

CINCH

NAME:	Cinch			AGE:	
METATYPE:	Human			WEIGHT:	
SEX:		HEIGHT:		SKIN:	
HAIR:		EYES:		PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	9
COMPOSURE:	6	JUDGE INTENTIONS:	4	PRIMARY ARM:	Right
LIFT/CARRY:	8	LIFT/CARRY WEIGHT:	60 kg / 40 kg	CAREER KARMA:	0
MOVEMENT:	10/20 (2m/hit)	SWIM:	4.5 (1m/hit)		
NUYEN:	20¥	KARMA:	1		

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 4	CHARISMA: 2	EDGE: 4	INITIATIVE: 4 +1D6
AGILITY: 5	INTUITION: 2	CURRENT EDGE POINTS:	ASTRAL INITIATIVE: 4 +3D6
REACTION: 2	LOGIC: 5	ESSENCE: 6.00	RIGGER INITIATIVE: 4 +1D6
STRENGTH: 4	WILLPOWER: 4	MAGIC: 4	MATRIX AR: 4 +1D6 MATRIX COLD: 5 +3D6 MATRIX HOT: 5 +4D6

PHYSICAL LIMIT: 5	MENTAL LIMIT: 6	SOCIAL LIMIT: 5	ASTRAL LIMIT: 6
	Medkit [+4] (Only for First Aid and Medicine)		

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Animal Handling <small>CHA</small>	0	1	Heavy Weapons <small>AGI</small>	0	4	Aztlanian Spanish <small>INT</small>	1	3
Archery <small>AGI</small>	0	4	Impersonation <small>CHA</small>	0	1	Dakota <small>INT</small>	1	3
Armorer <small>LOG</small>	0	4	Instruction <small>CHA</small>	0	1	Biology <small>LOG</small>	3	8
Artisan <small>INT +2</small>	1	5	Intimidation <small>CHA</small>	0	1	Corporate Politics <small>LOG</small>	2	7
Automatics <small>AGI</small>	0	4	Leadership <small>CHA</small>	0	1	Corporate Security <small>LOG</small>	2	7
Blades <small>AGI</small>	4	9	Longarms <small>AGI</small>	0	4	Medicine <small>LOG</small>	4	9
Clubs <small>AGI</small>	0	4	Medicine <small>LOG</small>	4	9	Vices <small>LOG</small>	2	7
Computer <small>LOG</small>	0	4	Navigation <small>INT</small>	0	1			
Con <small>CHA</small>	0	1	Negotiation <small>CHA</small>	0	1			
Counterspelling <small>MAG</small>	1	5	Perception <small>INT</small>	0	1			
Cybercombat <small>LOG</small>	0	4	Performance <small>CHA</small>	0	1			
Cybertechnology <small>LOG</small>	1	6	Pilot Ground Craft <small>REA</small>	0	1			
Demolitions <small>LOG</small>	0	4	Pilot Watercraft <small>REA</small>	0	1			
Disguise <small>INT</small>	0	1	Pistols <small>AGI</small>	3	8			
Diving <small>BOD</small>	0	3	Running <small>STR</small>	0	3			
Escape Artist <small>AGI</small>	0	4	Sneaking <small>AGI</small>	0	4			
Etiquette <small>CHA</small>	0	1	Spellcasting <small>MAG</small>	3	7			
First Aid <small>LOG</small>	3	8	Survival <small>WIL</small>	0	3			
Forgery <small>LOG</small>	0	4	Swimming <small>STR</small>	0	3			
Free-Fall <small>BOD</small>	0	3	Throwing Weapons <small>AGI</small>	0	4			
Gunnery <small>AGI</small>	0	4	Tracking <small>INT</small>	0	1			
Gymnastics <small>AGI</small>	0	4	Unarmed Combat <small>AGI</small>	0	4			
Hacking <small>LOG</small>	0	4						

QUALITY	
Dependent (Nuisance)	SR5 80
Distinctive Style	SR5 80
Guts	SR5 74
High Pain Tolerance	SR5 74
Insomnia (Basic)	SR5 81
Magician	SR5 69
Mentor Spirit: Fire-Bringer	SR5 76
Quick Healer	SR5 77
Unsteady Hands	SR5 87

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK																											
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">-1</td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">-2</td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">Down</td> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">OVR</td> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">OVR</td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">OVR</td> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">OVR</td> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">Dead</td> </tr> </table>				-1			-2			Down	OVR	OVR	OVR	OVR	Dead	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">-1</td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">-2</td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 33px; height: 33px; text-align: center;">Down</td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> <td style="border: 1px solid black; width: 33px; height: 33px;"></td> </tr> </table>				-1			-2			Down		
-1																												
-2																												
Down	OVR	OVR																										
OVR	OVR	Dead																										
-1																												
-2																												
Down																												
Natural Recovery Pool (1 day): 10	Natural Recovery Pool (1 hour): 10																											

