

Cullen Stanford

Player: Kroony

Metatype: Human Hermetic Magician; Male; Age: 25;

Height: 1.75m; Weight: 78kg

Total Karma: 3; Current Karma: 3; Street Cred: 0; Notoriety:

-1; Public Awareness: 0

Attributes

Body.....	3	<input type="checkbox"/>	Essence	6	<input type="checkbox"/>
Agility	4	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	3	<input type="checkbox"/>	Magic	6	<input type="checkbox"/>
Strength	3	<input type="checkbox"/>	Initiative	6+1D6	<input type="checkbox"/>
Willpower	4	<input type="checkbox"/>	Inherent Limits		
Logic	5	<input type="checkbox"/>	[4] Physical Limit		
Intuition.....	3	<input type="checkbox"/>	[6] Mental Limit		
Charisma.....	3	<input type="checkbox"/>	[7] Social Limit		
			[7] Astral Limit		

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 8 [7] **Assensing** 5 (Int)
- 9 [A] **Automatics** 5 (Agi)
- 9 [7] **Banishing*** (Mag)
- 9 [F] **Binding*** (Mag)
- 12 [7] **Counterspelling** 5 (Mag)
- 7 [7] **Etiquette** 3 (Cha)
- Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 11 [6] **First Aid** 4 (Log)
- 6 [7] **Negotiation** 2 (Cha)
- Did You Just Call Me Dumb? : Any Glitch counts as a Critical Glitch
- 8 [6] **Perception** 5 (Int)
- (Visual +2)
- 4 [H] **Pilot Ground Craft** 1 (Rea)
- 13 [F] **Spellcasting** 6 (Mag)
- (Health Spells +2)
- 9 [F] **Summoning*** (Mag)
- * Conjuring Group 2

Knowledge Skills

- 5 [6] **6th World Parabotany** 2 (Int)
- 8 [6] **Astral Security Systems** 3 (Log)
- 9 [6] **Magical Theory** 4 (Log)
- 9 [6] **Medicine** 4 (Log)
- 6 [6] **Seattle Astral Hotspots** 3 (Int)

Language Skills

N English

Attribute-Only Tests

- 7 **Composure**
- 6 **Judge Intentions**
- 6 **Lifting & Carrying**
- 9 **Memory**

Toxin Resistances

	Toxin	Disease
Contact	7	7
Ingestion	7	7
Inhalation	7	7
Injection	7	7

Edge Pool

☐ ☐ ☐


Physical Damage

		-1
		-2
		-3

Stun Damage

		-1
		-2
		-3

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +4

Melee attacks against you are at : +0

Melee Defense (No Action): 6

Full Defense (-10 Interrupt, for the rest of the turn): +4

Dodge (-5 Interrupt, vs. one melee attack): +3 [4]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +3 [4]

Sensor Defense (No Action): 3 [4]

Damage Resistances

15 **Armor** 12

15 **Acid Protection** 12 15 **Falling Protection** 12

15 **Cold Protection** 12 18 **Fire Protection** 15

17 **Electricity Protection** 14

Positive Qualities

Astral Chameleon

Blandness

Hermetic Magician

Quick Healer

Negative Qualities

Did You Just Call Me Dumb?

Pacifist (avoids violence)

Spells

13 [F] **Clout** (Combat: Indirect)

Type: P Rng: LOS Dam: S Dur: I DV: 9 v F-3

13 [F] **Control Thoughts** (Manipulation: Mental)

Type: M Rng: LOS Dur: S DV: 9 v F-1

20 [F] **Heal** (Health: Essence)

Type: M Rng: T Dur: P DV: 9 v F-4

Validation Report (0 issues): Nothing identified

Spells

Positive Qualities

Astral Chameleon

With the Astral Chameleon quality, the character's astral signature blends into the background of astral space and is difficult to detect. All signatures left by the character last only half as long as other astral signatures. Any individuals assensing astral signatures left behind by a character with this quality receive a -2 dice pool modifier for the Assensing Test. Only characters with a Magic rating and capable of leaving astral signatures may have this quality.

