

Dr. Monsignor

Attributes:

Body 2/6
Agility 2/7
Reaction 2/6
Strength 2/6
Willpower 6/6
Logic 3/6
Intuition 3/6
Charisma 8/8
Edge 4/6
Essence: 6
Magic: 6

Metatype: Elf
Sex: Male
Age: 64
Height: 6'2"
Weight: 146lbs.
Hair: Brown
Eyes: Blue



Special Values:

Magician with Tradition: Vodou (SG Page 50)
Initiate Grade: 5
Channeling (SG Page 148)
Masking (Page 326)
Invocation [Art] (SG Page 147)
Flexible Signature (Page 325)
Centering [Enlightening Conversation] (Page 325)
Possession Tradition
Drain Resist (Charisma + Willpower): 14 [+5 Centering]
Spirits are page 304 (Water, Man) and SG page 193 (Guardian, Guidance, Task)

Base Initiative (Reaction + Intuition): 5 + 1d6

Movement (Agility): 4m / Turn Walk, 8m / Turn Run

Composure (Charisma + Willpower): 14

Judge Intentions (Charisma + Intuition): 11

Lifting Strength (Body + Strength): 4

Unencumbered Lifting / Carrying (Strength): 30 kgs Lift, 10kgs Lift Over Head, 20 kgs Carry

Memory (Logic + Willpower): 9

Limits:

Mental ([Logic X2 + Intuition + Willpower]/3): 5

Physical ([Strength X2 + Body + Reaction]/3): 3

Social ([Charisma X2 + Willpower + Essence]/3): 10

Astral = Mental or Social: 10

Stun Damage Boxes (Willpower/2 +8): 11

Physical Damage Boxes (Body/2 + 8): 9

Qualities:

Positive:

Focused Concentration (Level 4, Page 74)

Inspired (Performance, RF Page 147)
Speed Reading (RF Page 149)
Spirit Affinity (Spirit of Man, Page 77)
Spirit Whisperer (RF Page 150)

Negative:

Code of Honor (Rules further down, Page 79)
Creature of Comfort (Middle, RF Page 153)
Distinctive Style (Page 80)
Experimental Subject (RunnerHub Unique, see Motion for details)
National SIN (Italian Confederation, Page 84)

Skills:

Knowledge Skills:

Academic Thaumatology (Academic, Logic): 4 (Spec: Catholicism)
History (Interest, Intuition): 1
International Politics (Professional, Logic): 1 (Spec: Vatican)
Knight Errant (Interest, Intuition): 1
Language: English, Fluent
Language: French (Intuition): 1
Language: Italian (Intuition): 3
Seattle Landmarks and Locations (Street, Intuition): 1
Pueblo Culture (Interest, Intuition): 1

Skills:

Alchemy (Magic): 1
Arcana (Logic): 2
Astral Combat (Willpower): 3
Assensing (Intuition): 6 (Spec: Aura Reading)
Binding (Magic): 6 (Spec: Spirits of Man)
Con (Charisma): 1
Counterspelling (Magic): 6
Escape Artist (Agility): 1
Etiquette (Charisma): 6
First Aid (Logic): 2
Free Fall (Body): 2
Gymnastics (Agility): 1
Impersonation (Charisma): 1
Intimidation (Charisma): 1
Leadership (Charisma): 6
Negotiation (Charisma): 6 (Spec: Diplomacy)
Perception (Intuition): 2 (Spec: Visual)
Performance (Charisma): 6 (+1 Inspired Quality) (Spec: Acting)
Pilot Ground Craft (Reaction): 1
Pistols (Agility): 1 (Spec: Tasers)
Ritual Spellcasting (Magic): 3
Sneaking (Agility): 2
Spellcasting (Magic): 6 (Spec: Health)

Summoning (Magic): 7 (Spec: Spirits of Man)
Swimming (Strength): 1
All other active skills, see Page 151.

Spells:

Note: * Means Spell Casts With Fetish

Combat:

Stunball* (Page 285)
Non-lethal attack spell: Mana, LoS AoE, Hits Stun Damage, Force-2 Drain.

Detection:

Analyze Truth* (Page 286)
Magic lie detector: Mana, Touch, Sustain Duration, Force - 4 Drain.

