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RACE: HUMAN (0 BP)

ATTRIBUTES (230 BP)

2 2 2 2 4 4 4 4 2 2

Essence: 6 Initiative (Astral): 7 (8) Initiative Passes (Astral): 1 (3) Physical Damage Track: 10 Stun Damage Track: 10

ACTIVE SKILLS (146 BP)

Assensing: 3
Conjuring Skill Group: 3
Data Search: 3
Dodge: 2
Influence Skill Group: 2
Palming: 2
Perception (Visual): 4 (+2)
Pistols: 2

Shadowing: 2 Sorcery Skill Group: 3

KNOWLEDGE SKILLS (24 FREE BP)

Chemistry: 3

Local Area Knowledge: 4

Magic Theory: 4
Underworld Politics: 4

LANGUAGE SKILLS

Arabic: N English: (Cityspeak) 3 (+2) Japanese: 2

Latin: 3

QUALITIES (+10 BP)

Magician (15 BP)
Addiction (Mild, Alcohol) (+5 BP)
Bad Luck (+20 BP)

SPELLS (15 BP)

Ignite
Improved Invisibility
Influence
Mind Probe
Stun Bolt

GEAR & LIFESTYLE (25,000¥) (5 BP)

Colt Manhunter (w/Concealable Holster and 10 clips of Regular Ammo); Sony Emperor Commlink (w/Renraku Ichi OS); Monocle w/Image Link; AR Gloves; Mage Sight Goggles; Glasses w/Low-Light, Flare Compensation, and Thermographic Vision; Earbuds w/Audio Enhancement, Select Sound Filter, and Spatial Recognizer; Lined Coat; Magical Lodge Materials (Force 3); Maglock Pass-

key (Rating 4); Lockpick Set; Autopicker; Fake SIN (Rating 3); Fake Press License (Rating 4); 20 Security Tags; 3 Micro Cameras; 3 Micro Microphones; Radio Signal Scanner (Rating 3); Micro Directional Microphone; Low Lifestyle (2 Months)

CONTACTS (14 BP)

If you've got anything to hide, you'd better hope that the Occult Investigator isn't on

your tail—because it won't stay hidden for long. An Awakened version of the traditional

gumshoe detective, he uses an eclectic mix of spells to supplement his impressive talents in investigation, his dogged persistence, and his vast network of street contacts.

Equal parts bloodhound and crusader, once he's on a trail he will follow it until he's

run it to ground and found the information (or the suspect) he's looking for. In his past,

he was on track to be a top detective in conventional law enforcement, but certain

disagreements over philosophy spurred him to break off and go freelance, making his

talents available to those who need a little extra edge on the streets.

Bartender (Connection 2/Loyalty 1)
Fixer (Connection 2/Loyalty 1)

Lone Star Beat Cop (Connection 2/Loyalty 1) Street Snitch (Connection 1/Loyalty 1) Talismonger (Connection 2/Loyalty 1)

NOTES

Starting Nuyen: 3D6 +5 x 50¥