

Elf (Banshee) Gunslinger Adept

Concept and Background:

Former bodyguard who was infected when he stepped in to protect his client. Struggling with the need to kill for his survival, he began targeting human traffickers, organised crime leaders and similar metahuman monsters.

Priorities:

A: Attributes (24)
B: Skills (24)
C: Metatype (Elf, 9)
D: Magic(Adept, 1)
E: Resources (8,000)

Attributes:

Body 4
Agility 8 (12)
Reaction 6
Strength 3
Willpower 4
Logic 2
Intuition 5
Charisma 7
Edge 2
Magic 6 (1)

Skills:

Active: -25

Firearms 6 (Heavy Pistols +2) -5
Close Combat 5 (Blades +2) -5
Influence 4 (6) (Intimidation +2) -5
Con 4
Perception 2
Stealth 3
Athletics 1 -5
Piloting 1 -5

Knowledge and Languages:

English (N)

Gun Brands
Organised Crime

Magic:

Adept Powers

Improved Physical Attribute (Agility, 4) 4.0
Vocal Control 0.5
Wall Running 0.5
Improved Ability (Influence, 2) 1.0

Note: At the start of the game, and until Essence Drain has been used to increase Essence, only one point of "Improved Physical Attribute (Agility)" is active.

Gear: 33,490 (-13)

Weapons 1,520

2 * Nemesis Arms Praetorian II 1,000
 4 * Spare Clip 20
 2 * Quick-Draw Holster 350
 50 Regular Ammo 50
 50 Stick-n-Shock Ammo 100

Armor 900

Lined Coat 900

Identity and Lifestyle 14,300

Fake SIN (4) 10,000
 Fake License (Guns, 4) 800
 Fake License (Adept, 4) 800

Gold Certified Credstick 100

Low Lifestyle 2,600

Other Mundane 4,770

Sony Emperor 700
 Sim module 100
 Trodes 70
 Mapsoft (Seattle) 100

Bug Scanner 200
Tag Eraser 450

Glasses (4) 400
Smartlink 2,000
Thermographic Vision 500
Flare Compensation 250

Vehicles 12,000

Suzuki Mirage 12,000

Qualities: -10

Infected (Banshee) -32
Ambidextrous -4

Honorbound (only kill the guilty) +10
Simsense Vertigo +6
Low Pain Tolerance +10

Low-Light Vision

Dual Natured

Essence Drain

Immunity (Age)

Infection

Natural Weapon (Bite, DV 3P, AR 9, Infection)

Sapience

+2 Base movement rate

1 Initiative Die

Enhanced Senses (Hearing)

Allergy (Sunlight, Severe)

Dietary Requirement (Metahuman Blood)

Essence Loss

Vulnerability (Silver)

Vulnerability (Wood)

Contacts:

Pinball (Ork Fixer, Conn 5, Loy 3)
Romeo (Elf Arms Dealer, Conn 5, Loy 2)
Starfall (Human Talismonger, Conn 4, Loy 3)
Sidewinder (Troll Headhunter, Conn 4, Loy 4)
Summer Stewart (Human DA, Conn 6, Loy 2)
Giulio Tufo (Human Mafia Capo, Conn 3, Loy 1)

Final Calculations:

Starting Nuyen: 510

Starting Karma: 2
Essence: 1/6