Health:

Heal* (Page 288)
Heal physical damage: Mana, Touch, Hits Damage Healed*, Force - 6 Drain.
Increase [Agility]* (Page 288)
Requires Force > Aug Agility: Physical, Touch, Sustain Duration, Force - 5 Drain.
Increase Reflexes* (Page 288)
+ Init: Physical, Touch, Sustain Duration, Init + Hits * (1 + .5d6), Force - 2 Drain.

Illusion:

Improved Invisibility* (Page 291)
Affects people and machines: Physical, LoS, Sustain Duration, Force - 3 Drain.
Stealth* (Page 292)
Target moves silently: Physical, LoS, Sustain Duration, Force - 4 Drain.

Manipulation:

Control Thoughts (Page 293)
Order with simple action: Mana, LoS, Sustain Duration, Force - 1 Drain.
Influence* (Page 293)
Implant single suggestion: Mana, LoS, Force - 3 Drain.
Physical Barrier* (Page 294)
Summon wall: Physical, LoS AoE, Sustain Duration, Force - 3 Drain.

Rituals:

Create Ally Spirit (SG Page 127)
Create Great Form Spirit (SG Page 136)
Organic Vessel Preparation (SG Page 135)

Current Bound Spirits:

François Villon: Force 6 Spirit of Man, Great Form Spirit Rating 6
Op Powers: Innate Spell (Improved Invisibility), Innate Spell (Increase Reflexes), & Movement.
Great Form Powers: Astral Gateway, Endowment, Magical Guard.
10 Favors Remaining.

Tocho Rio Grande: Force 6 Guidance Spirit, Great Form Spirit Rating 6
Op Powers: Enhanced Sense (Low Light), Fear, Influence.
Great Form Powers: Astral Gateway, Endowment, Psychometry Metamagic.
9 Favors Remaining.

The Rock: Force 7 Guardian Spirit, Great Form Spirit Rating 6

Op Powers: Skill (Automatics), Skill (Heavy Weapons), & Skill (Longarms).

Great Form Powers: Astral Gateway, Endowment, Shielding Metamagic.

7 Favors Remaining.

Equipment:

Lifestyle: Middle (Secure) in Bellevue, Seattle (6000N / Month, Page 95)

Safe House: [The Royal Hotel](#) (550N / Month, Suspended)

Magic:

Power Foci (Force 6, Page 319 / 461)

Magical Lodge (Force 10, Page 461)

Mystic Cuff (Attuned to the Doctor, Rating 8, SG Page 217)

Fetish (In Use), Quantity 9 (SG Page 217)

Vodou Reagents, Quantity 182 (Page 317)

Astral Powder, Quantity 3 (SG Page 217)

Identification:

Legitimate SIN, Italian Confederation National

Legitimate Driver's License

Legitimate Mage License

Fake SIN ("Peter Trastamara", Italian Confederation, Rating 6, Page 443)

Fake Mage License (Rating 6, Page 443)

Fake Magical Equipment License (Rating 6, Page 443)

Fake Bounty Hunter License (Rating 6, Page 443)

Fake Armor License (Rating 6, Page 443)

Fake First Aid Certification (Rating 6, Page 443)

Fake Driver's License (Rating 6, Page 443)

Fake SIN ("Peter Iberia", Italian Confederation, Rating 4, Page 443)

Fake Mage License (Rating 4, Page 443)

Fake Magical Equipment License (Rating 4, Page 443)

Fake Driver's License (Rating 4, Page 443)

Weapons and Armor:

Yamaha Pulsar, Wireless (Page 425)

Top Mount: Imaging Scope (Page 432)

Capacity 1: Low-Light Vision (Page 444)

Capacity 2 & 3: Vision Enhancement, Wireless (Level 2)

Armante Suit, Wireless (8 Armor, Capacity 4, R&G Page 57)

(When worn: Social limit +2, Social dice pool +1)

Murder Armor (13 Armor, Capacity 6, R&G Page 72)

(When worn: Can fake death at -5 Interrupt)

Gorepack, Quantity 10 (R&G Page 72)

YNT Softweave Armor (Double armor base cost, 150% capacity, R&G Page 84)

Capacity 1 & 2: Auto-Injector (R&G Page 84)

Capacity 3 & 4: Thermal Damping, Wireless (Rating 2, Page 438)

Ballistic Mask (2 Armor, Custom, Capacity 8, R&G Page 74)