Blandness

This character blends into a crowd; he's seldom noticed and easily forgotten. He is unremarkable in every aspect of physical appearance. Anyone attempting to describe the character cannot come up with anything more precise than "average height, average build, average hair, etc."

Increase the threshold for anyone to recall specific details about the character by 1. This means a Memory Test with a difficulty of Average (threshold of 2) becomes a Hard test (threshold of 3).

Individuals attempting to shadow or physically locate a character with the Blandness quality in a populated setting receive a -2 dice pool modifier on all tests related to their search. The same penalty applies if they're asking around about the person based on the individual's physical appearance. The modifier does not, however, apply to magical or Matrix searches. If the character acquires any visible tattoos, scars, obvious cyberware, or other distinguishing features, the bonuses from the Blandness quality go away until the distinctive features are removed from the character's appearance. In certain circumstances and specific situations, the gamemaster may determine that Blandness does not apply. For example, a troll with the Blandness quality still towers head and shoulders over a crowd of humans and so still stands out, no matter how average their horns may be. The character only regains his bonus by leaving the situation where he stands out.

Hermetic Magician

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

Quick Healer

A character with the Quick Healer quality receives a +2 dice pool modifier to all Healing Tests made on/for/by her, including magical healing

Negative Qualities

Did You Just Call Me Dumb?

The character can't resist camouflaging insults into well-spoken words. The character gets the satisfaction of feeling superior to everyone. Unfortunately, once in a while people will notice and get pretty upset. Any Glitch rolled by this character on any Social test always counts as a Critical Glitch.

Negative Qualities

Pacifist (avoids violence)

To hurt another is to mar the soul. This quality represents two levels of moral inflexibility that prevent the character from delivering, or allowing others to deliver, harm to another being. At the 10 Karma level, the character avoids violence not performed in self-defense. The character will not participate in runs involving wetwork and may try to dissuade other team members from doing so. Non-lethal attacks (gel rounds, tasers, flash-bangs, stun spells, etc.) are still considered "violent," and may only be used in self-defense - after an opponent has clearly attacked the character, other team members, or innocent bystanders.

At the 15 Karma level, the character will not commit any violence regardless of provocation or threat to themselves or others. If the character commits any act of violence they are stricken with a powerful sense of guilt and suffer a -1 dice pool modifier to all tests involving Mental attributes until the character succeeds at a Charisma + Willpower (20, 1 day) Extended Test. If the character does not succeed at the test within seven days, they lose 1 point of Willpower or Charisma, whichever is higher. The loss is permanent, but the -1 dice pool modifier to tests involving Mental attributes goes away. If the character actually kills someone (or even thinks they did), the dice pool modifier becomes -2, the Extended Test interval changes to 1 week, and the character's Mental Limit is decreased by 1.

Spells

Clout

Combat (Indirect) **Type:** Physical **Range:** Line-of-Sight
Damage: Stun **Duration:** Instant **DV:** F-3

These spells smack the target(s) with invisible psychokinetic force, similar to a bruising punch, that inflicts Stun damage. Punch requires you to touch the target. Clout affects a single target, while Blast is an area spell.

Control Thoughts

Manipulation (Mental) **Type:** Mana **Range:** Line-of-Sight
Duration: Sustained **DV:** F-1

The magician seizes control of the target's mind, directing everything the target thinks. The magician mentally gives commands with a Standard Action, and the target is compelled to obey as if it were his own idea.

Control Thoughts affects a single target, while Mob Mind affects any living targets within the area of effect. Victims of a Mob Mind may be manipulated individually (with separate actions) or issued the same command as a group (with a single action).

Heal

Health (Essence) **Type:** Mana **Range:** Touch
Duration: Permanent **DV:** F-4

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

Heal (limited)

Health (Essence) **Type:** Mana **Range:** Touch
Duration: Permanent **DV:** F-6

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (you can split hits between healing and reducing time).

Any boxes of Physical damage your target still has after any boxes are healed magically can only be healed by time and rest.

