

Burnout Combat Mage

“A whole lotta people got the wrong impression about combat mages. You ask your typical wageslave, and they’ll probably picture some weaboo dandelion eater with stupid tattoos and a hardon for flashy explosions chanting in Latin and waving a katana around like he can’t kill people with his mind. Real combat mages know that flashy explosions get you killed and that archaic nonsense don’t measure up to a good set of modern armor. Some of ‘em learn that the hard way.

“When the drek hits the fan, you don’t want the mage who can make the biggest lightshow and then pass out - you want the mage who can take a hit and then make everyone fall over. That’s me.”

Description: When you need a magical damage-dealer who can take the hits as well as hand them out, you call the combat mage. This archetype knows an impressive array of different ways to flatten people with his spells, and knows how to patch people up after a run too, with both a medkit and a healing spell. While this mage doesn’t have as much raw magical power as most other spellcasters because of augmentations, other spellcasters are more fragile because they don’t have armored metal legs.

Tactics: Keep your Increase Reflexes spell sustained on yourself through your focus unless you need to hide from astral watchers or go through a ward. If you can’t use Increase Reflexes, you can take Cram to get an extra Initiative Pass. Your “go-to” spirit should be a Force 3 Spirit of Man with the optional power of Innate Spell (Stunbolt); you might want a different spirit type for particular tasks or a higher-force spirit in difficult situations.

When you get into a fight, your default attack spell should be Force 6 Stunbolt. If you see a group of living targets, drop a Stunball on them instead. Against drones or vehicles, use a Flamethrower spell. Against groups of drones or vehicles, or to hit people around corners, use Blizzard (but be careful of the high drain!). Metal Wall can be used to cage in opponents who don’t have an effective way to break it, or to create blockades or cover an escape (but again, be careful of the high drain). You will need to Overcast frequently because of your low magic, but you do have 13 dice to soak Drain (15 for Blizzard and Metal Wall).

Remember to use First Aid *first*, and Heal second. You can’t Heal Drain, but you can use First Aid on it.

If you want to spend Edge on a test and are rolling 3 or more dice, you’re better off spending the edge after rolling to reroll failures.

Hooks: Where did you get your Power Focus from?

How did you get your cyberlegs? Did you lose your legs in an accident or combat, and need them replaced?

How did you get addicted to stimulants?

Where did you get your magical training from? Have you always lived on the streets? Maybe you used to work for a corporation or a military - why did you leave, or did you get kicked out instead?

Reference:

Starting Notoriety: 3

Tests: Composure 8, Judge Intentions 7, Memory 12

Damage Track: Physical 13, Stun 11

Armor: Ballistic 17, Impact 15

Initiative: 8/1 IP (10/3 IP with Force 3 Increase Reflexes through Sustaining Focus), 10/3 IP

Astral

Common Dice Pools:

Spellcasting: 17 for Combat spells, 15 for Health spells, 13 for other spells

Drain Resist: 13 (15 for Blizzard and Metal Wall)

Summoning: 10 for Man spirits, 8 for other spirits

Perception: Visual 9, Hearing 9, others 6

Assensing: 6

First Aid: 17

Infiltration: 10 (when using legs), 5 (when using average of all limbs), 2 (when using careful coordination involving arms or torso), +2 urban

Vehicles

Name	Speed	Acc.	Pilot	Body	Armor	Sens.	Resp.	Hand.	Passengers
Thundercloud	180	20/40	1	6	4	1	3	+1	1
Contrail									

BP Ability Value

Cost

25 Metatype: Dwarf

Thermographic Vision

+2 dice for Body Tests to resist Pathogens and Toxins

Qualities

15 Magician (Hermetic Tradition)

Drain: Willpower+Logic

Air, Fire, Water, Earth, Man

5 Restricted Gear (Power Focus)

5 Mentor Spirit (Dark Goddess)

+2 to Combat and Health spells

Must make a Composure (3) test to avoid escalating a conflict.

10 Biocompatibility (Cyberware)

-10% Essence on Cyberware (factored in)

- +10 Poor Self Control: Vindictive
Must make a Composure (2) test to resist paying back a slight.
- +10 Poor Self Control: Combat Monster
Must make a Composure (2) test to break away from a fight without killing or disabling all opponents.
- +5 Addiction (Betel, Mild)
- +5 Addiction (Stimulants, Mild)
- +5 Incompetence (Banishing)

Characteristics

0	Body	2*
0	Agility	1*
20	Reaction	3
0	Strength	3*
10	Charisma	2
40	Intuition	5
40	Logic	5(7)
40	Willpower	6
0	Edge	1
0	Essence	4
40	Magic	5(3)

*Due to cyberlegs, counts as Body 5, Agility 3, Strength 4 for most purposes (such as how much armor can be worn, or resisting damage). Counts as Agility 7 and Strength 6 for tasks involving only legs, such as running.

