

COMBAT MAGE



Whether you need your damage dished out physically or magically, the Combat Mage is your guy. You won't find him poring over mystical tomes in a library or pondering the meaning of life under the stars—he was trained for action, and smack in the middle of it is where he likes to be. With a full repertoire of punishing spells to match his impressive arsenal of artillery and his formidable fighting skills, he's guaranteed to have the right tool for the job. Support is not the Combat Mage's forte—he won't hang back in the rear to heal up his comrades or maintain the stealth and protection spells—he'll be at the front, fighting side by side with the street samurai and the adept.

GEAR & LIFESTYLE (20,000¥) (4 BP)

Lined Coat; Fake SIN (Rating 3); Magical Lodge Materials (Force 5); Magesight Goggles (10m); 4 Stimulant Patches [Rating 3]; Low Lifestyle (2 Months);

MATRIX GEAR

Novatech Airware Commlink [w/Mangadyne Deva OS and Sim Module modified for BTL/hot sim]; Programs [Analyze 3, Browse 3, Command 1, Edit 3]; Simrig

WEAPONS

Katana; Yamaha Sakura Fubuki [w/Quick-Draw Holster and 200 rounds of Regular Ammo]

CONTACTS (8 BP)

Fixer (Connection 2/Loyalty 2)
Talismonger (Connection 2/ Loyalty 2)

NOTES

Starting Nuyen: 3D6+1 x 50¥
Natural Low-Light Vision

RACE: ELF (30 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	M	E
3	4	4	3	4	3	4	4	5	2

Essence: 6

Initiative (Astral): 8 (6)

Initiative Passes (Astral): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (124 BP)

Astral Combat: 3

Blades: 2

Conjuring Skill Group: 3

Counterspelling: 3

Dodge: 3

Etiquette (Street): 2 (+2)

Perception: 2

Pistols: 3

Spellcasting: 5

KNOWLEDGE SKILLS

(21 FREE KNOWLEDGE SKILL POINTS)

Corporate Security Tactics: 2

Lone Star Procedures: 2

Magic Background: 3

Magical Phenomenon: 3

Mercenary Hangouts: 2

Urban Brawl Odds: 2

LANGUAGE SKILLS

English: N

Latin: 3

Sperethiel: 4

QUALITIES (+20 BP)

Magician (15 BP)

Mild Allergy to Sunlight (+10 BP)

Addiction (Mild, Simsense) (+5 BP)

Addiction (Mild, Stimulants) (+5 BP)

Sensitive System (+15 BP)

SPELLS (24 BP)

Armor

Clout

Increase Initiative

Levitate

Lightning Bolt

Manaball

Manabolt

Physical Barrier