

## Mordecai Schultz

Player: Dan

Metatype: Dwarf Shamanic Magician; Male; Ethnicity: Canadian; Age: 57; Height: 1.17m; Weight: 54kg; Hair: Auburn; Eyes: Green; Skin: Dirty  
Total Karma: 1; Current Karma: 1; Street Cred: 0; Notoriety: 1; Public Awareness: 0

### Attributes

Body.....	5	<input type="checkbox"/>	Essence .....	6	<input type="checkbox"/>
Agility .....	4	<input type="checkbox"/>	Edge .....	2	<input type="checkbox"/>
Reaction .....	4	<input type="checkbox"/>	Magic .....	6	<input type="checkbox"/>
Strength .....	3	<input type="checkbox"/>	Initiative .....	8+1D6	<input type="checkbox"/>
Willpower .....	7	<input type="checkbox"/>	<b>Inherent Limits</b>		
Logic .....	1	<input type="checkbox"/>	[5] Physical Limit		
Intuition.....	4	<input type="checkbox"/>	[5] Mental Limit		
Charisma.....	5	<input type="checkbox"/>	[8] Social Limit		
			[8] Astral Limit		

### Movement

8m/16m/+1 Land Movement

4m/+1 Swimming

### Active Skills

- 5 [8] **Assensing** 1 (Int)
- 12 [8] **Counterspelling** 6 (Mag)
- 5 [5] **Perception** 1 (Int)  
Reduced (smell) : -2 on tests involving the sense of smell.
- 5 [5] **Sneaking** 1 (Agi)  
(Urban +2)
- 12 [F] **Spellcasting** 6 (Mag)  
(Health Spells +2)
- 12 [F] **Summoning** 6 (Mag)
- 11 [A] **Unarmed Combat** 5 (Agi)  
(Magic Hands +2)

### Knowledge Skills

- 6 [5] **Astral Creatures** 2 (Int)
- 5 [5] **Judaica** 1 (Int)
- 7 [5] **Magical Security** 3 (Int)
- 7 [5] **Seattle Neighbourhoods** 3 (Int)

### Language Skills

- N English
- 5 [5] French 1

### Attribute-Only Tests

- 12 [Composure]
- 9 [Judge Intentions]
- 8 [Lifting & Carrying]
- 8 [Memory]

### Toxin Resistances

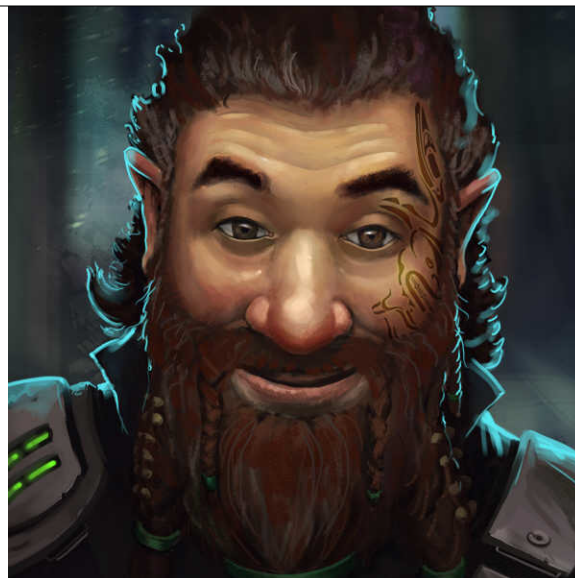
	Toxin	Disease
Contact (5 / 5)	17	17
Ingestion (2 / 2)	14	14
Inhalation (8 / 8)	20	20
Injection (2 / 2)	14	14

### Addiction Resistance

- 12 [Resist Physical Addiction]
- 8 [Resist Psychological Addiction]

### Metatype Abilities

Dwarf Networking  
Enhanced Senses: Thermographic Vision  
Resistance: Pathogens and Toxins +2



### Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	

Overflow: ☐☐☐☐☐

Natural Recovery:  
10 (1 day), heal 1 box/hit

### Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	-4

Natural Recovery:  
12 (1 hour), heal 1 box/hit

### Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +7

Melee attacks against you are at : +0

Melee Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +7

Dodge (-5 Interrupt, vs. one melee attack): +3 [5]

Unarmed Strike Block (-5 Interrupt, vs. one melee attack): +5 [5]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 5 [5]

### Edge Pool



### Positive Qualities

Focused Concentration (5)

Validation Report (0 issues): Nothing identified; Active: Killing Hands

## Damage Resistances

23 🧊 Acid Protection 18      26 ⚡ Electricity Protection 21  
20 ❄️ Cold Protection 15      26 🔥 Fire Protection 21  
20 📉 Falling Protection 15      12 🧠 Fatigue Resistance

