the Realm), the bible of the Stormakt-stiden. Again, Rory was struck by the alien wrongness of the script, the form and shape of the letters were like no other human language ever developed. Below each of the six blocks of script was the face of one of the victims, carefully skinned, stretched, and pinned in place. The bloody empty eye sockets stared accusingly at the two men standing in the midst of the abbatoir.

Spirit of Earth

Race: Spirit of Earth; Male; Age: 25; Height: 1.75m; Weight: 78kg

Attributes

Body.....10	☐	Force.....6	☐
Agility4	☐	Essence6	☐
Reaction5	☐	Edge3	☐
Strength10	☐	Magic6	☐
Willpower6	☐	Initiative11+2D6	☐
Logic5	☐	Inherent Limits	
Intuition.....6	☐	[12] Physical Limit	
Charisma.....6	☐	[8] Mental Limit	
		[8] Social Limit	
		[8] Astral Limit	

Movement

8m/16m/+2 Land Movement

Active Skills

- 12 [8] **Assensing** 6 (Int)
- 12 [A] **Astral Combat** 6 (Wil)
- 10 [A] **Exotic Ranged Weapon:**
Elemental Attack 6 (Agi)
- 12 [8] **Perception** 6 (Int)
- 10 [A] **Unarmed Combat** 6 (Agi)

Attribute-Only Tests

- 12 **Composure**
- 12 **Judge Intentions**
- 20 **Lifting & Carrying**
- 11 **Memory**

Toxin Resistances

Contact	Toxin	Disease
	16	16
Ingestion	16	16
Inhalation	16	16
Injection	16	16

Addiction Resistance

- 16 **Resist Physical Addiction**
- 11 **Resist Psychological Addiction**

Damage Resistances

- 22 [12] **Armor** 12
- 22 **Acid Protection** 12
- 22 **Cold Protection** 12
- 22 **Falling Protection** 12
- 22 **Electricity Protection** 12
- 22 **Fire Protection** 12
- 16 **Fatigue Resistance**

Critter Powers

- Astral Form**
- Binding** (12 vs. Strength + Body)
- Concealment** (-6 for 30 small or 6 large targets)
- Elemental Attack:** Earth
- Guard** (6 characters)



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	-4
☐		

Overflow:

☐☐☐☐☐☐☐☐

Natural Recovery:

16 (1 hour), heal 1 box/hit

Stun Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐	☐	

Natural Recovery:

16 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 11

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

Melee attacks against you are at : +0

Melee Defense (No Action): 11

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

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +6 [12]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [12]

Edge Pool

☐☐☐

Critter Powers

- Immunity to Normal Weapons** (Armor Rating 12)
- Materialization**
- Movement** (x/÷ 6)
- Sapience**
- Search** (12 (5, 10 minutes))

Validation Report (0 issues): Nothing identified

Armor

 Immunity to Normal Weapons [+12]

Melee & Other Weapons

Unarmed Strike 10S 10  [12] Reach: –
Elemental Attack: Earth 12P v -6 10  [12] LOS
Single Action (1, simple action): 10  , 12P Damage

Gear (Cash: 2,465¥)

Dropped to Ground