

RACE: TROLL (40 BP)

ATTRIBUTES (225 BP)

B A R S C I L W M E

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:

Binding:

Dodge:

Infiltration: 3

Palming: 2

Perception:

Sorcery Skill Group: 3

Summoning: 5
Survival (Urban): 1 (+2)

KNOWLEDGE SKILLS (24 FREE BP)

Goblin Rock: 2

Local Charity Shelters:

Local Area Knowledge: 4

Magical Theory:

Public Transportation Routes:

Safe Houses:

Spirits: 5

LANGUAGE SKILLS

English: N

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

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

her a valuable member of any shadowrunning team.

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.

The Voice of Magic calls to its children in different ways, pointing them toward dif-

ferent paths of enlightenment. For the Street Shaman, the Voice speaks to her in the

whispers of the homeless people, the skitterings of the devil rats in dark alleys, the

hum and hubbub of a busy city going about its hectic daily existence. She's more

comfortable in the plascrete canyons of the sprawl than in the wilder lands preferred

by her more rural counterparts—she knows every alley, every bar, every secret in her

neighborhood, and she's fascinated by the people who live there. Though skilled at

both spells and spirit-summoning, her preferences lie in the latter; her interactions

with the denizens of the astral plane help her to literally commune with the spirit of the city in which she lives. Whether she follows Rat, Wolf, Raven, or some other urban to-

tem, the Street Shaman's magical punch and talents at sneaking and infiltration make

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)





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