### Positive Qualities

### Negative Qualities

### Computer Illiterate

### Mentor Spirit Effects

**+2 dice for Combat spells**

## Spells

**14 [F] Ball Lightning (limited)** (Combat: Area, Elemental, Indirect)

**14 🌀 [F] Heal** (Health: Essence)  
 Type: M Rng: T      Dur: P   DV: 12 🌀 v F-4

**14 🌀 [F] Increase Agility** (Health: Essence)  
 Type: P Rng: T      Dur: S   DV: 12 🌀 v F-3

**14 🌀 [F] Increase Charisma** (Health: Essence)  
 Type: P Rng: T      Dur: S   DV: 12 🌀 v F-3

**14 🌀 [F] Increase Intuition** (Health: Essence)  
 Type: P Rng: T      Dur: S   DV: 12 🌀 v F-3

**14 🌀 [F] Increase Reflexes (limited)** (Health: Essence)  
 Type: P Rng: T      Dur: S   DV: 12 🌀 v F-2

**12 🌀 [F] Influence (limited)** (Manipulation: Mental)  
 Type: M Rng: LOS      Dur: P   DV: 12 🌀 v F-3

**12 🌀 [F] Levitate** (Manipulation: Physical)  
 Type: P Rng: LOS      Dur: S   DV: 12 🌀 v F-2

**14 🌀 [F] Punch** (Combat: Indirect)  
 Type: P Rng: T      Dam: S Dur: I   DV: 12 🌀 v F-6

**14 🌀 [F] Resist Pain** (Health)  
 Type: M Rng: T      Dur: P   DV: 12 🌀 v F-4

**14 🌀 [F] Stunbolt** (Combat: Direct)  
 Type: M Rng: LOS      Dam: S Dur: I   DV: 12 🌀 v F-3




**12 🌀 [F] Trid Phantasm (limited)** (Illusion: Area, Multi-Sensory, Realistic)  
 Type: P Rng: LOS (A)      Dur: S   DV: 12 🌀 v F-2

## Identities

**Cordemai**  
**Fake SIN**  
**Licenses & SINs** : Fake SIN (1), License to practice magic:  
 Registered awakened individual (1)

**Mordecai**  
**Lifestyles**: (1 month) Street Lifestyle [Comforts & Necessities,  
 Neighborhood, Security]

## Armor

 <b>Armor Jacket</b>	<b>12</b>
<b>Electricity:</b> +6, <b>Fire:</b> +6	
<b>Modifications:</b> Fire Resistance (6), Nonconductivity (6)	
 <b>Forearm Guards</b>	<b>+1</b>
<b>Acid:</b> +3	
<b>Modifications:</b> Chemical Protection (3)	
 <b>Helmet</b>	<b>+2</b>
<b>Modifications:</b> Image Link, Meta Link, Micro-Tranceiver, Respirator (6)	

## Firearms & Heavy Weapons

**Ares Light Fire 70** 6P 3 [7] 5/15/30/50

**Ammo Usage** : 16 (c):              

**Semi-Auto** (1, simple action): 3 3, 6P Damage

**Double-Tap** (2, complex action): 3 3, 7P Damage

**Semi-Automatic Burst** (3, complex action): 3 3 vs. -2 Def, 6P Damage

**Recoil Compensation** : 2

## Melee & Other Weapons

**Unarmed Strike** 3P 11  [5] Reach: –

## Matrix Devices

**Meta Link**


**Device Rating** : 1  
**Data Processing** : 1, **Firewall**: 1  
**Matrix Initiative** : 5  
**Matrix DR** : 2 (8 🧊 vs. Black IC)

**Gear (Cash: 1,720¥)**

**Aquamarine Ring: Manipulation Spells (1)**  
**Binoculars, Optical**  
**Dropped to Ground**  
**Endoscope**  
**Fetish: Combat: Ball Lightning**  
**Fetish: Health: Increase Reflexes**  
**Fetish: Illusion: Trid Phantasm**  
**Fetish: Manipulation: Influence**  
**Ivory Ring: Health Spells (1)**  
**Magical Lodge Materials (4)**  
**Meta Link**  
**Pearl Stud: Health Spells (4)**  
**(85x) Reagents, Raw (dram): Shamanic**  
**(9x) Stim Patch (5)**  
**Survival Kit**  
**Trauma Patch**

## Contacts

**Felix (Fixer)**  
 Connection: 4    Loyalty: 2  
**Chips:** You and the contact are even

**Humphrey (Homeless)**  
 Connection: 1    Loyalty: 1  
**Chips:** You and the contact are even

## Contacts

### **Talia (Talismonger)**

Connection: 3   Loyalty: 4

**Chips:** You and the contact are even

**Metatype:** Human

**Sex:** Female

**Age:** Middle-aged

**Preferred Payment Method:** Cash (credstick)

**Hobbies/Vice:** Personal Grooming (clothes)

**Personal Life:** Family

**Type:** Swag

## Background & Personal Details

Mordecai the Dwarven Mage. A powerful spellcaster of the shamanic tradition, he has a pragmatic and wisened aura about him.