(When worn: +2 Social Limit on Intimidate tests)
(When worn: Bears a *striking* resemblance to a certain trideo star.)
Capacity 1 & 2: Gas Mask, Wireless (Page 449 / R&G Page 87)
Capacity 3: Ultrasound Sensor (Page 446 / R&G Page 87)
Capacity 4 & 5: Trodes (Page 440)
Ear Buds (Capacity 3, Page 445)
Capacity 1 - 3: Select Sound Filter Rating 3 (Page 445)

Enabling Equipment:

Renraku Sensei (Page 439)
Meta Link Commlink, Quantity 2 (Page 439)
Electronic Paper, Quantity 5 (Page 440)
Binoculars, Optical (Page 443)
MD-3X Autoinjection Gun (B&B Page 23)
Headjammer (Rating 6, Page 441)
Containment Manacles, Quantity 2 (Page 447)
Magecuff (SG Page 217)
Ford Americar (Page 463)

Drugs and Medication:

DocWagon Contract, Basic (5000N / Year, Page 450)
Biomonitor, Wireless (Page 450)
Medkit, Wireless (Rating 3, Page 450)
Medkit, Wireless (Rating 6, Page 450)
Narcoject, Quantity 30 (Page 410)
Rocuronium, Quantity 30 (B&B Page 20)
Stim Patch, Quantity 10 (Rating 3, Page 451)
Stim Patch, Quantity 10 (Rating 6, Page 451)
Trauma Patch, Wireless, Quantity 3 (Page 451)

Current Money: 27,301N

Current Karma: 67

Total Karma Earned: 257

Current Street Cred: 25 (Karma) + 7 (Bonus)

Character Run Record:

Earth Angel (11/2/2014): +7 Karma, +4000N Net, +1 Cred, Gained Ford Americar, Gained Rizzo Contact
Post-Run: Bought Fake Driver's License (Rating 4), Traded 6000N for 3 Karma, Bought Edge Rating 2

The Comeback King (11/9/2014): +6 Karma, +30,000N, +1 Cred, Gained John Contact
Post Run: Traded 10,000N for 5 Karma, Bought Body Rating 2

Special: The Quick And The Re-Dead (11/12/2014): +3 Karma, Gained custom ballistic mask with gas mask and ultrasound sensor modifications.

Get The Frag Down There! (11/12/2014): +7 Karma, +8000N
Post Run: Bought Reaction Rating 2, Spent reagents to bind François Villon.

Code Blue (11/13/2014): +5 Karma, +12,375N Net (Paid 1500N to other runners), Gained Beat Cop Steve, Nadia, and Julio as contacts.

Post Run: Bought Horizon Flying Eye for Creed.

Requisition Order (11/17/2014): +4 Karma, +23,000N Net (Repaired Americar for 2000N)

Post Run: Traded 10,000N for 5 Karma, Bought Fake Power Foci License (Rating 4), Bought Strength Rating 2, Bought Pilot Ground Craft Rating 1, Bought Ritual Spellcasting Rating 1, Bought Knowledge of Seattle Locations and Landmarks Rating 1

All Good Things Part 1 (11/29/2014): +3 Karma, +5000N

Post Run: Traded 4000N for 2 Karma, Upgraded Power Foci to Force 4.

Lifestyle (December): -1800N, Lifestyle upgraded to Middle (Secure) in Bellevue

Bonds of Friendship [GM] (12/2/2014): +10 Karma

Post Run: Bonded to Power Foci

Slaying Dragons (12/3/2014): +2 Karma, +1000N

Dance The Night Away (12/3/2014): +8 Karma, +20,000N

Post Run: Traded 10,000N for 5 Karma, Bought Perception Rating 2, Bought Sneaking Rating 2, Bought Swimming Rating 1

All Good Things Part 2 (12/4/2014): +6 Karma, +7500N, +1 Cred

Post Run: Traded 6000N for 3 Karma, Bought Gymnastics Rating 1, Bought Visual Perception Specialization, Bought Armand Da Costa Contact, Bought Kyoko Kayashi contact, Updated funds to reflect SIN fees

Initiation Grade 1 (12/8/2014): -13 Karma

All Good Things Part 3 (12/11/2014): +8 Karma, +4250N

Post Run: Learned Organic Vessel Preparation ritual, Bought Arcana Rating 1, Bought Knowledge of Knight Errant Rating 1

Seasons Beatings (12/16/2014): +8 Karma, +6675N

Post Run: Learned Create Ally Spirit ritual

One Good Deed [GM] (12/18/2014): +10 Karma

Post Run: Bought Royal Hotel Contact

Christmas Contest [Participant] (12/26/2014): +5 Karma

The Boar's Head Carol (12/30/2014): +8 Karma (+2 Bonus), +12,750N, Gained Dr. Sky as contact

