

# COMBAT MAGE

## RACE: ELF (30 BP)

### ATTRIBUTES (230 BP)

**B A R S C I L W M E**  
3 4 4 3 4 3 3 4 5 2

Essence: 6  
Initiative (Astral): 8 (6)  
Initiative Passes (Astral): 1 (3)  
Physical Damage Track: 10  
Stun Damage Track: 10

### ACTIVE SKILLS (124 BP)

Astral Combat: 3  
Blades: 2  
Conjuring Skill Group: 3  
Counterspelling: 3  
Dodge: 3  
Etiquette (Street): 2 (+2)  
Perception: 2  
Pistols: 3  
Spellcasting: 5

### KNOWLEDGE SKILLS (18 FREE BP)

Corporate Security Tactics: 2  
Lone Star Procedures: 2  
Magic Background: 3  
Mercenary Hangouts: 2  
Urban Brawl Odds: 2

### LANGUAGE SKILLS

English: N  
Latin: 3  
Sperethiel: 4

### QUALITIES (+20 BP)

Magician (15 BP)  
Mild Allergy to Sunlight (+10 BP)  
Addiction (Mild, Sinsense) (+5 BP)  
Addiction (Mild, Stimulants) (+5 BP)  
Sensitive System (+15 BP)

### SPELLS (24 BP)

Armor  
Clout  
Increase Initiative  
Levitate  
Lightning Bolt  
Manaball  
Manabolt  
Physical Barrier

### GEAR & LIFESTYLE (20,000¥) (4 BP)

Katana; Yamaha Sakura Fubuki (Smartlinked) w/Quick-Draw Holster and 20 clips of Regular Ammo; Lined Coat; Novatech Airware Commlink w/Mangadyne Deva DS, Trodes, and Sim Module modified for BTL/hot sim; Magical Ledge Materials (Force 5); Magesight Goggles;

Simrig; Stimulant Patches (4, Rating 3); Low Lifestyle (2 Months)

### CONTACTS (8 BP)

Fixer (Connection 2/Loyalty 2)  
Talismoner (Connection 2/Loyalty 2)

### NOTES

Starting Nuyen: 3D6+9 x 50¥  
Natural Low-Light Vision



Whether you need your damage dished out physically or magically, the Combat Mage is your guy. You won't find him poring over mystical tomes in a library or pondering the meaning of life under the stars—he was trained for action, and smack in the middle of it is where he likes to be. With a full repertoire of punishing spells to match his impressive arsenal of artillery and his formidable fighting skills, he's guaranteed to have the right tool for the job. Support is not the Combat Mage's forte—he won't hang back in the rear to heal up his comrades or maintain the stealth and protection spells—he'll be at the front, fighting side by side with the street samurai and the adept.