

SHADOWRUN

PERSONAL DATA

Alias	Cabaret	Name	Johnny Johnston		
Metatype	Human	Magic/Resonance	Magician		
Sex	male	Height	0	Weight	86
Age	24	Heat	0	Reputation	0
Karma	5	Total Karma	5	Essence	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	2
Agility	3	3	Initiative	10	10 +1D6
Reaction	5	5	Initiative (Matrix VR)	7	7 +2D6
Strength	2	2	Initiative (Astral)	8	8 +2D6
Willpower	5	5	Defense	0	10
Logic	3	3	Composure	0	11
Intuition	5	5	Judge Intentions	0	10
Charisma	6	6	Memory	0	8
Edge	2	2	Lift / Carry	0	8
Magic	5	5			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Magician
Focused Concentration 1

NEGATIVE

Allergy (rare, severe)
Pufferfish
Honorbound
Team First (pirate)
Spirit Bane
Guardian Spirits

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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Drain resist: WIL (5) + CHA (6)

Physical Healing: BOD + BOD = 6

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Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Electronics	LOG	0	2		Lang: English (Native)
Astral	INT	3	8		Engineering	LOG	0	2		Magical History/Lore
Conjuring	MAG	3	10	a	Firearms	AGI	1	4		Paracritters
<i>Banishing</i>	MAG		12	a	<i>Heavy Pistols</i>	AGI		6		Spirits
Sorcery	MAG	6	13		Influence	CHA	1	7		
<i>Spellcasting</i>	MAG		15		Outdoors	INT	0	4		
Untrained					Perception	INT	2	7		
Athletics	AGI	0	2		Piloting	REA	0	4		
Close Combat	AGI	0	2		Stealth	AGI	0	2		
Con	CHA	3	9							

a) Spirit Bane

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ruger Super Warhawk	6	4P	8/11/8/-/-	SA	6(cy)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	2	2S	7/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING **6**

Armor	Rating	Social
Body	3	6
VI Ace of Swords	3	2

Defensive Pools against

Defensive Pools against	Defensive Actions	
Attacks	Block (Minor)	+0
Combat spells (Indirect)	Dodge (Minor)	+0
Combat spells (Direct)	Hit the dirt (Minor)	+2
Toxin Damage	Full Defense (Major)	+5
Drain	Boosted Defense (Major)	13

Spells

MANIPULATION

CONTROL ACTIONS

Type: M **Range:** LOS
Duration: L **Drain:** 4

You did not provide a description yet.
(Key spell.control_actions.desc)
see Core rules, p.140

PHYSICAL BARRIER

Type: P **Range:** LOS (A)
Duration: S **Drain:** 6

You did not provide a description yet.
(Key spell.physical_barrier.desc)
see Core rules, p.141

COMBAT

ACID STREAM

Type: P **Range:** LOS
Duration: I **Drain:** 5
Damage: P Spec

You did not provide a description yet.
(Key spell.acid_stream.desc)
see Core rules, p.132

MANABOLT

Type: M **Range:** LOS
Duration: I **Drain:** 4
Damage: P

You did not provide a description yet.
(Key spell.manabolt.desc)
see Core rules, p.133

STUNBALL

Type: M **Range:** LOS (A)
Duration: I **Drain:** 4
Damage: S

You did not provide a description yet.
(Key spell.stunball.desc)
see Core rules, p.134

HEAL

INCREASE ATTRIBUTE

Type: P **Range:** T
Duration: S **Drain:** 3

You did not provide a description yet.
(Key spell.increase_attribute.desc)
see Core rules, p.137

Qualities

POSITIVE

MAGICIAN

You did not provide a description yet.
(Key quality.magician.desc)
see Core rules, p.66

FOCUSED CONCENTRATION

You did not provide a description yet.
(Key quality.focused_concentration.desc)
see Core rules, p.71

NEGATIVE

ALLERGY (RARE, SEVERE): PUFFERFISH

You did not provide a description yet.
(Key quality.allergy_rare_severe.desc)
see Core rules, p.74

HONORBOUND: TEAM FIRST (PIRATE)

You did not provide a description yet.
(Key quality.honorbound.desc)
see Core rules, p.76

SPIRIT BANE: GUARDIAN SPIRITS

You did not provide a description yet.
(Key quality.spirit_bane.desc)
see Core rules, p.79

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	EABCD	7	0

REWARDS FOR CABARET

GM 8BIT SOCIALIZED MEDICINE 13.11.2022 - 13.11.2022

	Rewards GM 8BIT SOCIALIZED MEDICINE, 13.11.2022 Karma: 5, - ¥0	Development:
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