

#### PERSONAL DATA

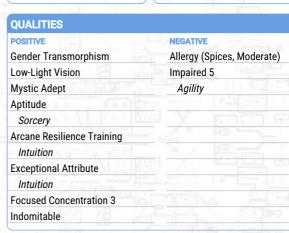
LIGONAL					
Alias	Impulse	Name	Kirlia	a Mercury	
Metatype	Elf-Dalakitnon	Magic/Resonar	nce	Mystic Adept	
Sex	female	Height	150	Weight	38
Age	20	Heat	0	Reputation	0
Karma	0 <b>T</b>	otal Karma	0	Essence	6.00

# EDGE / ¥ PORT EDGE NUYEN (M)



# ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	2
Agility	1	1	Initiative	13	13 +1D6
Reaction	5	5	Initiative (Matrix VR)	9	9 +2D6
Strength	1	1	Initiative (Astral)	14	14 +2D6
Willpower	5	5	Defense	0	13
Logic	6	6	Composure	0	12
Intuition	8	8	Judge Intentions	0	13
Charisma	7	7	Memory	0	14
Edge	1	1	Lift / Carry	0	10
Magic	6	6	11 / 777.9		



# CONDITION MONITOR

Stun Healing: BOD + WIL :	: 10				1.	
-1	-1	-1	-2	-2	-2	-3
Drain resist: WIL (5	) + INT	(8)				

Dam. o	verfi. He	ealing: 10	- Mod. =	1

Skill	Attr.	Rtg	Pool Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Trained				Engineering	LOG	0	5	Lang: English (Native)
Conjuring	MAG	5	11	Firearms	AGI	0	0	Forensics
Sorcery	MAG	7	13	Influence	CHA	0	6	Gang turf
Untrained				Outdoors	INT	0	7	Literature
Athletics	AGI	0	0	Perception	INT	4	12	Magical threats
Close Combat	AGI	0	0	Piloting	REA	0	4	Parazoology
Con	CHA	0	6	Stealth	AGI	0	0	Physics
Electronics	LOG	0	5					

Ranged weapon	Pool	Damage	Att.R.	Mode	Amme
		/			
					20
			6-11-		<u> </u>
Malaa waanan	Pool	Domo		Att.F	<u>,</u>
Melee weapon	POOL	Dama			-
Unarmed	0	2\$	1.200	6/-/-/	-/-

ARMOR		DEFENSIVE RATI	NG	7
Armor	1	Rating	Soci	al
Body		5	7	
AV Rapid Transit Diamond (	(Fire)	2	2	
Defensive Pools against		Defensive Actions		
Attacks	13	Block (Minor)		+0
Combat spells (Indirect)	10	Dodge (Minor)		+0
Combat spells (Direct)	13	Hit the dirt (Minor)		+2
Toxin Damage	10	Full Defense (Major)		+5
Drain	13	Boosted Defense (Major	)	13

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Alias	Туре	Loy.	Infl.	Fav
Nine	Talismonger	7	7	0
Candice Weaver	Fixer	2	4	0
Rain	Decker	2	5	0
Maya Mishima	Lawyer	1	3	0
Jerry Rigg	Rigger	2	2	0
Dr. Faust	Street Doc	1	2	0
Edmond Redwater	Cleaner	1	3	0
		- [2]		
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		0-14		

Lifestyle	Туре	Cost	Month
Shabby apartment	Low	2000¥	1

Name	Quality
Leticia Milize	6
Shine of stiller	/A+0

Name	Progr	D	Fir	Attack	SI
Meta Link	0	1	-	-	-
			7		

ttack	SI	Nuyen (¥): 0			1	1.11
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			2012			3
			<u>- 11</u>	J. W. W		199

Vehicles	Туре	Handl	Acc	intvi s	Speed	Pil	Body	Arm	Sens	Seat
		24 - IN					40	944	ND.	
Drones	Count									

