

# CHARACTER SHEET

# COYDOG

B	A	R	S	W	L	I	C	EDG	ESS	M
3	4	5	2	6	3	3	6	4	6	6

**INITIATIVE:** 6 + 1D6      **METATYPE:** ELF

**ARMOR:** 9      **LIMITS:** PHYSICAL 4, MENTAL 5, SOCIAL 8

**METATYPE ABILITIES:** LOW-LIGHT VISION

### ACTIVE SKILLS

*(Numbers in brackets are the final dice pool, linked skill + attribute rating)*  
 Acting skill group 3 [9], Assensing 4 [7], Blades 1 (Knives +2) [5], Counterspelling 4 [10], Etiquette 2 (Tribal +2) [8 (+2)], Gymnastics 2 [6], Perception 2 [5], Pistols 1 [5], Sneaking 2 [6], Summoning 6 (Air Spirits +2) [12 (+2)], Spellcasting 7 [13]

### GEAR & LIFESTYLE

Ammunition (20 regular rounds), Outdoor Tuff Armor Clothing, fake SIN [3], Street Strider lined coat (w/ chemical protection [1]), magic lodge materials [5], medkit [2], Meta Link commlink, Stimpatch [4], Just In Case survival kit, Council Island Apartment [Low Lifestyle, 6 months prepaid]

### WEAPONS

Browning Ultra-Power [Heavy Pistol, SA, Acc 5(6), DV 8P, AP -1, 10 (c), w/quick draw holster]  
 Survival Knife [Blade, Reach —, Acc 5, DV 4P, AP -1]

### SPELLS

Heal [Type: M, Range: T, Duration: Permanent, Heals boxes of Physical Damage equal to hits on Spellcasting Test, Drain F - 4]  
 Improved Invisibility [Type: M, Range: LOS, Duration: Sustained, viewer must resist spell or can't see caster, Drain F - 1]  
 Levitate [Type: P, Range: LOS, Duration: Sustained, Telekinetically lifts amount = (spellcasting test hits x 200 kg) and moves at Force in meters per combat turn, Drain F - 2]  
 Lightning Bolt [Type: P, Range: LOS, Damage P, Duration: Instant, Damage equal to Force + net hits, resisted by Body + Armor, Drain F - 3]  
 Manabolt [Type: M, Range LOS, Damage P, Duration: Instant, Damage equal to net hits, resisted by Willpower, no other Damage Resistance Tests allowed, Drain F - 2]  
 Physical Mask [Type: P, Range: T, Duration: Sustained, viewer must resist spell or perceive only the false appearance generated by spell, affects technological sensors also, Drain F - 1]  
 Stunbolt [Type: M, Range: LOS, Duration: Instant, Damage S, Duration: Instant, Damage equal to net hits, resisted by Willpower, no other Damage Resistance Tests allowed, Drain F - 3]

### KNOWLEDGE & LANGUAGE SKILLS

English N, Magic Threats 3, Magical Theory 3, Salish N, Seattle Street Gangs 3 (First Nations +2), Sports 1 (Stickball +2)

### QUALITIES

Bilingual, Gremlins [3], Mentor Spirit (Coyote), Simsense Vertigo, SINner (National), Spirit Affinity (Air)

### CONTACTS

Scout-Who-Kills-Six-Times (Ganger), Four-Paws-Laughing (Talismonger), Granny Smith (Philanthropist)

### COMBAT ACTIONS

**Free Actions:** Counterspelling, Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run

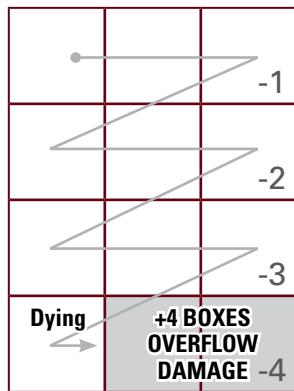
**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim, Throw Weapon

**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Spellcasting, Use Skill

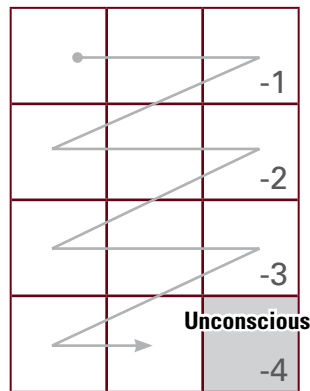


### DAMAGE TRACKS

#### PHYSICAL DAMAGE TRACK



#### STUN DAMAGE TRACK





# COYDOG

## ABOUT COYDOG

Just because Coydog is good-humored and prone to pranks doesn't mean she's not deadly. Dividing her youth between the pastoral surroundings of Council Island and the mean streets of Seattle, Coydog played stickball, mixed it up with gangs, and learned the ways of magic from a gifted (if exasperating) tutor. As the newest member of her shadowrunning team, she has quickly learned to rely on the experience of her teammates. They occasionally attempt some hazing-type activities to make sure she remembers she's the noob, but a mana-fueled hotfoot quickly reminds them that while she's new, she's not to be messed with. Opponents, who may be bowled over by her skill with lightning bolts or dazzled by illusions flowing from her fingertips, learn the same lesson.

