

Natch Character Dossier

Vital Statistics

Build Data

Build Chart:				
Race:	Human	0	Force:	74 22
Awakening:	Mage	20	Resources:	1018000 30
Attributes:		42	Edges/Flaws:	-31
Skills:		47	Total:	130

Attributes

Attributes:	Race	Build	Karma	Base	Mods	Active
Body		4	3	3		3
Quickness		6		3		3
Strength		4		3		3
Charisma		6		3		3
Intelligence		10		5	3	8
Willpower		12		6		6
		42	3			

Derived Attributes:					
Karma Awarded:	22		Reputation:		
Unspent Karma:	2		Public:		
Reaction:	4	5	Shadow:	19	
Initiative:	1d6	4d6	Dice Pools		
Essence:	3.00		Karma:	1	
Body Index:	1.20		Combat:	7	8
Magic Rtg:	4		Magic:	8	11
Initiate Grade:	1		Int Tasks:	0	2

Edges & Flaws

Edges/Flaws	Val		Val
Phobia: Trusting anyone (Mild, Common)	-3	Outcast Initiate (can't Group Initiate)	-3
Phobia: Fire (Severe+, Common)	-4	Eccentric Formulation Paradigm (Can't use other's spell formulae)	-2
Incompetence: Vehicle Skills	-6	Bland	2
Phobia: Driving (Moderate, UnCommon)	-3	At Ease	3
Phobia: Vehicles (Mild, Common)	-3	Astral Chameleon (Less astrally obvious aura)	2
Flashbacks (Being in a vehicle @ high speed/when control test needed)	-4	Poor Link	2
Bad Karma	-5	Focused Concentration	2
Hung Out To Dry	-4	Aptitude: Spell Stacks	2
Shy	-1	Clear Thinker	1
Hunted (Aztechnology)	-4	Perceptive	2
Elemental Ties: Fire Opposition 2	-4	Resistance to Toxins	1
Hatred of those who callously harm/use innocents	-2	High Pain Tolerance	2
Vindictive	-2	College Education	2
Magical Loner (Can't Ritual Cast with others)	-2		
			-31



Description

Identification:	Last Updated:	09/14/01
Name:	Nathaniel Henderson	Cash: 250
AKA's:	Natch	Race: Human
Legal Status:	?	Height: 5' 8"
Ethnicity:	UCAS Cauc. Mutt ;-)	Weight: 150 lbs (?)
Hair:	Brown	Age: 32
Eyes:	Brown	Sex: Male

The best description of Natch has to start with "Well... I dunno... just average, I guess..." The odd damage to his psyche... and thus Awakened Aura... has effects that bleed over into the physical world as well as their more predictable Astral effects. Even his age is indeterminate, and if you don't keep an eye on him, he tends to fade into the background mentally even without active use of magic. For those who **do** pay attention, he seems "Thirtiethish, give or take a decade", with dark brown hair and eyes virtually always hidden behind his black shades, equally not-at-home, but equally appropriate background no matter where he goes. His clothing is equally nondescript –dark clothes, dark trench... street wear, maybe, but cut high-quality.

Ware

For a Mage, Natch has a truly awful amount of cyber, but considering his high-tech job and late Awakening, it's a surprisingly modest amount of bio-technological modification, primarily centered on boosting his already impressive skills and mental capacity – see his gear for further integrated equipment. His top of the line senseware and smartlink were added at his Bosses' behest when he got tapped for "Counterproductive Behavior Expediter" (read "Assassin") for the Azzies, to add to the extensive communications and notes/control capabilities given by the integrated Executive Headware Secretary and Encephalon/Bioware packages.

Ware	Rtg	Grd	Base Imp	Base (¥)	Imp	Cost (¥)	Notes
Bioware							
Cerebral Booster	2		0.80	110,000	0.80	110,000	+2 Intel; 1d6 Task Pool
Trauma Damper			0.40	40,000	0.40	40,000	
					1.20	150,000	
Cyberware							
Executive HdWr Sec	4	A	0.70	58,000	0.56	174,000	Rtg =ECM/ECCM/Crypto
FIFF Memory	120	A	0.07	3,000	0.06	9,000	
Comlink	2	A	0.15	8,000	0.12	24,000	
Cybercom Link		A	0.20	62,000	0.16	186,000	
Encephalon	2		0.75	40,000	0.60	120,000	+1 Intel; +1d6 Task Pool
			1.87		1.50	513,000	
							Base Eye Mod Imps
CyberEyes			0.20	5,000		15,000	0.16
Low Light		A	0.20	3,000		9,000	0.16
Flare Compensation		A	0.10	2,000		6,000	0.08
Image Link		A	0.20	1,600		4,800	0.16
OptiScan Datajack	2		0.15	1,000		3,000	0.12
			0.20	5,000	0.18	37,800	
Smartgun Link	2	B	0.20	3,200	0.12	22,400	
					3.00	723,200	

