

JEMINI 'KEDATE' TISHAH

NAME:	Jemini Kedate Tishah as "Jemini 'Kedate' Tishah"			AGE:	32
METATYPE:	Elf (None)			WEIGHT:	51 kg
SEX:	Female	HEIGHT:	180 cm	SKIN:	White
HAIR:	White	EYES:	Blue	PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	11
COMPOSURE:	12	JUDGE INTENTIONS:	11	PRIMARY ARM:	Right
LIFT/CARRY:	3	LIFT/CARRY WEIGHT:	30 kg / 20 kg	SWIM:	2.5 (1m/hit)
MOVEMENT:	6/12 (2m/hit)	KARMA:	0	CAREER KARMA:	0
NUYEN:	1,915¥				

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 1	CHARISMA: 7	EDGE: 1	INITIATIVE: 7 +1D6
AGILITY: 3	INTUITION: 4	CURRENT EDGE POINTS:	ASTRAL INITIATIVE: 8 +3D6
REACTION: 3	LOGIC: 6	ESSENCE: 6.00	RIGGER INITIATIVE: 7 +1D6
STRENGTH: 2	WILLPOWER: 5	MAGIC: 7	MATRIX AR: 7 +1D6 MATRIX COLD: 4 + DP +3D6 MATRIX HOT: 4 + DP +4D6
CURRENT FORM:			

PHYSICAL LIMIT: 3	MENTAL LIMIT: 7 Medkit [+1] (Only for First Aid and Medicine)	SOCIAL LIMIT: 9	ASTRAL LIMIT: 9
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ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Assessing <small>INT</small>	5	9	Blades <small>AGI</small>	1	4	English <small>INT</small>		Native
Spellcasting <small>MAG</small>	5	12	Demolitions <small>LOG</small>	1	7	Sperethiel <small>INT</small>		Native
Computer <small>LOG</small>	4	10	First Aid <small>LOG</small>	1	7	History <small>LOG</small>	6	12
Counterspelling <small>MAG</small>	4	11	Free-Fall <small>BOD</small>	1	2	Magical Threats <small>LOG</small>	6	12
Arcana <small>LOG</small>	3	9	Longarms <small>AGI</small>	1	4	Magical Theory (Academic) <small>LOG</small>	5	11
Banishing <small>MAG</small>	2	9	Navigation <small>INT</small>	1	5	Area Knowledge: Tir <small>INT</small>	4	8
Etiquette <small>CHA</small>	2	9	Pilot Ground Craft <small>REA</small>	1	4	Art <small>LOG</small>	4	10
Leadership <small>CHA</small>	2	9	Pilot Watercraft <small>REA</small>	1	4	Literature <small>LOG</small>	4	10
Perception <small>INT</small>	2	6	Pistols <small>AGI</small>	1	4	Magic Traditions <small>LOG</small>	4	10
Ritual Spellcasting <small>MAG</small>	2	9	Sneaking <small>AGI</small>	1	4	Peacekeepers <small>LOG</small>	4	10
Armorer <small>LOG</small>	1	7	Summoning <small>MAG</small>	1	8	Sociology <small>LOG</small>	4	10
Artisan <small>INT</small>	1	5	Survival <small>WIL</small>	1	6	Latin <small>INT</small>	2	6
Automatics <small>AGI</small>	1	4	Unarmed Combat <small>AGI</small>	1	4	Spanish: Aztlaner <small>INT</small>	1	5
Binding <small>MAG</small>	1	8						
			* Firearms		1			

QUALITY	
Albinism II	RF 151
Bilingual	SR5 72
Code of Honor: Noble	SR5 79
College Education	RF 145
In Debt: 6	RF 156
Low-Light Vision	SR5 66
Magician	SR5 69
Prejudiced (Common, Outspoken): Addicts	SR5 82
Rank (Military or Law Enforcement) II: Tír Tairngire Peacekeepers, Lieutenant	RF 86
SINner (National): Tír	SR5 84
Trust Fund II	RF 151

