

Dr. Jones

Metatype: Ork Hermetic Magician; Male; Age: 26; Height: 1.9m; Weight: 128kg
 Total Karma: 412; Current Karma: 77; Street Cred: 41;
 Notoriety: 4; Public Awareness: 0



Attributes

Body.....	4	<input type="checkbox"/>	Essence	5.35	<input type="checkbox"/>
Agility	4	<input type="checkbox"/>	Edge	5	<input type="checkbox"/>
Reaction	3	<input type="checkbox"/>	Magic	6	<input type="checkbox"/>
Strength	3	<input type="checkbox"/>	Initiate Grade	2	<input type="checkbox"/>
Willpower	5	<input type="checkbox"/>	Initiative	7+1D6	<input type="checkbox"/>
Logic	5/8	<input type="checkbox"/>	Inherent Limits		
<small>Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles</small>			[5] Physical Limit		
Intuition.....	4	<input type="checkbox"/>	[9] Mental Limit		
Charisma.....	2	<input type="checkbox"/>	[5] Social Limit		
			[9] Astral Limit		

Movement

8m/16m/+2 Land Movement

4m/+1 Swimming

Active Skills

- 18 [F] Alchemy 4 (Mag)
- 11 [9] Arcana 3 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 16 [F] Artificing 4 (Mag)
- 6 [9] Assensing 2 (Int)
- 7 [A] Astral Combat 2 (Wil)
- 13 [F] Binding 1 (Mag)
- 9 [?] Chemistry 1 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 17 [9] Counterspelling 5 (Mag)
- 16 [9] Disenchanting 4 (Mag)
- 5 [9] Disguise* (Int)
- 3 [5] Etiquette 1 (Cha)
- 5 [A] Exotic Melee Weapon: Monofilament Whip 1 (Agi)
- 9 [?] Forgery 1 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- [9] Medicine 0 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 5 [9] Navigation 1 (Int)
- 5 [5] Palming* (Agi)

Active Skills

- 7 [9] Perception 3 (Int)
- 4 [H] Pilot Ground Craft 1 (Rea)
- 5 [5] Sneaking* (Agi)
- 18 [F] Spellcasting 6 (Mag)
(Combat Spells +2)
- 15 [F] Summoning 3 (Mag)
- 6 [5] Survival 1 (Wil)
- 6 [A] Unarmed Combat 2 (Agi)
- 1 * Stealth Group 1

Knowledge Skills

- 12 [9] Archaeology 4 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 10 [9] Architecture 2 (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 6 [9] Geology 2 (Int)
- 11 [9] History 3 (Log)
(Ancient +2)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles

Activated Adjustments

Alchemy -2
 Artificing -2
 Disenchanting -3

Physical Damage

		-1
		-2
		-3

Overflow:
 Natural Recovery:
 8 (1 day), heal 1 box/hit

Stun Damage

		-1

Natural Recovery:
 9 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0
 Ranged Defense (No Action): 7
 Full Defense (-10 Interrupt, for the rest of the turn): +5

Melee attacks against you are at : +0
 Melee Defense (No Action): 7
 Full Defense (-10 Interrupt, for the rest of the turn): +5

Dodge (-5 Interrupt, vs. one melee attack): +3 [5]
 Monofilament Whip Parry (-5 Interrupt, vs. one melee attack): +1 [5]
 Staff Parry (-5 Interrupt, vs. one melee attack): +3 [5]
 Survival Knife Parry (-5 Interrupt, vs. one melee attack): +3 [5]
 Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +2 [5]

Sensor-aided attacks against you are at : +0
 Sensor Defense (No Action): 5 [5]

Damage Resistances

- 18 Armor 14
- 23 Acid Protection 19
- 23 Electricity Protection 19
- 18 Cold Protection 14
- 23 Fire Protection 19
- 18 Falling Protection 14
- 9 Fatigue Resistance

Edge Pool

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Knowledge Skills

- 12 [9] Jungle Survival Jungle Survival 0 (4) (Log)
Analytical Mind: +2 to tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles
- 5 [9] Literature 1 (Int)
- 6 [9] Magic Groups 2 (Int)
- 5 [9] Smugglers 1 (Int)

Language Skills

N English

Validation Report (1 issues): Awesome Armor Jacket: Capacity Overspent.