Post Run: Traded 10,000N for 5 Karma, Bought Logic Rating 3

Lifestyle (January): -6550N

Marko Initiation [GM] (1/3/2015): +5 Karma

Salish Science Showdown (1/5/2015): +3 Karma, 4250N, Improved Dr. Sky contact
Post Run: Traded 4000N for 2 Karma, Bought First Aid Rating 1, Bought Knowledge of History Rating 1

Dunkelzahn: The Musical [Voice Actor] (1/9/2015): +10 Karma

High Voltage (1/14/2015): +5 Karma, 13,600N (Paid 4000N to Ivan), Gained Ivan contact
Post Run: Traded 10,000N for 5 Karma, Bought Edge Rating 3

Bunraku (1/15/2015): +3 Karma, 16,000N
Post Run: Traded 10,000N for 5 Karma

Initiation Grade 2 (1/16/2015): -16 Karma

Hellfire Verbosity Edition [Singer] (1/18/2015): +1 Karma

TopShop Initiation [GM] (1/23/2015): +5 Karma
Post Run: Gained Inspired, Speed Reading, Spirit Whisperer, and Creature of Comfort Qualities, Purchased Fake SIN (Rating 6) and Licenses (Rating 6) from Kyoko

Poker Night 2 (1/28/2015): +1715N

Insurance Policy [GM] (1/29/2015): +10 Karma

Akuly Solo Run [GM] (1/30/15): +5 Karma

Lifestyle (February): -6550N

Follow the Buzzards (2/5/2015): +6 Karma, +6375N (Paid 50N Tip, Can Get +7500N for AAR)
Post Run: Traded 6000N for 3 Karma, Bought Knowledge of French Rating 1

Mon Petit Chou Fleur (2/10/2015): +6 Karma, +11900N, +1 Cred
Post Run: Traded 10000N for 5 Karma

TopShop Solo Run [GM] (2/14/2015): +5 Karma
Post Run: Bought Influence Skill Group Rating 6, Bought Diplomacy Negotiation Specialization

If There's Anything That You Want [GM] (2/15/2015): +15 Karma
Post Run: Bought Escape Artist Rating 1, Free Fall Rating 1, Impersonation Rating 1, Intimidation Rating 1

Dig Two Graves (2/19/2015): +10 Karma

Uncia Solo Run [GM] (2/22/2015): +5 Karma

Lifestyle (March): Hiatus

GM Day (3/4/2015): +2 Karma

Paid Vacation [GM] (3/5/2015): +10 Karma

Vagabound Solo Run [GM] (3/11/2015): +5 Karma

Lifestyle (April): -6000N

Note: Until the Royal Hotel becomes active again, upkeep on it will be suspended.

Oh Dear! Oh Dear! I Shall Be Too Late! (4/5/2015): +5 Karma, +11,900N

Post Run: Traded 10,000N for 5 Karma

Mr. Sandman [GM] (4/6/2015): +10 Karma

Post Run: Bought Edge Rating 4

Experiment Two (4/9/2015): +7 Karma, +13,600N

Post Run: Traded 10,000N for 5 Karma

Varg Solo Run [GM] (4/12/2015): +5 Karma

Initiation Grade 3 (4/12/2015): -19 Karma

Post Run: Spent reagents to bind The Rock

Dogs of War [GM] (4/18/2015): +12 Karma

Post Run: Bought Ritual Spellcasting Rating 2

Dream Me A Dream [GM] (4/19/2015): +12 Karma

Post Run: Turned François Villon, The Rock, & Tocho Rio Grande into Great Form Spirits, Bought Arcana Rating 2

Four Fingers, The Rescue (4/26/2015): +5 Karma, -3300N Net, +1 Cred (New Contact TBD)

Post Run: Bought Willpower Rating 6

Lifestyle (May): -6000N

Someone to Hold [GM] (5/2/2015): +10 Karma

Post Run: Bought Ritual Spellcasting Rating 3

Musashi, Royce, and Sorcerer Solo Runs [GM] (5/3/2015): +15 Karma

Post Run: Bought Summoning Rating 7

Remembrance (5/11/2015): +4 Karma, 12,750N, Gained Johnathan Contact

Post Run: Bought First Aid Rating 2

Initiation Grade 4 (5/12/2015): -22 Karma

Knights and Damsels II: Midnight Mushrumps (5/25/2015): +4 Karma, +4350N, Gained Awanyu Contact