Spells

Healthy Glow

Health Type: Physical Range: Touch Duration: Permanent DV: F-2

Healthy Glow is a popular spell with the well-to-do, or those who want to appear well-to-do. This spell improves the appearance of the subject by improving their circulation, brightening their appearance and improving their general health. The effect is permanent but can be marred through hard living and natural aging. Hits on the Spellcasting Test [limited by Force] determine how well the subject is cleaned up. The spell has two effects - increasing the Social limit of the target, and providing a modifier to First Aid or Medicine Tests (per Healing Modifiers, p. 208, SR5 or modifiers to Health spells, p. 287, SR5). The Social limit increases by 1 for every two hits (rounded up) on the Spellcasting Test, while the Healing Modifier is 1 for every 3 hits on the Spellcasting Test (rounded up). These effects last for 24 hours; after that, the health effects vanish, and people adjust to the new appearance, so the increased Social limit disappears as well.

Increase Body

Health (Essence) Type: Physical Range: Touch Duration: Sustained DV: F-3

This spell increases an Attribute (natural or augmented) on a voluntary subject. A version of this spell exists for each Physical and Mental attribute, but not for Special Attributes (Initiative, Edge, Essence, Magic, or Resonance). The Force of the spell must equal or exceed the (augmented) value of the Attribute being affected. The Attribute is increased by an amount equal to the hits scored, up to the target's augmented maximum (any hits that would increase the Attribute beyond its augmented maximum are ignored). Each Attribute can only be affected by a single Increase Attribute spell at a time.

Note that increasing an Attribute may affect other derived statistics (Increase Reaction also affects Initiative, for example, while Increase Body adds extra boxes to the character's Physical Condition Monitor for as long as the spell lasts).

Increase Reflexes

Health (Essence) Type: Physical Range: Touch Duration: Sustained DV: F

This spell increases the initiative of a subject. Each hit rolled on the Spellcasting Test adds +1 to the target's Initiative, and every two hits adds one Initiative Die. A character can only be affected by a single Increase Reflexes spell at a time, and the maximum Initiative Dice anyone can have is +5D6.

Manabolt

Combat (Direct) Type: Mana Range: Line-of-Sight Damage: Physical Duration: Instant DV: F-3

Death Touch, Manabolt, and Manaball all channel destructive magical power into the target, doing Physical damage. The damage inflicted is similar to massive cellular die off from radiation or necrotizing fasciitis, but without the continuing effects. But still, ick. Since they are mana spells, spells in this group only affect living and magical targets and are resisted with Willpower. Death Touch requires the magician to touch the target. Manabolt affects a single target, Manaball is an area-effect spell.

Sludge Armor

Combat (Area, Elemental, Indirect) Type: Physical Range: Line-of-Sight (A) Damage: Physical Duration: Instant DV: F-1

These spells conjure a sizzling blast of corrosive spray that inflicts Acid damage (p. 170, SR5) upon their targets similar to Acid Stream and Toxic Wave (p. 283, SR5). The corrosive nature of these blasts only affects the specified object for which the spell was created to harm. All other objects remain unharmed. Different objects require separate spells, such as Corrode Wall, Melt Electronics, Sludge Armor, and so on.

Spells

Toxic Wave

Combat (Area, Elemental, Indirect) Type: Physical Range: Line-of-Sight (A) Damage: Physical Duration: Instant DV: F-1
These spells create a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material - treat it as Acid damage (p. 170), with appropriate effects on the affected area and any objects therein. The acid quickly evaporates, but the damage it inflicts remains. Acid Stream is a single-target spell, Toxic Wave is an area spell.

Contacts

Bruce (Stripper)

Connection Rating: 2

Loyalty Rating: 4

Chips: You and the contact are even

Bruce is an Ork Stripper, she works three nights a week at Bottoms Up and three nights a week at Blood Bucket, both located in the Redmond Barrrens. Bottoms Up is your standard Gentleman's Club: strippers, alcohol and gambling. Blood Bucket is a far seedier establishment that offers stripping and prostitution every night and pit-fighting on Friday nights.

Uncle Myk Myk (Greaseman)

Connection Rating: 3

Loyalty Rating: 2

Chips: You and the contact are even

Myk Myk Magongo is one of the smallest orks you will ever see. Standing a hair above 6'0 and weighing a wiry 175lbs. Myk Myk was born in Kenya at the base of Mt. Kilimanjaro sometime in the late 30's. Myk Myk is commonly referred to the one of the most exceptional Greasemen in the shadows of Seattle. Myk Myk is a Mystical Adept capable of all sorts of obfuscation trickery. This combined with his extensive knowledge of Seattle's Ork Underground give Myk Myk the ability to travel anywhere in Seattle undetected.