Skills

Skills	Type	Build	Karma	Base	Mods	Active
SuperSquirt-II	S	2		4		4
Urban Stealth	C	5		6		6
[Corp] Etiquette	C	3		4		4
Ind. Proc Programming	S	1		3		3
Pharmacology	S	6		8		8
Medicine	C			6		6
Biology	S			4		4
Electronics	G	4		4		4
Electronics B/R	G	4		4		4
Conjuring	G	5		5		5
Spellcasting	C	6	12	8		8
Sorcery	G			5		5
Enchanting	G	5		5		5
Magic Theory	G	6		6		6
		47	12			

Magic

Spell	Force	Mod	Typ	Ctry	Tgt#	Dur	Rng	Drain	Xtr
Mind Probe	3		M	Dtct	4 [R]	S	Tch	-1 D	
Personal Combat Sense	2		P	Dtct	4	S	Self	+1 M	Q
Mind Web	3		M	Dtct	4	S	Ext	+2 S	
Increase Reflexes (3)	2		M	Hlth	2x React	S	Self	+1 M	Q
Panacea	3		P	Hlth	12-Ess	P(v)	Tch	Special	
Physical Mask	2		P	Ill	4	S	LOS	+1 L	L
Magic Fingers	3		P	TK	6	S	LOS	+1 M	
Levitation	3		P	TK	4	S	LOS	+1 M	
Hypostrike	3		P	TK	Body [R]	P5	LoS	+1 S	
Spiritwalk	3		P	Tms	6	S	Self	+2 S	L
Skeleton Key	4		P	Tms	Special	I	Tch	S	
Hauberk	3		P	Tms	6	S	Tch	+1 M	Q
Venom	2		P	Tms	Special	S	Tch	Special	
Vitrify	1		P	Tms	Body	S	Tch	+2 M	
Autoclave	2		M	Tms	6	I	T/A	D	
					39				

Custom Spells

Mind Web (Detection)

Type: Mana **Range:** Extended **Target:** 4
Damage: --- **Duration:** Sustained **Drain:** [(F/2)+2]S

Similar to the Mind Link spell, this spell creates mind links between any number of willing targets within the Area Of Effect centered on the Caster, though once the spell is CAST, those effected may go anywhere within the Extended Range of the spell.

Panacea (Health)

Type: Physical **Range:** Touch **Target:** 12 - Essence
Damage: --- **Duration:** Permanent* **Drain:** [(F/2)+2](Special)

This general purpose counter-agent spell is combination of Cure Disease and Purify Toxins... it rids the body of any and all foreign "Materials", whether they are diseases, toxins, drugs, or medications: The Panacea spell does not differentiate. On the bright side, this means that more virulent diseases or toxins don't raise the spells difficulty :-). Successes remove Potency/Virulence/Strength (etc) on a one-for-one basis, one effected substance after another, from strongest to weakest, repeating until all successes are applied. (EG, if target is suffering from Virulence 4 Influenza, ToxStrength 6 NarcoTox Poison, and a Rtg 10 Stim Patch blocking 6 boxes of Stun Damage, 7 successes on the Casting roll will subtract 2 from the flu virulence, 2 from the NarcoTox strength, and 3 from the Stim Patch Rating). For the Panacea spell to take effect, the Caster must sustain it based on the Time Required to Sustain a Heal Spell. While the spell is sustained, NO effects of the targetted substances continue, beneficial or not, and at the conclusion of the sustaining period the Target makes new resistance rolls vs the new Strengths (et al) of the substances still active in their system. The Drain Level for the Panacea spell is one greater than the HIGHEST base damage (etc) Rating effected (To use the above example, the "S" from the Stim Patch's effect equates to a requirement to Sustain the spell for a Base 15 Turns and has a base Drain level of "D"). The High Drain/Tgt# of the Panacea spell is due to it's generalized nature: it effects ALL substances in the body, not JUST diseases or JUST toxins. It IS possible as well to sustain the spell PAST it's normal "Permanent" stage in order to "freeze" an especially lethal toxin (et al), but doing so requires Drain Rolls for each (Target Essence) Turns past the normal "Permanent" stage. Note as well that despite it's similarities to a Heal Spell, Panacea does NOT heal already inflicted damage, though LIKE a Heal Spell, it may only be cast once on any given substance.

Hauberk (Manipulation [Transform])

Type: Physical **Range:** Touch **Target:** 6
Damage: --- **Duration:** Sustained **Drain:** [(F/2)+1]M

This sharply limited but potent spell alters the nature of the clothing it's cast on to magically enhance its protective qualities. It gives the clothing worn by a voluntary Target a Barrier Rating = Succ/2. This acts as + Impact AND Ballistic Armor AND adds the Barrier Rtg to the Target's Body for resisting the damage, but it CANNOT be cast on anything with it's OWN Barrier Rtg (ie, it won't effect *hardened* armor in any way). Also note that it alters the CLOTHING: anything not covered BY the clothing is NOT protected (eg, you can CAST it on a bikini, but it's not likely to help much). For cases where coverage or hit location is undetermined, or cases where massive large-area damage is involved, test as if the target were a Regenerating Critter, with the "fail" number based on amount of coverage (eg, on the aforementioned bikini, the Hauberk would only take effect on a 1d6 roll of 6 or better, or even 8, 9, 10 or better (Depending on how skimpy the bikini is), where if a full set of street clothes and a duster were involved, the Hauberk effect would protect the wearer on a 2 or better, etc.)