A Necklace of White and Purple Beads [GM] (5/31/2015): +20,000N
Post Run: Upgraded Power Foci to Force 6

Lifestyle (June): -6000N

Krieger Solo Run [GM] (6/7/2015): +5 Karma

With Your Shield Or On It (6/8/2015): +5 Karma, +1 Loyalty on Awanyu
Post Run: Bought Knowledge of Pueblo Culture Rank 1, Traded 1 Karma for 2000N

Sharing the Load [GM] (6/12/2015): +10 Karma

Initiation Grade 5 (6/13/2015): -25 Karma

Shut Your Mouth and Sing (6/14/2015): +13 Karma

Regulators (6/18/2015): +5 Karma, +3400N, Gained Peter of the Green Lilly Commune Contact

Balancing the Ledger [GM] (6/20/2015): +5 Karma

Level 10 [GM] (6/23/2015): +10 Karma

Lifestyle (July): -6000N

A Needle (7/16/2015): +7 Karma
Post Run: Traded 2 Karma for 4000N

Krieger Solo Run [GM] (7/21/2015): +5 Karma

Silver Angel - Expendable Assets: Destination Unknown (7/25/2015): +3 Karma, +25,500N, +2 Cred,
Gained James 'Mac' Jameson Contact & Eve Donovan
Post Run: Bought Free Fall Rating 2

Contacts:

Armand Da Costa

Loyalty 1, Connection 4

[Armand](#) came to the UCAS with nothing but a dream and a singular talent. In the aftermath of Crash 2.0 he took advantage of the new SIN program and his life started anew. Long ago Armand learned how to create clothing from his father, he used this talent to help keep the family in clothing and to make a little money while helping the community. With this talent, and status as a citizen he began to carve a niche for himself as a tailor and a personal armorer.

Beat Cop Steve

Loyalty 1, Connection 1

A low ranking Lone Star Officer. They met under less than ideal circumstances, but Steve was... convinced of the wisdom of providing some assistance to the Monsignor. He still owes one free favor to the Monsignor; after that, it's strictly business.

Julio Hernandez

Loyalty 1, Connection 5

A well-connected fixer. The man prides himself on always being professional and efficient, and he does both through an air of confidence. He may not be upfront about everything, but he's never one to let emotions or grudges get in the way of business.

Nadia Hermecz

Loyalty 1, Connection 3

A technomancer for hire. She and the Doctor crossed paths by accident while on a job, and the two had a productive first encounter. Now she is willing to assist with the Monsignor's technological shortcomings as long as the Monsignor is footing the bill.

Rizzo the Rat

Loyalty 1, Connection 3

A combination fixer and info broker. This man is willing to do just about anything in his power... for a reasonable price. He's no one's friend, but everyone's money is good.

Dr. Oman Barbados

Loyalty 2, Connection 3

Local street doc who works in the Seattle slum. While his clinic isn't the cleanest and the neighborhood isn't the nicest, his expertise is better than one would expect and he isn't one to blab about patients. Dr. Monsignor has visited the man a few times without issue, and Dr. Barbados likes to joke that the Monsignor is "the only other Doctor he sees down here."

Eve Donovan

Loyalty 2, Connection 5

Professional fixer that believes in professional appearances. Most fixers don't care if you see them in a dive bar or a top tier hotel. But then again, most fixers aren't Eve. She's not one to become invested in her clients, runners, or jobs, but she will make absolutely sure that all are presented in the best possible light with the most agreeable of terms.

James 'Mac' Jameson

Loyalty 2, Connection 1

Former spec ops navy seal gone mercenary. Though Mac has left the service behind, he still acts and conducts himself as if he was still serving. He follows orders diligently, and expects the same of those who ask for his assistance. Dr. Monsignor isn't exactly a fan of such a rigid approach, but they have managed to cultivate a working relationship nonetheless.

John Castle

Loyalty 2, Connection 1

Security Contractor at Amalgamation Studios. An enthusiastic security director, and what he lacks in security skills he makes up for with people skills. He works for Amalgamation Studios, a AA Corp that specializes in entertainment media including Miguel Bayfield productions.