Language Skills

6 🎲 [9] Or'Zet 2

Attribute-Only Tests

7 🎲 Composure
6 🎲 Judge Intentions
7 🎲 Lifting & Carrying
13 🎲 Memory

Toxin Resistances

	Toxin	Disease
Contact (5 / 5)	14 🎲	14 🎲
Ingestion	9 🎲	9 🎲
Inhalation	9 🎲	9 🎲
Injection	9 🎲	9 🎲

Addiction Resistance

9 🎲 Resist Physical Addiction
13 🎲 Resist Psychological Addiction

Positive Qualities

Analytical Mind
Focused Concentration (4)
Hermetic Magician
Mentor Spirit: Fire-Bringer

Negative Qualities

Bad Luck
Bad Rep
Dependent(s) (2): Wife
Simsense Vertigo

Metamagic Powers

Centering +2 🎲
Spell Shaping (up to a penalty of -6)

Metatype Abilities

Enhanced Senses: Low-Light Vision

Mentor Spirit Effects

+2 dice for Manipulation spells
+2 dice: Alchemy
Give Help When Asked (7 🎲 (3))

Spells

20 🎲 [F] **Acid Stream** (Combat: Elemental, Indirect)
Type: P Rng: LOS Dam: P Dur: I DV: 13 🎲 v F-3
20 🎲 [F] **Alter Memory** (Manipulation: Mental)
Type: M Rng: LOS Dur: P DV: 13 🎲 v F+1
20 🎲 [F] **Armor** (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 13 🎲 v F-2
20 🎲 [F] **Control Actions** (Manipulation: Mental)
Type: M Rng: LOS Dur: S DV: 13 🎲 v F-1

Spells

20 🎲 [F] **Control Thoughts** (Manipulation: Mental)
Type: M Rng: LOS Dur: S DV: 13 🎲 v F-1
20 🎲 [F] **Fashion** (Manipulation: Area, Environmental)
Type: P Rng: T (A) Dur: P DV: 13 🎲 v F-1
20 🎲 [F] **Fix** (Manipulation: Physical)
Type: P Rng: T Dur: P DV: 13 🎲 v F
20 🎲 [F] **Glue** (Manipulation: Physical)
Type: P Rng: LOS Dur: P DV: 13 🎲 v F-3
18 🎲 [F] **Heal** (Health: Essence)
Type: M Rng: T Dur: P DV: 13 🎲 v F-4
20 🎲 [F] **Ice Sheet** (Manipulation: Area, Environmental)
Type: P Rng: LOS (A) Dur: I DV: 13 🎲 v F
20 🎲 [F] **Ice Storm** (Combat: Area, Elemental, Indirect)
Type: P Rng: LOS (A) Dam: P Dur: I DV: 13 🎲 v F+1
18 🎲 [F] **Increase Reflexes** (Health: Essence)
Type: P Rng: T Dur: S DV: 13 🎲 v F
20 🎲 [F] **Influence** (Manipulation: Mental)
Type: M Rng: LOS Dur: P DV: 13 🎲 v F-1
20 🎲 [F] **Looking Glass** (Manipulation: Physical)
Type: P Rng: T Dur: S DV: 13 🎲 v F-3
20 🎲 [F] **Magic Fingers** (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 13 🎲 v F-2
20 🎲 [F] **Mana Bind** (Manipulation)
Type: M Rng: LOS Dur: S DV: 13 🎲 v F-2
20 🎲 [F] **Manaball** (Combat: Area, Direct)
Type: M Rng: LOS (A) Dam: P Dur: I DV: 13 🎲 v F
20 🎲 [F] **Manabolt** (Combat: Direct)
Type: M Rng: LOS Dam: P Dur: I DV: 13 🎲 v F-3
20 🎲 [F] **Mass Animate** (Manipulation: Area, Physical)
Type: P Rng: LOS (A) Dur: S DV: 13 🎲 v F+1
20 🎲 [F] **Mob Control** (Manipulation: Area, Mental)
Type: M Rng: LOS (A) Dur: S DV: 13 🎲 v F+1
20 🎲 [F] **Mob Mind** (Manipulation: Area, Mental)
Type: M Rng: LOS (A) Dur: S DV: 13 🎲 v F+1
20 🎲 [F] **Shatter** (Combat: Direct)
Type: P Rng: T Dam: P Dur: I DV: 13 🎲 v F-6
20 🎲 [F] **Shattershield** (Combat: Direct)
Type: M Rng: T Dam: P Dur: I DV: 13 🎲 v F-3
20 🎲 [F] **Sterilize** (Manipulation: Area, Environmental)
Type: P Rng: LOS (A) Dur: I DV: 13 🎲 v F-3
20 🎲 [F] **Stunball** (Combat: Area, Direct)
Type: M Rng: LOS (A) Dam: S Dur: I DV: 13 🎲 v F
20 🎲 [F] **Stunbolt** (Combat: Direct)
Type: M Rng: LOS Dam: S Dur: I DV: 13 🎲 v F-3