Skills

26	Spellcasting (Combat)	6(8)
16	Counterspelling	4
16	First Aid	4
6	Infiltration (Urban)	1(3)
6	Summoning (Man)	1(3)
4	Assensing	1
4	Exotic Range Weapon: Cyberguns	1
4	Hardware	1
4	Perception	1

Knowledge Skills

5	Magical Background	5
5	Magical Security Procedures	5
4	Parazoology	4
4	Magical Phenomena	4
4	Corporate Security Tactics	4

8 4 hobbies or languages at Rating 2; examples: Augmentations, Celebrity Gossip, Chemistry, Firearms, Gang Identification, Gang Turf, Music, Radical Groups, Underworld Politics, Urban Brawl, any real-world language, Sperethiel, Or'zet

Languages

N English

36 Spells: Stunbolt, Stunball, Flamethrower, Blizzard (requires Fetish), Extended Detect Enemies, Heal, Increase Reflexes, Detox, Physical Mask, Levitate, Metal Wall (requires Fetish), Fix

7 Foci Bonding

6 Contact: Laurent Nazaire, Male Dwarf Fixer (C5/L1)

 Specialties: Parazoology, Security Procedures, Seattle Shadow Scene

 Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

50 Gear

Magical Gear (130500):

 Force 4 Power Focus (100000)

 Force 3 Sustaining Focus (30000)

 Combat Fetish (200)

 Manipulation Fetish (300)

Drugs (935):

 Betameth x1 (20)

 Cram x1 (10)

 Betel x5 (5)

 Psyche x2 (400)

 Overdrive x3 (450)

 Nitro x1 (50)

Armor (12870):

 Form Fitting Body Armor (1600) (6/2, counts 3/1 for encumbrance)

 Chemical Protection 6 (1500)

 SecureTech PPP System Shin Guards (150) (0/1)

 SecureTech PPP System Vitals Protector (200) (1/1)

 SecureTech PPP System Forearm Guards (200) (0/1)

 Urban Explorer Jumpsuit (500) (6/6)

 Nonconductivity 6 (1200)

 Clothing [Poncho] (20) (0/0)

 Ruthenium Coating (7500)

Commlinks (800)

 MetaLink with Vector Xim (300)

Runs in Public Mode broadcasting fake SIN, not used for shadowrunning

CMT Clip with Vector Xim (500)

Runs in Hidden Mode, used for shadowrunning persona and running gear.

Fake Documents (4200)

Rating 3 Fake SIN (3000)

Rating 3 Fake License (Carry Foci) (300)

Rating 3 Fake License (Augmentation) (300)

Rating 3 Fake License (Driver's) (300)

Rating 3 Fake License (Practice Magic) (300)

Note: Combat spells are Forbidden; you are not licensed to know or use them.

Sensory Gear (3695)

Note: remember that you can only target spells with your regular vision, Thermographic vision, and Astral Perception.

Note: for the purposes of Tacnets, you have Normal Vision (simrig), Normal Hearing (simrig), Normal Olfactory (simrig), Natural Thermographic Vision (simrig), Spatial Recognizer (earbuds), Laser Rangefinder (microsensor), Motion Sensor (microsensor), Thermometric (microsensor), Ultrasound (glasses) for 9 senses.

Earbuds rating 2 with skinlink (70)

Audio Enhancement 3 (300)

Spatial Recognizer (100)

Simrig (1000)

Microsensor with Laser Rangefinder, skinlinked (150)

Microsensor with Motion Sensor, skinlinked (100)

Microsensor with Radio Signal Scanner 6, skinlinked (200)

Glasses Rating 4 with Skinlink (150)

Vision Enhancement 3 (300)

Ultrasound (1000)

Image Link (25)

Contact Lenses Rating 2 with Skinlink (150)

Flare Compensation (50)

Vision Magnification (100)

Equipment (600):

Rating 6 Medkit (600)

Lifestyle (2000):

1 month low lifestyle (2000)

Vehicles (5500):

Thundercloud Contrail (5000)

Metahuman Adjustment (Dwarf) (500)

(1.8) Cyberware (68900):

(.9) Obvious Left Cyberleg, Customized for +3 Body, +1 Agility (21000)

+3 Body Enhancement (600)

+3 Agility Enhancement (750)

+3 Strength Enhancement (750)

+2 Armor Enhancement (600)

(.9) Obvious Right Cyberleg, Customized for +4 Body, +1 Agility (22500)

+3 Body Enhancement (600)

+3 Agility Enhancement (750)

+3 Strength Enhancement (750)

+2 Armor Enhancement (600)

Nanohive Rating 2 (20000)

(.2) Bioware (20000):

(.4) Cerebral Boosters 2 (20000)

Suggested Purchases:

Remember that appropriate contacts can purchase one piece of gear for you between each pair of missions, marked up by 10% if the Availability is at most 4 times their Connection rating, plus 5% extra markup per additional point of Availability. You might also ask (or pay) another PC with a high Negotiation skill to help you.