Equipment

Argentum Coat

Not exactly fashion-forward, but classic enough to always stay near the height of fashion. Mortimer has stuck with the classics, anchored around the venerable Berwick line. All pieces are custom tailored and fit, and I especially love that they include custom tailoring to fit "exceptional physical aspects" of their individual customers. Original pieces have to be sat for with a Mortimer certified tailor.

I have a pretty solid stock of "lightly worn" Mortimer from some of his past lines. They lack the custom-cut features, but they can still have the important effect of making you look classier than you really are. The Crimson Sky and Summit lines from back in the early '60s have aged quite well. And though they lack some of the wireless perks of many modern armors, they still stop bullets.

Wireless: +1 dice pool bonus to Social Tests

Equipment

Ingram Smartgun X

Grade-A bang bang. Famous as the weapon of choice for many legendary street samurai since the 2050s, the Ingram Smartgun comes tricked out with a gas-vent 2 system, a smartgun system, and an integral sound suppressor.

Wireless: The weapon displays an ARO that tells you ammo levels and ammo type loaded. If you have a DNI, you get two additional benefits. First, ejecting a clip (for weapons that have them) is a Free Action rather than a Simple Action. Second, changing fire modes (on models that have more than one) is a Free Action rather than a Simple Action.

Silencer/Suppressor: The silencer/suppressor features a Rating 2 microphone with Rating 2 Select Sound Filter and simple software that alerts you via AR if your silencer detects the sound of someone nearby reacting to the sound of the silenced weapon.

Smartgun System, Internal : A wireless smartlink provides a dice pool bonus to all attacks with the weapon: +1 if you're using gear with a smartlink or +2 if you're using an augmentation for which you paid Essence. Ejecting a clip and changing fire modes are Free Actions.

Renraku Sensei Commlink

Commlinks are universal communication devices; they're used by everyone all the time. Commlinks are essentially the digital Swiss army knives of the modern world. Even the most basic of them includes AR Matrix browsing capability, multiple telephone and radio modes of real-time talk and text, music players, micro trid-projectors, touchscreen displays, built in high-resolution digital video and still image cameras, image/text and RFID tag scanners, built-in GPS guidance systems, chip players, credstick readers, retractable earbuds, voice-access dialing, text-to-speech and speech-to-text technologies, and a shock and water resistant case. And all of this at an inexpensive price that a few decades ago would have seemed absurd.

Wireless: Your commlink is connected to the matrix

Trauma Patch

If placed on a dying patient, it allows her to make an immediate stabilization test (**Physical Damage Overflow** , p. 209) using her Body instead of First Aid or Medicine.

Wireless: Instead of making a test, the patient is automatically stabilized immediately.

Rigor Mortis - Cullen Stanford

Date (game world): 2077/08/02

Date (real world): 2015/08/02

Karma Awarded : 3

Cash Awarded : 7,500¥

https://www.reddit.com/r/RunnerHub/comments/3fa0yg/job_rigor_mortis_2_august_0900_utc/

GM: NotBob

Ping

You get a voice message on your commlink from an unknown number. A male voice hurriedly explodes into your earbuds the second your press play:

"They took her away from me! No, I'm not letting them. I'm getting her back, no matter what. Help, time is running short! Meet me at St. John's Hospital in Tacoma. HURRY!"

We went to the hospital to meet the Johnson. He informed us his wife was killed and her body belongs to EVO and will be transported there soon.

We tricked the logistics team into taking the wrong body and took the real body to the docks for the Johnson to have a ceremony performed on it.

The shaman performing the ceremony is a known conman who preys on rich widowers offering one last good bye to their lost loved ones.

We went on the boat to the ceremony. 2 Shedim happened into both the dead body and the shaman and attempted to kill us.

I was knocked out trying to protect the Johnson by 'Boogiemans' and was unconscious while they killed everyone else.

Costs

Hearse hire 500