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK																								
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OVR	Dead																								
		-1																							
		-2																							
		-3																							
		Down																							
Natural Recovery Pool (1 day): 2	Natural Recovery Pool (1 hour): 6																								

RESISTANCE		POOL		RESISTANCE - SPELLS		POOL	
Radiation		6		Direct, Mana		5	
Judge Intentions		12		Combat Spells	Direct, Physical	1	
					Indirect, Defense	7	
RESISTANCE - DAMAGE TYPE		STUN	PHYSICAL	Detection Spells			
Damage		7	7		Decrease Attribute - Body	6	
Fire		7	7		Decrease Attribute - Agility	8	
Cold		7	7		Decrease Attribute - Reaction	8	
Electricity		7	7		Decrease Attribute - Strength	7	
Acid		7	7	Health Spells	Decrease Attribute - Charisma	12	
Falling		7	7		Decrease Attribute - Intuition	9	
Fatigue		6			Decrease Attribute - Logic	11	
Sonic		5			Decrease Attribute - Willpower	10	
RESISTANCE - TOXINS AND PATHOGENS		CONTACT	INGESTION	INHALATION	INJECTION		
Toxin		6	6	Immune	6	Illusion Spells	Mana
Pathogen		6	6	Immune	6		Physical
							Mental
						Manipulation Spells	Physical
RESISTANCE - ADDICTION		NOT ADDICTED YET	ALREADY ADDICTED				
Physiological		6	6				
Psychological		11	11				

ARMOR	VALUE	EQUIPPED	
Armor Clothing	6	**	SR5 437
Total of equipped single highest armor and accessories	6		
Other Armor			
Form-Fitting Body Armor	8		RG 65
Concealability; Custom Fit;			

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	[LOADED]
Ares Viper Slivergun	4	4	9P(f)	+4	SA/BF	2	30(c)	SR5 426
	RANGE		S	M	L	E		
	Heavy Pistols		0-5	6-20	21-40	41-60		
Concealable Holster; Sound Suppressor; Spare Clip;								
Walther Palm Pistol	4	4	7P	-	SS/BF	2	2(b)	SR5 425
	RANGE		S	M	L	E		
	Holdouts		0-5	6-15	16-30	31-50		
Concealable Holster								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Knife (Survival Kit)	4	5	3P	-1	0	SR5 422
Sword	4	6	5P	-2	1	SR5 422
Unarmed Attack	4	3	2S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY			
Ammo: Flechette Rounds (Heavy Pistols)	-	170	SR5 434	Earbuds	3	1	SR5 445	Micro-Transceiver	-	1	SR5 441
Ammo: Regular Ammo (Holdouts)	-	10	SR5 434	Select Sound Filter rating 2;				Respirator	4	1	SR5 449
Camera	1	1	SR5 446	Fake SIN	4	1	SR5 442	Restraint, Metal	-	1	SR5 447
Vision Magnification;				Flashlight	-	1	SR5 449	Standard Rope (100m)	-	1	SR5 449
Certified Credstick, Gold	-	1	SR5 442	Flashlight, Low-light	-	1	SR5 449	Survival Kit	-	1	SR5 449
Climbing Gear	-	1	SR5 448	Gas Mask	-	1	SR5 449	Compass, Lighter, Lightweight Thermal Blanket, Matches, Several Days' Worth of Ration Bars, Water Purification Unit;			
Contacts	3	1	SR5 443	Mapsoft	-	1	SR5 441	Tag Eraser	-	1	SR5 441
Flare Compensation, Image Link, Low Light;				Medkit	1	1	SR5 450				
Diving Gear	-	1	SR5 448								
Gas Mask;											

DEVICE	CATEGORY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
Erika Elite	Commlinks	4	0	0	4	4
Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display; Sim Module, Subvocal Mic;						