COMBAT ACTIONS					
Initiative (minor) Call a shot Mutliple attacks Quick draw Reload Smartgun Take Aim Trip	CRB41 CRB42 CRB42 CRB42 CRB42 CRB42 CRB42	Ready Weapon CRE	Anytime (minor) B42 Augmentation Overd B43 Avoid incoming B44 Block Dodge Drop Object Intercept	rive CRB282 Assist CRB41 Backseat Driver CRB41 Full Defense CRB41 CRB41 CRB41 CRB41	r) CRB42 DC177 CRB43
EDCE Desets and Astimu		-			꼬팽
EDGE Boosts and Actions 1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Shank (I)	CRB 48		CRB 47	Yielding Force (I)	FS 96
Tactical Roll (I)	CRB 48	.,	FS 95	4 EDGE	10.50
Taunt (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Threatening Edge (I)	FS 95	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Throat Strike (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tuck and Roll (I)	FS 96	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Tumble (I)	CRB 48		FS 96	Riposte (I)	FS 95
Weapon Spread (I)	FS 96	3 EDGE	10.00	Throw Person (I)	FS 96
Wrest (I)	CRB 48		FS 93	5 EDGE	
2 EDGE		Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fake Out (I)	FS 93	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)	FS 94	THE OWNER OF THE N.	
COMBAT OVERVIEW			MARTIAL ARTS		
1. Grab Dice				part the second states and the	جهراستيو در
Attacker: Weapon pool plu	s modifiers				Contract of the
Defender:: Intuition + Reac			Concerning of the local division of the loca		
2. Distribute Edge					0.
Compare Attack Rating vs.	. Defense Rating				
For every 4 better, the p					
Modify with situational ed					-17-S
Max. 2 Edge per combat ro					
3. Roll Dice and Spend Edg	ge		3- CE		
a) Choose either Pre- or Po	ost Roll Edge actio	ons	C 193		
b) Roll dice					
c) Check for glitches					
d) Spend Edge					
4. Soak Some Damage					
Defend with Damage Resis	stance (5) to redu	ce the damage.			
Last chance to use Edge					
5. Bring the Pain					

a) Apply damage to condition monitorb) Apply secondary weapon effects

	Test	Poo
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	
Defense Rating	Intuition + innate armor + mod.	
Initiative	Logic + Intuition +2D6	
Dice Pools		
Unarmed combat	Astral + Willpower	
Weapon foci	Close Combat + Willpower	
Spellcasting	Sorcery + Magic	
Defense	Intuition + Logic	
Damage Resistance	Willpower	
Damage Values		
Unarmed	Tradition attribute/2 (round up)	
Weapon focus	As weapon	

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	Cosmetic Control 2	maj.	2.0	Wyrd 78
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Name	Rtg	Choice

INITIATION	GRADE
Metamagic	Page
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Amount Page

# 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 = (13)

# 3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (5) + Intuition (8)

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.

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RITUALS			
Ritual	Features	Th. Notes	Page

SPELLS							ALIA	CK RATING 14		DASE	COMDAT S	PELL DAMAG	E 3
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell	Туре	Dur.	Range	Drain	Page	Notes
MANIPULATION SPELLS													
Levitate	Р	S	LOS	6	CRB 141								
Magic Fingers	Р	S	LOS	4	Wyrd 41								
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MAGIC GEAR

Name

	GEAR			
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AMMUNITION			
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MELEE WEAPONS						
Unarmed	Pool	0	Damage	2S	Att.R.	6/-/-/-
	Pool		Damage	1 The Initia	Att.R.	1.1
	Pool		Damage		Att.R.	
	Pool		Damage	- 150- <b>CB</b>	Att.R.	

ARMOR			
Armor		Rating	Social
Body		5	
AV Rapid Transit Diamond (Fire)		2	2
Defensive rating		7	에게 이 눈소 흔히 그는 것이 것
*) Rating not included in defensive rating			
*) Rating not included in defensive rating			

# **Matrix Devices**

COMMLINK				
Model	Meta Link			
Level	1	Data processing	1 Firewall	0
Programs (concurrent 0)				
Matrix status ( 9)				

# Contacts

CON: NINE				
Alias	Туре	Loy.	Infl.	Fav.
Nine	Talismonger	7	7	0
Description				
A powerful mage who t Metatype: Elf Personality: Kind-heart	ook an interest in Kirlia and hired her to work at ed	her magical goods sho	p, Nine Ta	ails.