High priority:

[Availability 15, 900Y each] Upgrade the Armor Enhancement in both legs to 3

You can sell the old parts for 360Y.

[Availability 10, 15000Y] Purchase Rating 3 Neocortical Nanites

[20 karma] Increase Magic to 4

Nuyen Only:

[Availability 16R, 2000Y] Purchase a Cyber Machine Pistol for the left leg

[Availability 6R, 400Y] Mod Machine Pistol with Gas Vent 3

Installation Threshold 8, requires Shop; you may be able to pay another PC to help you, or you can pay an NPC to do this in 8 hours over 1 day for 800Y. If you have acquired a contact with Armorer, you get a discount of Loyalty*10% on this.

[Availability 4R, 300Y] Mod Machine Pistol with Firing Selection Change: FA

Installation Threshold 10, requires Shop; you may be able to pay another PC to help you, or you can pay an NPC to do this in 10 hours over 2 days for 1000Y. If you have acquired a contact with Armorer, you get a discount of Loyalty*10% on this.

[Availability -, 50Y] Mod Machine Pistol with Metahuman Customization (Dwarf)

Installation Threshold 8, requires Shop; you may be able to pay another PC to help you, or you can pay an NPC to do this in 8 hours over 1 day for 800Y. If you have acquired a contact with Armorer, you get a discount of Loyalty*10% on this.

[Availability 10R, 1000Y] Mod Machine Pistol with Electronic Firing

Installation Threshold 16, requires Facility; you may be able to pay another PC to help you, or you can pay an NPC to do this in 16 hours over 2 days for 1600Y. If you have acquired a contact with Armorer, you get a discount of Loyalty*10% on this.

[Availability 16F, 350Y] Purchase 50 APDS Machine Pistol Rounds

[Availability 12F, 500Y] Purchase 50 Ex-explosive Machine Pistol Rounds

[Availability 5R, 400Y] Purchase 50 Stick-n-shock Machine Pistol Rounds

[Availability 4, 75Y] Purchase 25 Capsule Machine Pistol Rounds

[Availability 3, 250Y] Purchase 25 Doses of DMSO

[Availability 14F, 500Y] Purchase 25 Doses of Gamma-Scopolamine

Note: Mix the DMSO with Gamma-scopolamine and put it in the Capsule Machine Pistol Rounds

[Availability 10R, 4000Y] Purchase a Foot Anchor for the right leg

Note: together, this gives Recoil Compensation of 1 (inherent to gun) + 3 (gas vent) + 1 (electronic firing) + 1 (strength 6)

+ 1 (foot anchor) = 7, allowing for either two short bursts at no penalty, a long burst and a single shot with no penalty, a long burst and a short burst with a -1 on the second burst, or a full burst with -2.

[Availability 20R, 1925Y] Purchase new Rating 4 Glasses with Vision Enhancement 3, Ultrasound, Image Link, Low-Light, and Smartlink

Note: move your Skinlink over from your old glasses. You can sell them for 535Y.

[Availability 12, 22500Y] Purchase Rating 9 Universal Nantidote Nanites

Karma and Nuyen:

[Availability 24R, 12 karma, Force 6 Health Sustaining Focus 60000Y]

Note: you should also learn the Increase Reaction spell (see below) to use this with.

Karma Only:

[2 karma] Specialize Perception in Visual

[2 karma] Specialize Automatics in Machine Pistols

Note: you should wait until you have the Cyber Machine Pistol (see above) to learn this.

[5 karma] Learn the Increase Reaction spell

Note: you should also acquire a new Sustaining Focus (see above) to use this with.

[4/10/18/28/40 total karma] Increase Infiltration to 2/3/4/5/6

[4/10/18/28/40 total karma] Increase Hardware to 2/3/4/5/6

[4/10/18/28/40 total karma] Increase Perception to 2/3/4/5/6

[4/10/18/28/40 total karma] Increase Assensing to 2/3/4/5/6

[10/22 total karma] Increase First Aid to 5/6

[10/25/45/70/100 total karma] Increase Edge to 2/3/4/5/6

[varies] Look into joining a magical group and initiating.

