

STREET SHAMAN



RACE: TROLL (40 BP)

ATTRIBUTES (225 BP)

B	A	R	S	C	I	L	W	M	E
5	3	3	5	4	4	4	4	5	1

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

ACTIVE SKILLS (120 BP)

Assensing:	2
Banishing:	2
Binding:	3
Dodge:	2
Infiltration:	3
Palming:	2
Perception:	2
Sorcery Skill Group:	3
Summoning:	5
Survival (Urban):	1 (+2)

KNOWLEDGE SKILLS (24 FREE BP)

Goblin Rock:	2
Local Charity Shelters:	4
Local Area Knowledge:	4
Magical Theory:	4
Public Transportation Routes:	3
Safe Houses:	2
Spirits:	5

LANGUAGE SKILLS

English:	N
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QUALITIES (+5 BP)

Magician	(15 BP)
Mentor Spirit (Rat)	(5 BP)
Combat Paralysis	(+20 BP)
Gremlins	(+5 BP)

SPELLS (12 BP)

Confusion
Heal
Improved Invisibility
Manabolt

GEAR & LIFESTYLE (¥5,000) (1BP)

Survival Knife; Magical Lodge Materials (Force 5); Leather Jacket; Meta Link Commlink (w/Vector Xim OS); Medkit (Rating 4); Gas Mask; Goggles w/Image Link; Street Lifestyle (2 Months)

CONTACTS (7BP)

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

NOTES

Starting Nuyen: 1D6 + 2 x 10¥
Natural Thermographic Vision
+1 Reach
+1 Natural armor
+2 dice for Infiltration Tests, +2 dice for resisting disease and poisons
The Street Shaman must make a Willpower + Charisma (3) Test to not immediately flee or

seek cover whenever caught in a combat situation. If there is nowhere to flee, then she is forced to fight.