CON: RAIN				
Alias	Туре	Loy.	Infl.	Fav.
Rain	Decker	2	5	0
Description				
A secretive decker spec the right price. Neser on Metatype: Unknown Personality: Cautious ar	alizing in all sorts of identification, especia eats anyon Clerpets by Bielease as agiate of d meticulous	illy SINs. Will make you a n «N <b>ine</b> candeknows2Kirlba thro	ew identit ough her.	y, for

Alias	Туре	Loy.	Infl.	Fav.
Candice Weaver	Fixer	2	4	0
Description				
A bar owner and fixer who dea spells. Owns a bar in Seattle c Metatype: Human Personality: Jovial	Is primarily with awakened runners. alled The Icicle, known for their colo	She is an awakened herself I drinks.	, able to c	ast ice

Turne	L ov	Infl	Fou
туре	LOY.		Fav
Lawyer	1	3	0
may not engage in 'unofficial' dealir	igs behind the scenes. Sym	pathetic	toward
may not engage in anomolar deali			tomart
		Lawyer 1 may not engage in 'unofficial' dealings behind the scenes. Sym	

CON: JERRY RIGG				
Alias	Туре	Loy.	Infl.	Fav.
Jerry Rigg	Rigger	2	2	0
Description				

Tinkers with cars as a hobby and runs a small fleet of remote cabs for a living. Impulse is a regular client of his preferring the safety of a cab over the crowded buses and subways, even if it costs a bit more. Metatype: Troll Personality: Carefree

CON: EDMOND RED	VATER			
Alias	Туре	Loy.	Infl.	Fav.
Edmond Redwater	Cleaner	1	3	0
Description				
Former Yakuza member. Will cle Metatype: Ork Personality: Down-to-earth	ean up most things for the right price			

# SINs

LETICIA MILIZE - QUALITY 6	
	1997
Licenses	
Conjuring 6, Spellcasting License 6	

#### Lifestyles

SHABBY	APARTMENT			
Туре	Low	Cost	2000¥	
Month	1	SIN	Leticia Milize	
Options				
keine				

## KNOWLEDGE AND LANGUAGES

Knowledge skills	Forensics	Physics	
Magical threats	Gang turf	Languages	
Literature	Parazoology	English	

#### Notes

Background Growing up on the streets, the struggle for survival triggered Kirlia's awakening. To make ends meet, she worked at a magical goods shop owned by a magician who calls herself Nine, who also taught her a bit of magic. Eventually, Kirlia was able to get off the streets and move into her own, albeit shabby, place. Kirlia now runs the shadows as 'Impulse' to improve her skills and make a name for herself.

Alias	Туре	Loy.	Infl.	Fav.
Dr. Faust	Street Doc	1	2	0
Description				

# Spells

# MANIPULATION

LEVITATE					
Туре:	Р	Range:	LOS		
Duration:	S	Drain:	6		
You did not provide a description yet. (Key spell.levitate.desc ) see Core rules, p.141					
MAGIC FINGE	RS				
Туре:	Р	Range:	LOS		
Duration:	S	Drain:	4		
You did not p	rovide a de	escription vet.			

(Key spell.magic\_fingers.desc ) see Street Wyrd, p.41

# Adept powers

#### **COSMETIC CONTROL 2**

You did not provide a description yet. (Key adeptpower.cosmetic\_control.desc ) see Street Wyrd, p.78

# Qualities

#### POSITIVE

#### **GENDER TRANSMORPHISM**

You did not provide a description yet. (Key quality.gender\_transmorphism.desc ) see Sixth World Companion, p.79

#### **LOW-LIGHT VISION**

You did not provide a description yet. (Key quality.low-light\_vision.desc ) see Core rules, p.72

#### **MYSTIC ADEPT**

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

#### **APTITUDE: SORCERY**

You did not provide a description yet. (Key quality.aptitude.desc ) see Core rules, p.70

#### **ARCANE RESILIENCE TRAINING: INTUITION**

You did not provide a description yet. (Key quality.arcane\_resilience.desc ) see Street Wyrd, p.113

#### **EXCEPTIONAL ATTRIBUTE: INTUITION**

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

#### FOCUSED CONCENTRATION

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

#### INDOMITABLE

You did not provide a description yet. (Key quality.indomitable.desc ) see Core rules, p.72

#### NEGATIVE

#### ALLERGY (SPICES, MODERATE)

You did not provide a description yet. (Key quality.allergy\_spices\_moderate.desc ) see Sixth World Companion, p.79

#### **IMPAIRED: AGILITY**

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