

# RADICAL ECO-SHAMAN

## RACE: DWARF (25 BP)

## ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	M	E
3	3	3	3	5	4	3	5	5	2

Essence: 6  
Initiative (Astral): 7 (8)  
Initiative Passes (Astral): 1 (3)  
Physical Damage Track: 10  
Stun Damage Track: 11

## ACTIVE SKILLS (130 BP)

Banishing: 3  
Binding: 5  
Demolitions: 4  
Etiquette: 2  
First Aid: 2  
Perception: 2  
Pistols: 2  
Sorcery Skill Group: 3  
Summoning: 5

## KNOWLEDGE SKILLS (21 FREE BP)

Astral Research: 3  
Engineering: 2  
Magical Theory: 3  
Megacorp Law: 3  
Parazoology: 3  
Radical Groups: 4

## LANGUAGE SKILLS

English: N  
Spanish: 3

## QUALITIES (+15 BP)

Magician (15 BP)  
Spirit Mentor (Raven) (5 BP)  
Allergy (Moderate, Pollutants) (+15 BP)  
Spirit Bane (Fire Spirits) (+20 BP)

## SPELLS (18 BP)

Chaotic World  
Citter Form  
Flamethrower  
Heal  
Manabolt  
Mob Mood

## GEAR & LIFESTYLE (15,000¥) (3 BP)

10 Kilos of Foam Explosives (w/10 Detonator Caps); Magical Lodge Materials (Force 5); Colt Manhunter (w/ 10 Clips of Regular Ammo); Camouflage Suit; Armor Vest; Survival Knife; Medkit (Rating 6); 3 Tranq Patches (Rating 5); 2 Trauma Patches; Low Lifestyle (1 Month)

## CONTACTS (9 BP)

Fixer (Connection 2/Loyalty 2)  
Talismoner (Connection 2/Loyalty 3)

## NOTES

Starting Nuyen: 3D6 + 3 x 50¥  
+2 dice for Manipulation spells, +2 dice for air spirits  
The Radical Eco-Shaman must make a Willpower + Charisma (3) Test to avoid exploiting someone else's misfortune to her own advantage.



Metahumanity has spent far too long raping the earth in the pursuit of "progress," and the Radical Eco-Shaman is ready to exact a little revenge in the name of Mother Gaia. Though her ideals are peaceful, she's no pacifist—she'll do whatever it takes to strike back at the people and corps she believes are destroying the planet, from spiking trees and blowing up bulldozers to organizing rallies and staging media events to publicize the cause. The fact that she's Awakened and therefore more closely connected to the Earth not only makes her more devoted to her crusade, but gives her magical firepower that can't hurt when she needs to get the job done. She will avoid risking lives—damaging property is what hurts the corps' bottom line anyway—and with her healing skills she can treat damage as well as dish it out. She's a powerful ally, especially when going up against the very corporations she hates.