Jonathan Constantine

Loyalty 2, Connection 2

Career mercenary corporal who works for MET2k. Jonathan is a man silently haunted by regrets from a lifetime of fighting for the highest bidder. Dr. Monsignor helped to put one of those regrets to a permanent rest, and thus Jonathan feels a bit of distanced gratitude for giving him some small amount of closure.

Kyoko Kayashi

Loyalty 2, Connection 4

[Kyoko Hayashi](#) is a Seattle-born Japanese woman who specializes in forgery of all kinds. She is tall and lithe, and shows up well-dressed and on time. She isn't overly polite, preferring to keep a strong professional air about her. Her meetings are often held at high-end art museums, the kind you can't bring guns into, or at sushi bars like Hotel Nikko, Ling Ho, and Samurai Sushi.

Monsignor Atradio de Valois

Loyalty 2, Connection 3

Diplomat for the Holy See, currently stationed in UCAS. Previously him and the Dr. were very good friends, but after the Dr.'s "revelation" they're not as close as they once were. There are still the remnants of a friendship from their past, but their divergent religious views make any conversation between them strained.

Awanyu

Loyalty 3, Connection 2

A Hopi decker that is employed by the Pueblo Corporate Council. Awanyu is a reserved man that prefers to quietly assess a situation before acting. If he does speak up, it will be in rather frank and direct terms; whether this is his personal preference or due to the language barrier, Dr. Monsignor does not know. He is currently in Seattle to find a relic of his people being held by Juliette, and the Dr. Monsignor is working to assist him in this goal.

Ivan Kirov

Loyalty 3, Connection 1

Newbie magician who is a second cousin of Sergei Kirov, head of the Seattle Vory. Ivan's first meeting with the Monsignor went upside down- more accurately, Ivan *was* upside down. Ivan owed a debt to the Vory and was being intimidated into paying up, but the Doctor intervened on Ivan's behalf by paying off the debt. Now Ivan hones his astral skills with the Doctor's assistance as he feels indebted to the stranger who paid the debt out of the kindness of his heart.

'Mister Spook'

Loyalty 3, Connection 4

Talismonger for the Vodou Tradition in Seattle. The Dr. makes a point to remain friendly with the eccentric man, as the Spook is not only a Talismonger but also his only real connection to the larger Vodou community.

Dr. Hails-To-The-Sky

Loyalty 4, Connection 4

Lead meteorologist of the Para-Meteorology Institute (PMI) in Salish Sidhe Council. The Dr. Monsignor assisted with Dr. Hails-To-The-Sky's plan to nullify the manastorm traveling along the North American leyline. While Dr. Hails-To-The-Sky may not be a people person, the Monsignor's talents complement Dr. Hails-To-The-Sky's strengths and thus they have worked well together and have a mutual respect for each other. Dr. Monsignor's assistance in

representing the PMI to the Salish Committee of Applied Science for extra funding has only improved their relationship.

Peter of the Green Lilly Gaia Commune

Loyalty 4, Connection 1

Awakened Wiccan leader of the fundamentalist Green Lilly Gaia Commune. He's, well, a Wiccan hippy. But he's a somber idealist that firmly believes in his ideals, and he is a honest & reliable individual. That is worth quite a bit to Dr. Monsignor, and thus they remain in touch despite their divergent principles.

Henry Kiss'emless

Loyalty 5, Connection 3

Knight Errant officer with an unfortunate history. Henry's real name is actually Henry Kissinger, just like the famous diplomat but with no relation. Unfortunately for Henry, early in his career a ganger gave him a nasty facial disfiguration that has left him... less than attractive, hence the nickname that he deeply resents. Henry is a member of Knight Errant and does local patrols in the Dr.'s neighborhood, and thus the Dr. has made a point of cultivating a good friendship with the man. Henry has recently become The Hero of the Trojan-Cross Attack, and thus his career is finally looking up.

Backstory Summary:

"A monster!" They exclaimed.

Valdon de Marquis was born in Nice, France in 2011. An Elven boy, he was one of the first to be born and thus was seen as unnatural. His parents, being religious, delivered him to the Sisters of Providence of the Institute of Charity in the Vatican City where the Church was currently in the middle of one of the most intense debates of the century. Namely, the question was whether the metahuman children were acts of God or the devil; Pope John Paul IV decided they came from the latter. After a few uncertain years of Valdon living in the 'care' and containment of the Church, Pope John XXV reversed his predecessor's decision in 2024. His Holiness decided that not only were all metahumans equal in the eyes of God, but all those touched by magic were to be trained in its proper use; that is, to advance the faith.