Useful metamagics include (but are not limited to) Centering, Shielding, Masking, Extended Masking. You would need to learn Arcana to join a magical group. The Familiar (if you also learn Binding), Geasa, Oath, Sacrifice, and Thesis/Masterpiece tasks are initiatory rituals allowed in Missions that you might be able to complete. See Street Magic for full explanations.

Spell and Special Ability Reference:

Stunbolt

Combat School Properties: Direct, Area

Mana Spell LOS Range Instant Duration Stun Damage

Drain Force/2 - 1 (round down)

Stunball

Combat School Properties: Direct, Area

Mana Spell LOS(A) Range Instant Duration Stun Damage

Drain Force/2 + 1 (round down)

These spells channel magical energy directly into the target, causing Stun damage. They are often referred to as “sleep” spells because they can render targets unconscious. Stunbolt affects a single target. Stunball is an area spell.

Flamethrower

Combat School Properties: Indirect, Elemental

Physical Spell LOS Range Instant Duration Physical Damage

Drain Force/2 + 2 (round down)

This spell creates an explosion of flames that flash into existence and scorches the target. This spell deals Fire damage. These flames burn out after striking the target, but their secondary effects may ignite flammable materials that will continue to burn after the spell is exhausted. Flamethrower is a single target spell.

Fire Damage: Treat Fire damage as Physical damage, but Impact armor only protects against it with half its value (round up). The fire resistance armor upgrade (p. 327) adds its full rating to the armor value.

Objects hit by a Fire damage attack are at risk of catching fire. Make a damage resistance test using the item's Armor x 2 (see Barriers p. 166), or just Armor if they are vulnerable to the effect (flammable material vs. fire, for example). The gamemaster should use her discretion as to which objects in the area are worth rolling a test for; most effects can simply be improvised. The gamemaster also decides which items have caught on fire and will continue to burn—as a rule of thumb, any item with a (modified) Armor rating less than the Fire DV has caught fire.

If an object is on fire, note the original Fire DV inflicted—this is the Fire damage rating.

At

the end of each subsequent Combat Turn, the gamemaster decides whether the fire has grown, shrunk, or stayed the same, depending on the item's flammability, efforts to put the fire out, environmental conditions, etc.; adjust the Fire damage rating accordingly. If the rating is reduced to 0, the flames are put out. In any other case, make another damage resistance test against DV equal to the adjusted Fire damage rating. Continue in this way until the fire diminishes (nothing burns forever—but the fire may also spread to nearby items).

The exact secondary effects of Fire damage on items are determined by the gamemaster. Wood and paper are likely to be consumed; common plastics and fabrics melt; while fire-resistant fabrics and metals scorch but otherwise remain unharmed by normal flames. Damaged electronics may short-circuit and cease to function while weapons lose their integrity and are likely to misfire or fracture. Ammunition and explosives may explode.

Blizzard (requires Fetish)

Combat School	Properties: Indirect, Elemental, Area		
Physical Spell	LOS(A) Range	Instant Duration	Physical Damage
Drain Force/2 + 5 (round down)			

This spell creates an explosion of ice that flashes into existence and freezes the target area. This spell deals Ice damage. Blizzard is an area effect spell.

Ice Damage: Attacks with the Ice effect cover the target with a slick coating of frozen water. Treat the Ice effect as Cold damage (p. 154, SR4), except that objects or terrain affected will be encrusted with ice. Anyone trying to cross an icy surface may need to succeed in an Agility + Reaction Test to avoid slipping (with a threshold equal to the attack's net hits); vehicles must make a Crash Test (p. 159, SR4). Depending on the local temperature, ice may melt quickly.

Cold Damage: Cold damage is treated as Physical damage and resisted with half Impact armor (rounded up). The insulation armor upgrade (p. 327) adds its full rating to the

armor value. Note that while electronics generally fare fine against cold, other gear may be damaged as liquid components freeze, lubricants gum up, and other parts become brittle.

Extended Detect Enemies

Detection School Properties: Active, Extended Area
Mana Spell Touch Range Sustained Duration
Drain: Force/2 + 3 (round down)

The subject can detect living targets within range who have hostile intentions toward him. The spell does not detect traps (since they are not alive), nor can it detect someone about to shoot into a crowd at random (the hostility is not directed at the subject of the spell). The spell can detect targets preparing an ambush or other surprise attack.

