

Lark

Real Name: Krislana Rocyn
Elf Aspected Magician (Sorcery)

ATTRIBUTES

Body: 3
Agility: 3
Reaction: 2
Strength: 2
Willpower: 6
Logic: 5
Intuition: 5
Charisma: 6
Edge: 2
Magic: 6
Essence: 6

INITIATIVE

Initiative: 7 +1d6
Initiative (Astral): 10 +2d6

ATTRIBUTE-ONLY TESTS

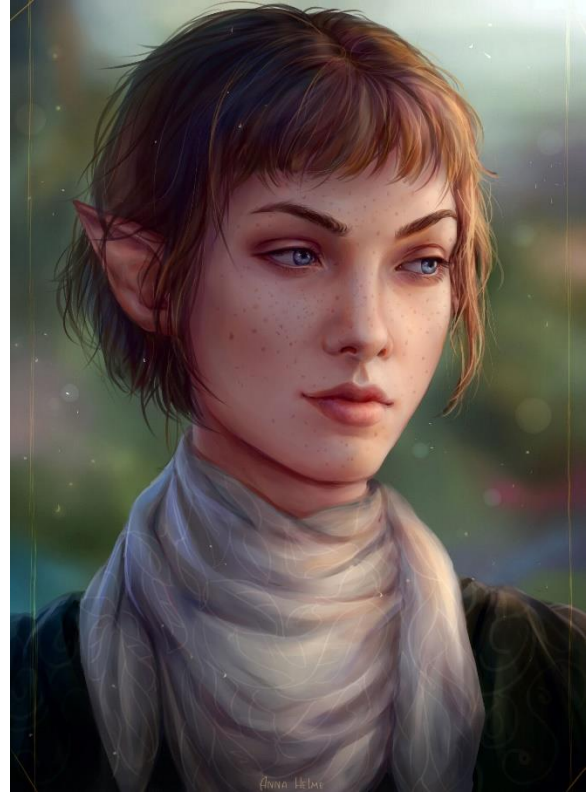
Composure: 12
Judge Intentions: 11
Memory: 10
Lift/Carry: 9
Defense Rating: 9

ACTIVE SKILLS

Astral (INT): 5
Close Combat (AGI): 6
(Specialization Blades)
Influence (CHA): 2
Perception (INT): 2
Sorcery (MAG): 5
Stealth (AGI): 2

KNOWLEDGE SKILLS

English (Native)
Sperethiel (Expert)
Astral Theory
Spirit Identification
Magical Security
Spell Design
Fencing
Magical Threats
Seattle Free Spirits



Parazoology
Parabotany
Tír Tairngire Politics
High Society Etiquette
Metaplanes

QUALITIES

Low-Light Vision (Racial)
Mentor Spirit (Shark) 10K
(-1 Edge cost for blades and Combat spells)
(May go berserk when wounded)
Attribute Mastery (Charisma) 3K
(+1 Edge for Charisma tests)
Focused Concentration (1) 12K
(Can sustain one spell with no penalty)
Scholastic Mage (+10 Skills, 10000 Nuyen)
(Buy knowledge skills for 2 Karma or 1000 nuyen at character creation)
Incompetent (Firearms) 10 BK
(Unable to gain ranks in Firearms skill)
Glitchy 12 BK
(All glitches count as critical glitches)

WEAPONS

Steel Claw Combat Broadsword
(13/-/-/-/- DMG 4P/5P Pool: 15)
(Dikote, Personalized Grip, Weapon Focus 4)
(+3 AR from AGI)
(WILD DIE)

Iron Fang Combat Knife
(12/1/-/-/-/- DMG 3P Pool 11)
(Dikote, Personalized Grip)
(+3 AR from AGI)
(WILD DIE)

ARMOR

Armor Vest: 3
(Electricity Resist 2, Fire Resist 2)
Ballistic Mask: +1
Securetech Invisi-Shield Armor: +2

MARTIAL ARTS

Jogo Do Pao
Threatening Edge
(Uses a minor Block action; when wielding a melee weapon, replace Defense Rating with the Close Attack Rating of the weapon for the encounter)
Precision Strikes
(Add +STR/3 DV to blades)

MAGIC

Tradition: Shamanic
Tradition Attribute: Charisma
Drain Resist Pool: 12
Astral Perception
Astral Projection

SPELLS

Heal
(Physical, Touch, Permanent, Drain 3)
Increase Reflexes
(Physical, Touch, Sustained, Drain 5)
Manabolt
(Mana, LOS, Instant, Drain 4)
Mana Window
(Mana, LOS, Sustained, Drain 3)
Mystic Armor
(Mana, Touch, Sustained, Drain 3)
Stunbolt
(Mana, LOS, Instant, Drain 3)