Alchemical Formulas

20 🎲 [F] 🧪 **Armor** (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 13 🎲 v F-2
18 🎲 [F] 🧪 **Improved Invisibility** (Illusion: Realistic, Single-Sense)
Type: P Rng: LOS Dur: S DV: 13 🎲 v F-1
20 🎲 [F] 🧪 **Lock** (Manipulation: Physical)
Type: P Rng: LOS Dur: S DV: 13 🎲 v F-1

Identities

Alithort Elphinis

Fake SIN

Licenses & SINS : Alithort Migrass (3), Items: Mage Items (3),
Magic: Awakened (3), Spell Weapon: Manaball (3)

Burned Alganth

Fake SIN

Lifestyles: (1 month) High Lifestyle [Comforts & Necessities (4),
Neighborhood (5), Security (4), Extra Secure, Obscure/Difficult
to Find], (1 month) Wife [Comforts & Necessities (3),
Neighborhood (4), Security (3), Extra Secure]

Subscriptions: (8 months) DocWagon Basic Contract

Licenses & SINS : Awakened Mage: Awakened Mage (6), Driver:
Driver License (6), Fake SIN (6), Foci License: Power Focus (6)

Jareth Floortook

Fake SIN

Licenses & SINS : Active Mage: Legally Awakened (4), Jareth
Floortook (4)

Scinika Alganth

Fake SIN

Licenses & SINS : Driver: Driver License (6), Fake SIN (6)

Seranth Molgen

Fake SIN

Licenses & SINS : Fake SIN (4), Molgen: Awakened Mage (4)

Armor

Armor Clothing

6

Awesome Armor Jacket

12

Acid: +5, Electricity: +5, Fire: +5

Modifications: Biomonitor, Chemical Protection (5), Electrochromic
Modification, Fire Resistance (5), Jammer, Directional (5),
Nonconductivity (5)

Full Body Armor

15

Electricity: +4, Fire: +5

Modifications: Chemical Seal, Fire Resistance (5), Nonconductivity
(4)

Gas Mask

+0

Helmet

+2

Modifications: Audio Enhancement (2), Flare Compensation, Select
Sound Filter (2), Thermographic Vision

Respirator (1)

+0

Melee & Other Weapons

Monofilament Whip	12P v -8	5 [7]	Reach: 2
Staff	6P	3 [6]	Reach: 2
Survival Knife	5P v -1	3 [5]	Reach: -
Unarmed Strike	3S	6 [5]	Reach: -

Matrix Devices

Renraku Sensei



Device Rating : 3

Data Processing : 3, Firewall: 3



Matrix Initiative : 7

Matrix DR : 6 (8 vs. Black IC)



Cyberware (Essence: 0.2)

Skilljack (Deltaware) (4)

Essence: 0.2

Programs (0/0): Jungle Survival: Knowledge Skill (4)

Bioware (Essence: 0.45)

Cerebral Booster (Deltaware) (3)

Essence: 0.3

Pain Editor (Deltaware)

Essence: 0.15

Gear (Cash: 410,563¥)

Binoculars (1)

Modifications: Vision Magnification, Electronic

Bracelet: Manipulation Spells (4)

Certified Credstick, Platinum

Certified Credstick, Silver

Dropped to Ground

Flashlight

Magical Lodge Materials (6)

Power Focus (3)

Power Focus (6)

Rating 8 (6)

(321x) Reagents, Raw (dram): Hermetic

Renraku Sensei

(4x) Stim Patch (6)

Survival Kit

Sustaining Focus: Manipulation Spells (2)

Contacts

Bob (Fixer)

Connection: 2 Loyalty: 1

Frederico Del Olmo (Pilot (Aztec))

Connection: 1 Loyalty: 1

Harlequin (Mage Trainer)

Connection: 1 Loyalty: 1

Hurricane (?)

Connection: 1 Loyalty: 1

Jackie (Bartender)

Connection: 1 Loyalty: 1

Ratings Unknown

Kerry (Reporter)

Connection: 1 Loyalty: 1

Sandii (Fixer)

Connection: 3 Loyalty: 1

Whiskers (Cat Shaman)

Connection: 3 Loyalty: 3

White Tiger (Decker)