Heal

Health School Properties:
Mana Spell Touch Range Permanent Duration
Drain: Damage Value - 2

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 (hits can be split between healing and reducing time as the caster desires). A character can only be magically healed once for any single set of injuries.

Increase Reflexes

Health School Properties:
Physical Spell Touch Range Sustained Duration
Drain: Force/2 + 2 (round down)

This spell increases the reflexes (Initiative and Initiative Passes) of a voluntary subject. Each level of increase adds +1 Initiative and +1 Initiative Pass. The caster must achieve a certain threshold for each level:

Threshold 2: +1 Initiative, + 1 Initiative Pass

Threshold 3: +2 Initiative, + 2 Initiative Passes

Threshold 4 (max.): +3 Initiative, + 3 Initiative Passes

A character can only be affected by a single Increase Reflexes spell at a time; the maximum IPs any character can have is 4.

Detox

Health School Properties:
Mana Spell Touch Range Permanent Duration
Drain: (Toxin DV) - 4. Note that street drugs are typically treated as DV 6 for this purpose.

Detox relieves the side effects of a drug or poison. The Force of the spell must equal or exceed the toxin's base DV. A single net hit is sufficient to eliminate all symptoms. Detox does not heal or prevent damage done by toxins, but it eliminates any side effects they may have on

the victim (dizziness, hallucinations, nausea, pain, and so forth). Detox is the hangover cure of choice among those who can afford it.

Physical Mask

Illusion School Properties: Realistic, Multi-Sense
Physical Spell Touch Range Sustained Duration
Drain: Force/2 + 1 (round down)

The Physical Mask spell requires the caster to touch the subject. The subject assumes a different physical appearance (of the same basic size and shape) chosen by the caster. This alters the subject's voice, scent, and other physical characteristics as well. Anyone who might see through the disguise must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Physical Mask creates an illusion that affects technological sensors as well as the minds of viewers.

Levitate

Manipulation School Properties: Physical
Physical Spell LOS Range Sustained Duration
Drain: Force/2 + 1 (round down)

Levitate allows the caster to telekinetically lift a person or object and move it around. The caster must achieve a threshold on the Spellcasting Test equal to 1 per 200 kg of the subject's mass. The subject of the spell can be moved anywhere in the caster's line of sight at a Movement rate equal to the spell's Force x net Spellcasting hits in meters per turn. Objects flung into other things should be handled as a Ranged Attack Test (see *Fling*), inflicting a number of boxes of Stun damage as decided by the gamemaster (especially sharp or dangerous objects may do Physical damage at the gamemaster's discretion).

Metal Wall (requires Fetish)

Manipulation School Properties: Environmental, Area
Physical Spell LOS(A) Range Sustained Duration
Drain: Force/2 + 5 (round down)

This spell creates a wall composed of Metal. This wall has a height and length up to the spell's Force in meters, or it can be crafted as a dome with a radius and height equal to half the force in meters. The width of the wall can be up to one meter. The caster may adjust this size as he would adjust any area effect radius (see p. 173, *SR4*).

Anyone coming into the wall suffers special Metal damage with a DV equal to the spell's Force. This wall has an Armor and Structure rating equal to the caster's Spellcasting hits.

Metal Damage: The Metal elemental effect damages the target with small metallic (iron) fragments and shrapnel. This attack is similar to flechette ammunition: increase the DV by +2, but the attacker suffers a +2 AP penalty against Impact armor. Metal damage attacks are resisted with Impact armor. As a secondary effect, Metal damage may shred some easily cut materials like cheap fabric.

Fix

Manipulation School Properties: Physical

Physical Spell Touch Range Permanent Duration

Drain: $\text{Force}/2 + 1$ (round down)

The Fix spell repairs damage to non-living materials, including drones and vehicles. The caster must touch the object and must achieve enough hits to beat the item's Object Resistance threshold (p. 174, *SR4*). Fix can repair any item with a weight equal to the Force x the spellcaster's hits in kilograms or less. It can only repair broken items when all the pieces are present. Each hit scored repairs 1 point of Structure rating or one box of damage. the Fix spell can only be used once to repair any set of damage.

Change Log: Changed "Automatics" to "Exotic Range Weapon: Cyberguns" to reflect the skill used to fire a Cyber Machine Pistol.

3/22/2012: The price on the microsensor with Radio Signal Scanner was wrong and 30Y too low. Removed the extra nuyen from drugs (-1 cram, -1 betameth).

6/18/12: Customizations on legs were higher than paid for. Fixed this.

7/6/2012: Ultrasound is Capacity 2, not 1, per the *SR4A* Changes Document. Added 1 capacity to glasses, fiddled with drugs to compensate.