

PERSONAL	DATA					
Alias	Cabaret		Name	Joh	nny Johnston	
Metatype	Human		Magic/Reso	nance	Magician	
Sex	male		Height	0	Weight	86
Age	24		Heat	0	Reputation	0
Karma	5	Total Karma		5	Essence	6.00

EDGE / ¥

EDGE

NUYEN (¥)



	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	11 / 7		

QUALITIES	
POSITIVE	NEGATIVE
Magician	Allergy (rare, severe)
gician cused Concentration 1	Pufferfish
	Honorbound
	Team First (pirate)
	Spirit Bane
	Guardian Spirits

CONDITION MONITOR		
Stun Healing: BOD + WIL = 8	Physical Healing: BOD + BOD = 6	Dam. overfl. Healing: 6 - Mod. =
1 -1 -1 -2 -2 -2 -3 -3 -3	-1 -1 -2 -2 -2 -3 -3	
Drain resist: WIL (5) + CHA (6)	Damage resist: BOD (3) + mod.(0) = 3	

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
Banishing	MAG		12	a	Heavy Pistols	AGI		6	Spirits
Sorcery	MAG	6	13		Influence	CHA	1	7	
Spellcasting	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						

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ruger Super Warhawk	6	4P	8/11/8/-/-	SA	6(cy)
			H Zhee	6	
Melee weapon	Pool	Da	amage	Att.l	R.
Unarmed	2		2S	7/-/-/	/-/-
onamed			20	,,,,	

ARMOR		DEFENSIVE RAT	ING	6
Armor	1.16	Rating	Soci	al
Body		3	6	
VI Ace of Swords		3	2	
Defensive Pools against		Defensive Actions		
Attacks	10	Block (Minor)		+0
Combat spells (Indirect)	10	Dodge (Minor)		+0
Combat spells (Direct)	10	Hit the dirt (Minor)		+2
Toxin Damage	8	Full Defense (Major)		+5
Drain	11	Boosted Defense (Major)	13

AUGMENTATIONS				
Augmentation		Level	Essence	Page
				9
				4-1
Act. Essence (6.0) = 6 - Hole (0.0	0) - Sum augı	mentations	(0.0)	

Name	Amount	Page
Contacts, Rating 3 (3 Accessories)	M=101	CRB 274
		71
		13 N
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Alias	Туре	Loy.	Infl.	Fav
Eric Dubois	Talismonger	3	4	0
LittleJack	Fixer	3	4	0
The Know	Data Broker	4	4	0
Jed	Street Doc	3	4	0
Jen Cubes	Decker	3	4	0

LIFESTYLES			
Lifestyle	Туре	Cost	Month
Da Dinky Pad	Low	2000¥	1

Name		Quality	
Erick Erricssonne		3	

Name	Progr	D	Fir	Attack	SI
Renraku Sensei	1	2	-	-	-

CURRENCY				
Nuyen (¥): 970		3.00	150	739
	A			-

Vehicles		Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
Drones	Count		7	7 0	9				\$\frac{1}{2}	1	
MCT Gnat	1	Air Drones	3	4	10	30	2	0	0	1	

	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	11
Defense Rating	Intuition + innate armor + mod.	5+?
Initiative	Logic + Intuition +2D6	8 +2D6
Dice Pools		
Unarmed combat	Astral + Willpower	8
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	15
Defense	Intuition + Logic	8
Damage Resistance	Willpower	5
Damage Values Unarmed	Tradition attribute/2 (round up)	3
Weapon focus	As weapon	
also relevant Focused Concentration	A FILE	

Adept power		Act	Cost	Page
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Name	Rtg	Choice	Page
Power focus	2		CRB 155
Spellcasting focus	2	Combat spells	CRB 155

Metamagic	GRADE
	Page
	1
	1100

SPELL CASTING

1. Adjust Spell

a) Amp Up (Combat Spells)

For each additional point base damage drain will increased by 2

b) Increase Area

For each increase of radius by 2 metres the drain will be increased by 1

c) Shift Area

Sustained spell area can be moved within range. Requires a minor action. No additional drain.

2. Roll Spellcasting Test

Sorcery + Magic = (15)

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (5) + Charisma (6)

If result is greater or equal drain value no drain damage is taken.

If result is lesser than drain the difference between drain and hits is drain damage taken.

MAGIC GEAR					
Name	Amount	Page			
Formula Heal	12	CRB 294			
Formula Improved Invisibility	1	CRB 294			
Formula Increase Reflexes	40[4]	CRB 294			
Formula Phantasm	1	CRB 294			
Magical Lodge Materials, Rating 1	1	CRB 294			

Ritual	Features	Th. Notes	Page
		7 10 17 17	
			71
	3.7TI		- #

SPELLS							ATTAC	CK RATING 11		BASE	COMBAT S	PELL DAMA	3E 3
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell	Туре	Dur.	Range	Drain	Page	Notes
COMBAT SPELLS													
Acid Stream	Р	1	LOS	5	CRB 132								
Manabolt	М	1	LOS	4	CRB 133								
Stunball	М	- 1	LOS (A)	4	CRB 134								
HEAL SPELLS													
Increase Attribute	Р	S	T	3	CRB 137								
MANIPULATION SPELLS													
Control Actions	М	L	LOS	4	CRB 140								
Physical Barrier	Р	S	LOS (A)	6	CRB 141								

Spells

MANIPULATION

CONTROL ACTIONS

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

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

PHYSICAL BARRIER

LOS Type: Range: (A) 6 Duration: Drain:

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

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

COMBAT

ACID STREAM

LOS Type: Range: **Duration:** Drain: 5

Damage: P Spec

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

MANABOLT

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

Damage:

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

STUNBALL

LOS Type: Range: (A) Duration: Drain: 4

Damage:

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

HEAL

INCREASE ATTRIBUTE

Ρ Τ Type: Range: Duration: 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

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