Connection: 2 Loyalty: 3

In the Beginning - Dr. Jones

Date (game world): 2053/02/01

Date (real world): 2013/01/02

Karma Awarded: 20

Cash Awarded: 75,365¥

All the stuff up to Dragon Slaying - Dr. Jones

Date (game world): 2053/00/00

Date (real world): 2014/02/04

Karma Awarded: 67

Cash Awarded: 100,000¥

Fake Elves - Dr. Jones

Date (real world): 2014/06/09

Karma Awarded: 3

Cash Awarded: 39,201¥

Fake Elves Attack - Dr. Jones

Date (real world): 2014/06/16

Karma Awarded: 12

Cash Awarded: 0¥

Fake Elves Mission - Dr. Jones

Date (game world): 1024/00/00

Date (real world): 2014/07/28

Karma Awarded: 4

Cash Awarded: 0¥

Dragonhunt/Blackwing Death - Dr. Jones

Date (game world): 2053/11/25

Date (real world): 2014/10/27

Karma Awarded: 12

Cash Awarded: 80,000¥

Title - Dr. Jones

Date (real world): 2014/10/27

Karma Awarded: 30

Cash Awarded: 0¥

Monthly Expenses - Dr. Jones

Date (game world): 2054/02/00

Date (real world): 2014/11/03

Karma Awarded: 0

Cash Awarded: -16,800¥

Monthly Expenses Applied:

Married Life: 6000¥ x 2 = 12000¥

Shared: 2400¥ x 2 = 4800¥

(12 months) DocWagon Gold Contract: -2 months

Tiger - Dr. Jones

Date (game world): 2053/12/26

Date (real world): 2014/11/03

Karma Awarded : 4

Cash Awarded : 0¥

Germany - Dr. Jones

Date (game world): 2053/12/29

Date (real world): 2014/11/10

Karma Awarded : 3

Cash Awarded : 0¥

Train Ride - Dr. Jones

Date (real world): 2014/11/17

Karma Awarded : 4

Cash Awarded : 0¥

Have fun storming the Castle - Dr. Jones

Date (game world): 2053/31/29

Date (real world): 2014/12/02

Karma Awarded : 7

Cash Awarded : 0¥

Getting Tiger Better - Dr. Jones

Date (game world): 2054/03/01

Date (real world): 2014/12/29

Karma Awarded : 7

Cash Awarded : 27,500¥

Training - Dr. Jones

Date (game world): 2054/15/01

Date (real world): 2015/01/12

Karma Awarded : 0

Cash Awarded : -1,500¥

May I see the wine list? - Dr. Jones

Date (game world): 2054/16/01

Date (real world): 2015/01/12

Karma Awarded : 3

Cash Awarded : -28,990¥

The Great Return - Dr. Jones

Date (real world): 2015/07/13

Karma Awarded : 35

Cash Awarded : 30,086¥

Not the Smash and Grab - Dr. Jones

Date (real world): 2015/09/21

Karma Awarded : 28

Cash Awarded : 72,455¥

Truck Job - Dr. Jones

Date (game world): 2054/05/01

Date (real world): 2016/04/18

Karma Awarded: 17

Cash Awarded: 7,500¥

Snobby Elves - Dr. Jones

Date (game world): 2054/06/05

Date (real world): 2016/04/18

Karma Awarded: 16

Cash Awarded: 36,550¥

Mr. Ritter - Dr. Jones

Date (game world): 2054/09/05

Date (real world): 2016/06/06

Karma Awarded: 26

Cash Awarded: 107,600¥

Missing Girl - Dr. Jones

Date (real world): 2016/06/14

Karma Awarded: 25

Cash Awarded: 10,500¥

Stupid Park - Dr. Jones

Date (real world): 2016/10/18

Karma Awarded: 25

Cash Awarded: 9,500¥

Queens - Dr. Jones

Date (game world): 1906/20/00

Date (real world): 2016/11/15

Karma Awarded: 22

Cash Awarded: 40,000¥

Construction/Data Steal - Dr. Jones

Date (game world): 2055/07/11

Date (real world): 2016/11/29

Karma Awarded: 22

Cash Awarded: 49,500¥

South America - Dr. Jones

Date (game world): 2055/08/04

Date (real world): 2017/02/13

Karma Awarded: 16

Cash Awarded: 119,960¥

Loan to Teddy - Dr. Jones

Date (real world) : 2017/03/21

Karma Awarded : 0

Cash Awarded : -50,000¥

Monthly Expenses Applied:

(1 month) High Lifestyle: -1 month

(12 months) DocWagon Basic Contract: -1 month

Monthly Expenses - Dr. Jones

Date (real world) : 2017/03/27

Karma Awarded : 0

Cash Awarded : -33,120¥

Monthly Expenses Applied:

High Lifestyle: $6240¥ \times 3 = 18720¥$

(1 month) Wife: -1 months, $7200¥ \times 2 = 14400¥$

(11 months) DocWagon Basic Contract: -3 months