MATRIX

Hermes Ikon
(DR 5, 3/0, AR gloves, subvocal mic)

EQUIPMENT

Melee Quick-Draw Sheath (2)
Respirator (6)
Gas Mask
Contacts 3 (Image Link, Vision Enhance)
Earbuds 1 (Audio Enhance)
Reagents (10 drams)
Magical Lodge Materials Force 6

CONTACTS

Astor
(Free Spirit of Man Connection 2 / Loyalty 6)
Usually found on campus grounds at the University of Washington.
Otto McGrath
(Fixer: Connection 6 / Loyalty 4)
Operates around town, but most meets with Otto take place in Loveland, Puyallup.
Lacey Grimes
(Street Doc: Connection 5 / Loyalty 4)
Has a small clinic in the same neighborhood of Renton where Lark lives.
"Aunt Cassie"
(Talismonger: Connection 5 / Loyalty 4)
Owner and operator of Tacoma Nybbles & Bytes in Tacoma.

IDENTITIES

Jazmyn Summers (Fake SIN 6)
Fake Licenses Rating 6 x5
(Concealed Carry, Weapon Focus, Spellcasting, Manabolt, Stunbolt)
Low Lifestyle (1 month)
Lark lives in a small apartment complex in the Issaquah region of Renton.

RESOURCES

Karma: 3
Total Earned Karma: 0
Nuyen: 4345

PERSONAL INFORMATION

Age: 21
Height: 1.95m
Weight: 73 kg
Eye Color: Blue

Hair Color: Auburn

CONDITION MONITORS

Physical

		-1			-1			-1	
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Stun

		-1			-1			-1	
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Overflow

ASTRAL STATS

Attack Rating: 12

Defense Rating: 5 (+ Mystic Armor)

Unarmed Combat Pool: 11

Weapon Focus Pool: 18

Defense Pool: 10

Damage Resist Pool: 6

Unarmed Damage: 3

Weapon Focus Damage: 5

BACKGROUND INFORMATION

Lark grew up among the nobility in her homeland of Tír Tairngire. Her mother was an elected official in the Star Chamber and her father was a manager for Pentacle. Their family owned a luxurious home in Cara'sir (Portland), and as a child she had everything she wanted. She was educated in the best private school in the city, and her magical talents were spotted early.

She was enrolled in advanced thaumaturgical training starting at age 13, and regularly stood at the top of her class, but only in sorcery. She could never master conjuring. She spent a lot of time in astral space and became acquainted with several spirits. She swore off summoning entirely and focused her talent on astral theory.

She was accepted into the University of Portland at 16, but never attended a single class. Her father was indicted on embezzlement charges and sentenced to 10 years in prison and thousands of nuyen worth of fines. Shortly after, her mother lost her seat in the Star Chamber.

An unfortunate automobile accident would claim her mother's life later that year, leaving Lark out on the streets. With her father disgraced, she soon found herself ostracized by the friends and neighbors she once trusted.

She left at 17 for Seattle, having never completing the Rite of Progression, thus denying her a chance for Tir citizenship. She found employment working at a small magic shop near the University of Washington campus, trying to pick up as much knowledge as she could on a shoestring budget.

She spent much of her free time in the astral plane, where she met "Astor". This free spirit of Man is fascinated by metahumanity and is drawn to the vibrant community surrounding the University. Astor took a liking to young Lark and became a mentor to her.

With Astor's help, she was able to apply for a scholarship to the UW and started working toward her astral studies degree. She was a voracious student, neglecting her health and her social life in her relentless pursuit of knowledge. It was during this time that Shark found her. Shark was impressed with her focus and drive and granted her his gifts. He also gifted her with his famous hot temper.

Her scholarship was enough for her to complete a master's degree. She had plenty of offers from various educational and corporate employers. However, she didn't have a UCAS SIN, and her old Tir SIN was a lodestone around her neck.

Out of money and with bills racking up, she started doing odd jobs for Otto McGrath. He paid well and under the table, and all she needed to do was bend (or break) a few laws.

PERSONAL CODE

As Lark is building her street portfolio, she has set out a few ground rules.

Wetwork: Lark is not a murderer. She has not yet been desperate enough to take any wetwork jobs. She has no issue with killing paranormal critters or other astral threats, but other metahumans are still off limits to her.

Spirits: Lark sees summoning as forced servitude. She tries to avoid conflict with free spirits and will try to avoid killing them. She has less of a problem with summoned and bound spirits, as she can help free them from their bondage and help them return to their home plane.

Drugs: Lark generally tries to live a healthy lifestyle. Well, as much as she can on her budget. She avoids hard drugs. However, she does enjoy an occasional drink, especially wine.

Burglary: Not a problem. That's usually what fixers hire folks like her for. She has been in the upper class, and knows that for the most part, the rich will not suffer if a few baubles go missing.