RESISTANCE		POOL		RESISTANCE - SPELLS		POOL	
Radiation		8		Direct, Mana		4	
Judge Intentions		6		Combat Spells		4	
Indirect, Defense				Detection Spells		9	
Decrease Attribute - Body		8		Decrease Attribute - Agility		9	
Decrease Attribute - Reaction		6		Decrease Attribute - Strength		8	
Decrease Attribute - Charisma		6		Decrease Attribute - Intuition		6	
Decrease Attribute - Logic		9		Decrease Attribute - Willpower		8	
Decrease Attribute - Willpower		8		Mana		9	
Physical		7		Illusion Spells		7	
Mental		9		Physical		8	
Physical		8		Manipulation Spells		8	
Physical		8					
RESISTANCE - DAMAGE TYPE		STUN		PHYSICAL			
Damage		13		13			
Fire		13		13			
Cold		13		13			
Electricity		13		13			
Acid		13		13			
Falling		13		13			
Fatigue		8					
Sonic		4					
RESISTANCE - TOXINS AND PATHOGENS		CONTACT		INGESTION		INHALATION	
Toxin		8		8		12	
Pathogen		8		8		12	
RESISTANCE - ADDICTION		NOT ADDICTED YET		ALREADY ADDICTED			
Physiological		8		8			
Psychological		9		9			

ARMOR	VALUE	EQUIPPED	
Armor Vest	9	**	SR5 437
Concealable Holster			
Total of equipped single highest armor and accessories	9		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]	
Ares Light Fire 70	8	7	6P	-	SA	3	16(c)		SR5 425
RANGE		S	M	L	E				
Light Pistols		0-5	6-15	16-30	31-50				
Silencer, Ares Light Fire 70									
Browning Ultra-Power	8	5 (6)	8P	-1	SA	3	10(c)		SR5 426
RANGE		S	M	L	E				
Heavy Pistols		0-5	6-20	21-40	41-60				
Laser Sight									
Defiance EX Shocker	8	4	9S(e)	-5	SS	3	4(m)		SR5 424
RANGE		S	M	L	E				
Tasers		0-5	6-10	11-15	16-20				
Hidden Gun Arm Slide									
Under: Defiance EX Shocker (Melee Contacts)	4	3	8S(e)	-5		3	10		SR5 424
RANGE		S	M	L	E				
Clubs									
Ruger Super Warhawk	8	5 (6)	9P	-2	SS	3	6(cy)		SR5 427
RANGE		S	M	L	E				
Heavy Pistols		0-5	6-20	21-40	41-60				
Laser Sight									

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Forearm Snap-Blades	9	4	6P	-2	0	SR5 422
Survival Knife	9	5	6P	-1	0	SR5 422
Survival Knife Bonuses; Survival Knife Wireless Bonuses;						
Unarmed Attack	4	5	4S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY
Ammo: Regular Ammo (Light Pistols)	-	10	Ammo: Taser Dart (Tasers)	-	10	Medkit	4	1
Ammo: Regular Ammo (Heavy Pistols)	-	10	Fake SIN (Elizabeth Mullin)	3	1	Respirator	4	1
						Speed Loader (Ruger Super Warhawk)	-	1

DEVICE	CATEGORY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
Renraku Sensei	Commlinks	3	0	0	3	3
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;						

LIFESTYLE	LEVEL	COST	DURATION
Home	Squatter	500¥	1 Month
Cramped; Grid Subscription (Public Grid);			

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT
Custom Materialization	(0)	None	None	None	None	None
						SR5 279

SPELL	TYPE	RANGE	DAMAGE	DURATION	DRAIN	DV
Health Spells						
Antidote	M	Touch	-	Permanent	F-3	SR5 288
Heal	M	Touch	-	Permanent	F-4	SR5 288
Stabilize	M	Touch	-	Permanent	F-4	SR5 289
Manipulation Spells						
Armor	P	Line of Sight	-	Sustained	F-2	Physical SR5 292
Control Thoughts	M	Line of Sight	-	Sustained	F-1	Mental SR5 293
Levitate	P	Line of Sight	-	Sustained	F-2	Physical SR5 293
Physical Barrier	P	Line of Sight (Area)	-	Sustained	F-1	Environmental SR5 294

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Khalin			3	3
Neene		Street Doc	2	2