"A blessing!" They proclaimed.

Therefore Valdon grew up in the Vatican's magic system. He learned from the various holy men how to wield magic, and in turn he became a devout Catholic. Being one of the few elves at this time, and a magic wielder no less, made him a rising star in the system and a poster child for the magic program within the entire Italian confederation. This in turn allowed him to secure a position within the Holy See's diplomatic service and to gain his PhD in Catholic Thaumatology. While not 'famous' outside of the Vatican or the national magic program of the Italian Confederation, he had a long and fruitful career serving as an emissary and diplomat of His Holiness. During his service, he gained the title of Monsignori Supernumerary Apostolic Protonotary, or Monsignor for short.

"A mission." He ordered.

In the year of 2071, he was assigned to the Caribbean league as the official diplomat of the Holy See. It was a strange position, as while the people of the League revered the Church, it was only due to the Church's connection to Vodou. Vodou draws heavily from Catholicism, and in some ways it resembles Christianity with a fair amount of heresy thrown in. The hope was that Valdon would help to convert the people back to the one true faith.

"A twist." He cackled.

That didn't happen. Instead, Valdón had a run in with a rather shady figure on one fateful night. Valdón attempted to proselytize the man, and the man decided to do a little illuminating of his own. The man was a Vodou witch doctor, and summoned a variety of spirits to give Valdón a tour of the other side of reality.

"A heretic!" They shouted.

The official story from the Vatican is that a criminal drove Valdón insane. Valdón prefers to think that he learned the truth of the world that night: the afterlife is the spirit world, and Vodou is the key to crossing the border. Valdón was quietly 'relieved' of his position once it became clear that he would not recant, and he has fallen out of the public eye ever since.

"The devil." They whisper.

Today Valdón lives as Dr. Monsignor in Seattle. He does Shadowruns to pay the bills as having a Doctorate in Catholic Thaumatology when you follow Vodou isn't exactly a marketable skill. However, his goal is to finally prove to the Catholic Church that Vodou is quite real and worthy of recognition. His plan to do so? To bring someone back from the dead, permanently.

Code of Honor (Short Version):

- 1) I won't summon spirits into myself.
- 2) I won't summon spirits into innocent noncombatants.
- 3) I won't teach anyone anything about practicing Vodou.

Code of Honor (Long Version):

Pact of Necessary Evil

I, Valdón de Marquis, with sound heart and mind do enter into this pact with the Lord God, creator of all and source of all good in this world. I am venturing down a path of darkness, one that all of your mortal servants have cautioned me against. They have claimed that the devil is plying his works upon me, but I *know* the truth. I *will* venture into this darkness, and I will bring forth the light from it which shall be a beacon for all who live in this world.

But I am not without my mind in this endeavor, and I know of the cautions against becoming the very monsters you stand against. Therefore I make the following promises to God upon my immortal soul to ensure that I will not be corrupted by these vile works and that I will remain a faithful servant of the Lord.

- First, I will never willingly allow a spirit to taint the sanctity of my soul by allowing them to reside within my mortal form.
- Second, I will never inflict this evil upon anyone who has done me no harm, will do me no harm, and has no intentions to harm me. Evil may be required to combat evil, but I will not allow this evil to stain innocence.
- Third, I am still a man of God. Until I have proof of my claims I will not spread the knowledge of this evil to anyone, current practitioners or potential ones, under any circumstances lest the devil tempt weaker willed mortals through me.

I swear these oaths upon my life and soul. Amen.

Reference Sheet

Vitals:

Base Initiative: 5 + 1d6
Currently Modified Initiative: 9 + 3d6

Edge Remaining: 1/4
Current Stun Damage: 0/11
Current Physical Damage: 0/9
Wound Dice Pool Modifiers: -0

Limits:

Mental: 5
Physical: 3
Social: 9
Astral: 9

Tradition: Vodou (Possession)

Drain Resist (Charisma + Willpower): 14 [+5 Centering]

Combat Spirit: Guardian (SG Page 193)
Detection Spirit: Water (Page 304)
Health: Man (Page 304)
Illusion: Guidance (SG Page 193)
Manipulation: Task (SG Page 193)

Astral Projection Attributes:

Agility = Logic = 3
Body = Willpower = 6
Reaction = Intuition = 3
Strength = Charisma = 8
Initiative = Intuition X2 = 6 + 1d6 (+2d6 Bonus)