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY ARMOR	SENSOR	CM	SEATS	DEVICE
Suzuki Mirage (Racing Bike)	5/3	3	6	1	5	6	2	15	1
Assembly/Disassembly									
Sensor Array Rating 2									

LIFESTYLE	LEVEL	COST	DURATION
Cara'Sir Mansion	High	5,500¥	1 Month
Cleaning Service (Mage Sensitive); Garage (Car (Body 5 or More)); Garage (Stable); Swimming Pool; Workshop/Facility (Arcana); Extra Secure; Grid Subscription (Global Grid); Grid Subscription (Local Grid); Grid Subscription (Public Grid);			

TRADITION	DRAIN	COMBAT SPIRIT	DETECTION SPIRIT	HEALTH SPIRIT	ILLUSION SPIRIT	MANIPULATION SPIRIT
Wuxing Materialization	WIL + LOG (11)	Spirit of Fire	Spirit of Earth	Plant Spirit	Spirit of Water	Guidance Spirit
						SG 51

INITIATE GRADE: 1	
Arts	SG 150
Apotropaic Magic	
Metamagics	
Shielding	SR5 326

SPELL	TYPE	RANGE	DAMAGE	DURATION	DRAIN	DV	
Combat Spells							
Manabolt	M	Line of Sight	0P	Instantaneous	F-3	Direct	SR5 284
Detection Spells							
Analyze Magic	P	Touch	-	Sustained	F-3	Active	SR5 285
Detect Enemies, Extended	M	Touch	-	Sustained	F	Active	SR5 286
Health Spells							
Heal	M	Touch	-	Permanent	F-4	Essence	SR5 288
Manipulation Spells							
Fashion	P	Touch (Area)	-	Permanent	F-1	Environmental	SG 115
Makeover	P	Touch	-	Permanent	F-3	Physical	SG 117

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Bridgit Tishah	Cara'Sir	Governmental Official	3	4
	Metatype: Elf			
	Sex: Female			
	Age: Young			
	Preferred Service (Shadowrunner Job)			
	Payment Method:			
	Hobbies/Vice: Social Habit (Elven Wines)			
	Personal Life: Unknown			
	Type: Support			
Local talismonger		Hermetic Academic	5	2
Local TTPC contact	Local TTPC intelligence post	Military contact	3	3

Description

Эльфийка - несмотря на возраст в 41 год, выглядит на поздние двадцать. В естественном состоянии имеет белую кожу, белые же волосы и ярко-синие глаза, которые предпочитает маскировать красными контактными линзами.

В одежде предпочитает простую одежду из натуральных материалов, как лучше поддающуюся магическому воздействию.

Background

Родилась и выросла в Кара'Сире в семье основателей государства. Первые семь лет жила с матерью и сестрой.

В 2038 году демонстрирует магические способности и переводится матерью на учебу в учебный центр Пробуждения при Университете Шир Шаирнгира (Серентанейо/Юджин). Заканчивает учебный курс в 2046, оценки в дипломе - выше среднего. Вскоре после окончания курса погибает мать, Джемини и Сюзен поддерживают друзья семьи (как друзья семьи делали с самой смерти Джеральда). По большей части воспитатели принадлежат к "дворянской партии".

В 2049 Джемини проходит Обряд, принимает имя Кедате. Год спустя подтверждает королевский ранг на Ритуале Продвижения и поступает в Университет Шир Шаирнгира. В 2054 защищает докторскую диссертацию ("Перспективы военных операций в условиях высокой мана-активности") и присоединяется к ТТРС. Подготовку проходит в лагере Кэмп-Уиткомб, маг-апотроп. С 2055 года числится кадровым офицером.

С 2055 по 2057 служит в составе полицейских сил. В 2058 году получает звание лейтенанта и переводится в армейский состав. В 2060 году продляет контракт и переводится в состав сил специального назначения. Участвует в операциях на территории Юкатана, Тзимшана, ССС, Калифорнии.