

STREETNAME: Lux Vale

STRENGTH

3

AGILITY

4

WILLPOWER

2

LOGIC

2

CHARISMA

3

EDGE

3

| SKILLS                 | RATING | +ATT.   | = DP | RR                                               |
|------------------------|--------|---------|------|--------------------------------------------------|
| Athletics              | 5      | STR     | 8    | <div><div></div><div></div><div></div></div>     |
| (parkour +2)           |        | AGI     | 11   | <div><div></div><div></div><div></div></div>     |
| Ranged Weapons         | 5      | AGI     | 9    | <div><div></div><div></div><div></div></div>     |
| (pistols +2)           |        | AGI     | 11   | <div><div></div><div></div><div></div></div>     |
| Stealth                | 5      | AGI     | 9    | <div><div></div><div></div><div></div></div>     |
| (physical sneaking +2) |        | AGI     | 11   | <div><div></div><div></div><div></div></div>     |
| (lockpicking +2)       |        | LOG/AGI | 9/11 | <div><div></div><div></div><div></div></div>     |
| Influence              | 5      | CHA     | 8    | <div><div></div><div></div><div></div></div> new |
| (etiquette +2)         |        | CHA     | 10   | <div><div></div><div></div><div></div></div>     |
| Network                | 5      | CHA     | 8    | <div><div></div><div></div><div></div></div> new |
| (government +2)        |        | CHA     | 10   | <div><div></div><div></div><div></div></div>     |
| (corporate, RR 1)      |        | CHA     | 8    | <div><div></div><div></div><div></div></div> new |
| Perception             | 3      | LOG     | 5    | <div><div></div><div></div><div></div></div>     |
| (physical +2)          |        | LOG     | 7    | <div><div></div><div></div><div></div></div>     |
| Electronics            | 1      | LOG     | 3    | <div><div></div><div></div><div></div></div> new |
| (security systems +2)  |        | LOG     | 5    | <div><div></div><div></div><div></div></div> new |
|                        |        |         |      | <div><div></div><div></div><div></div></div>     |
|                        |        |         |      | <div><div></div><div></div><div></div></div>     |
|                        |        |         |      | <div><div></div><div></div><div></div></div>     |

KNOWLEDGE SKILLS

| WEAPONS & SPELLS                                      | TYPE   |
|-------------------------------------------------------|--------|
| Unarmed DV 3 [OK/-/-]                                 | Weapon |
| Ruger Super Warhawk (heavy pistol) DV 6 [OK/OK/Dis.-] | Weapon |
|                                                       |        |
|                                                       |        |
|                                                       |        |
|                                                       |        |
|                                                       |        |
|                                                       |        |
|                                                       |        |

ESSENCE

5

WOUNDS

Cancelled hits (magic):

1

Cancelled hits (healing):

Social Disadvantage?

NUYEN

0¥

Thresholds

Light

Serious

Incap.

No armor

3

6

9

Main armor: Lined vest 3+1

7

10

13

Alternate armor:

Mental

3

6

9



KEYWORDS

Elf

Los Angeles / K-Town

Adept

The Director's son

High Lifestyle

DISPOSITIONS

I prioritize my appearance and wit over optimal tactical positioning.

I never refuse a high-stakes wager.

My father's name still opens doors, and I use it without shame.

Tell me I can't, and I'll finish the job just to watch your face.

CUES

There is absolutely no way I am crawling through that.

If we're stealing a vehicle, we're stealing a Eurocar.

I think I'm going to let them capture me. It's the fastest way inside.

I'd shoot back, but I'd have to put my glass down.

| RR | RISK LEVEL |         |         |          |
|----|------------|---------|---------|----------|
|    | LOW        | NORMAL  | HIGH    | EXTREME  |
| 0  | 1 die      | 2 dice  | 4 dice  | 6+ dice  |
| 1  | 3 dice     | 5 dice  | 7 dice  | 10+ dice |
| 2  | 5 dice     | 8 dice  | 11 dice | 13+ dice |
| 3  | 8 dice     | 12 dice | 15 dice | N/A      |

CYBERDECK:

Attack: \_\_\_\_\_ Firewall: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Damage      Light      Serious      Incap.  
                              

Thresholds    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

Min. Risk Dice (Cracking): \_\_\_\_\_

Cracking threshold increase: \_\_\_\_\_

VEHICLE / DRONE:

Type: \_\_\_\_\_

Pilot      Body      Handling      Speed      Armor  
\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Damage      Light      Serious      Incap.  
                              

Thresholds    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

VEHICLE / DRONE:

Type: \_\_\_\_\_

Pilot      Body      Handling      Speed      Armor  
\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Damage      Light      Serious      Incap.  
                              

Thresholds    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

VEHICLE / DRONE:

Type: \_\_\_\_\_

Pilot      Body      Handling      Speed      Armor  
\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Damage      Light      Serious      Incap.  
                              

Thresholds    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

SHADOW AMPS

ESSENCE    RATING

Awakened: Adept, astral perception      2

Cybernetic ears (cyberware): RR 1 Athletics (parkour), RR 1      1      5

Perception (physical)

Light-footed (adept power): RR 2 Stealth (physical sneaking)      5

Be one with the shot (adept power): RR 2 Ranged Weapons (pistols)      5

Reflexes boost (adept power): +1 Edge per action scene, no cap on      3

extra actions

Ruger Super Warhawk (equipment): DV 6, and no Risk Reduction on      1

purpose

Infiltration kit (equipment): RR 1 Stealth (lockpicking)      2

The Director, UCAS intelligence (contact): RR 1 Network      2

(government)

Mystic armor (adept power): +1 Armor against physical and astral      3      new

damage

Odell Prentiss, Belmar Association board (contact): RR 1 Network      2      new

(corporate)

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EQUIPMENT

Infiltration kit, Grapple launcher, Binoculars, Commlink with trodes, Fake SIN

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