Skills:

Knowledge Skills:

Academic Thaumatology: 7 (Spec: Catholicism)
History: 4
International Politics: 4 (Spec: Vatican)
Knight Errant: 4
Language: English, Fluent
Language: French: 4
Language: Italian: 6
Seattle Landmarks and Locations: 4
Pueblo Culture: 4

Skills:

Alchemy: 13
Arcana: 5
Astral Combat: 9
Assensing: 9 (Spec: Aura Reading)
Binding: 18 (Spec: Spirits of Man)
Con: 9
Counterspelling: 18, 6 Dice Pool Defense
Etiquette: 14
Escape Artist: 3
First Aid: 5
Free Fall: 4
Gymnastics: 3
Impersonation: 9
Intimidation: 9
Leadership: 14
Negotiation: 14 (Spec: Diplomacy)
Perception: 5 (Spec: Visual)
Performance: 15 (Spec: Acting)
Pilot Ground Craft: 3
Pistols: 3 (Spec: Tasers)
Ritual Spellcasting: 15

Sneaking: 4
Spellcasting: 18 (Spec: Health)
Summoning: 19 (Spec: Spirits of Man)
Swimming: 3

Spells:

Combat:

Stunball* (Page 285): Hits Stun Damage, Force -2 Drain.

Detection:

Analyze Truth* (Page 286): Force - 4 Drain.

Health:

Heal* (Page 288): Hits Physical Damage Healed*, Force - 6 Drain.

Increase [Agility]* (Page 288): Force - 5 Drain.

Increase Reflexes* (Page 288): Init + Hits * (1 + .5d6), Force - 2 Drain.

Illusion:

Improved Invisibility* (Page 291): Force - 3 Drain.

Stealth* (Page 292): Force - 4 Drain.

Manipulation:

Control Thoughts (Page 293): Force - 1 Drain.

Influence* (Page 293): LoS, Force - 3 Drain.

Physical Barrier* (Page 294): Force - 3 Drain.

Casting Pools:

Spellcasting (Health) w/ Foci: 6 (Spellcasting) + 2 (Specialization) + 6 (Magic) + 6 (Foci) = 20 [Force]

Spellcasting (Other) w/Foci: 6 (Spellcasting) + 6 (Magic) + 6 (Foci) = 18 [Force]

Summoning (Man) w/ Foci: 7 (Summoning) + 2 (Specialty) + 6 (Magic) + 6 (Foci) = 21 [Force] (+1 Success)

Summoning (Other) w/ Foci: 7 (Summoning) + 6 (Magic) + 6 (Foci) = 19 [Force]

Binding (Man) w/ Foci: 7 (Summoning) + 2 (Specialty) + 6 (Magic) + 6 (Foci) + 1 (Spirit Affinity) = 21 [Force]

Binding (Other) w/ Foci: 7 (Summoning) + 6 (Magic) + 6 (Foci) = 19 [Force]

Social Pools:

Social, Nice Suit: Skill + 8 (Charisma) + 1 (Suit): Skill + 9 [Social +2 (Suit)]

Intimidate, Nice Suit, Helmet: Skill + 8 (Charisma) + 1 (Suit): Skill + 9 [Social +2 (Suit) +2 (Helmet)]

Intimidate, Helmet: Skill + 8 (Charisma): Skill + 8 [Social +2 (Helmet)]

Social: Skill + 8 (Charisma): Skill + 8 [Social]

Active Effects, Benefits, and Detriments:

Code of Honor: The Dr. must not violate his Code of Honor intentionally or unintentionally. If he does, he loses 1 Karma per violation.

Creature of Comfort: If the Dr. must live in accommodations lower than Middle, he takes a penalty to social and healing tests.

Distinctive Style: Anyone who attempts to identify, trace, or physically locate the Dr. receives a +2 dice pool modifier to the test. If a NPC makes a memory test relating to the Dr., reduce the difficulty threshold by 1 (minimum 1).

Focused Concentration: The Dr. may sustain one spell of Force 4 or less without incurring any penalties.

Inspired: The Dr. gains 2 additional street cred when dealing with artists or art appreciators familiar with his performance reputation.

Speed Reading: The Dr. can read 200 words per second.

Spirit Whisperer: Spirits gain 1 additional die when resisting a summoning by the Dr., but appear 1 Force stronger than chosen.