Skeleton Key (Manipulation [Transform])

Type: Physical **Range:** Touch **Target:** Special
Damage: --- **Duration:** Instant **Drain:** [(F/2)]S

This spell involves placing the hand directly onto any locking device... Transformation Magic changes the lock to its Open state. The Tgt# for the Magician is equal to The lock's Rating + 2 if it's a Mechanical Lock, and +4 if it's a Maglock. Certain esoteric high security locks can have modifiers up to and including their Rating. The Lock rolls its Rtg vs the Spell Force. Ties go to the Lock. This spell CANNOT be used to LOCK a lock, only open it.

Hypostrike (Manipulation [Telekinetic])

Type: Physical **Range:** LoS **Target:** Body [R]
Damage: Special **Duration:** Permanent [5] **Drain:** [(F/2)+1] D

This spell transfuses a liquid (And ONLY a liquid) substance from within Touch Range (ie, the Caster's aura) to inside a target biological system (ie, circulatory, etc) The spell itself cannot be applied to directly cause damage (No water on the brain or drowning from a distance, sorry), but is generally used to convey toxins or drugs into a victim's body in the proper location for optimal effect (thus the "special" damage code). Generally, this can be treated as a DMSO Application in practical terms, though impact and other armor, even bio-contamination-resistant gear is of no use whatsoever. Of note is the 5 action sustaining requirement: the first round involves transforming the transported substance into the spell's effect, the second "locking on" to the correct bio-system in the target (Blood, cardial, muscular, etc. The third Action conveys the substance TO the target, the fourth re-coalesces the astral energies into the proper pattern to recreate the "payload", and in the 5th the "payload" can actually begin to take effect. This process may or may not be relevant at the GM's discretion to determine the effects of interruptions and failures before it takes effect.

Venom (Manipulation [Transform])

Type: Physical **Range:** Touch **Target:** Special
Damage: --- **Duration:** Sustained+ **Drain:** Special

This spell actually creates a dose of any drug/chemical/toxin desired, rearranging the molecular structure in the target liquid (And it can ONLY effect liquids) to form the desired venom. This can be accomplished in two ways: either having a minute amount of the substance to duplicate (in which case the Tgt# = 1/2 the substances Power, and requiring 1 Succ. per (effect level-1) of the substance), or by use of the appropriate Scientific skill (Modified by Spell sustaining mods) vs a Tgt # equal to the Power of the substance to be produced, and requiring 1 succ per effect level. The spells Drain level, regardless of which method is used, is always the substances' ([Power - 1]) at its Damage Rtg - 1 lvl. (ie, to produce a dose of Narcotox (a 6D effect) without any being present, the Caster must make 4 succ (for the D Dmg Rtg) vs 6 + Concentration Mods to create a single dose. To duplicate a touched sample of NarcoTox, the Caster would need to make 3 succ vs a Tgt# of 3) Extra successes may be used to EITHER increase the number of doses produced by 1/2 succ, OR to increase the stability of the resulting chemical by 1 rd/2 succ after the Caster stops sustaining the spell. Once the spell effect DOES finally fade, the substance decomposes back into it's original liquid composition.

Spiritwalk (Manipulation [Transform])

Type: Physical **Range:** Self **Target:** 6
Damage: --- **Duration:** Sustained **Drain:** [(F/2)+2]S

This potent, but difficult and dangerous spell actually warps the molecular structure of the casters body to effectively render it immaterial and invisible... this is similar to the Critter power "Mist Form" with invisibility and silence added, but has several notable advantages/disadvantages in comparison: First off, the spell's energy matrix does NOT allow any sort of weapon immunity -- damaging attacks are too abrupt for the Caster's transformed body to adapt to successfully. On the other hand, it's possible for the Spiritwalker to pass through ANY barrier, even airtight ones, if he makes a spell-casting test vs (10 - Spiritwalk Succ/2)... though he can only penetrate objects that could be walked through in astral space. It's both more and less effective than invisibility as well, because the effect applies to all spectra and all senses (IR-UV Sight, smell, hearing, touch, & even taste ;-)... but is only half as effective, applying a +1 Perception Tgt#/Succ. instead of the Invisibility spell's +2/Succ. Also note that the effects are unified... you can't drop the invisibility part and keep silence, and you can't drop the silence to say something and remain invisible. It's all or nothing. Finally, while this effect is quite powerful in physical space, it's actively NOISY astrally: for any attempts to ASTRALLY detect the Spiritwalking Character, SUBTRACT 1/2 succ from all perception AND Tgting numbers -- if the Spiritwalker is engaged in penetrating a solid material object, that bonus is doubled, a positive BEACON on the astral. If the description above hasn't made it obvious, this IS a Physical spell, and DOES effect devices, not just living beings. Finally... if the Sustaining is broken while the Spiritwalker is in the MIDST of passing through a solid object... well, Bad Things happen. The very least the SpiritWalker should expect is a high powered, high damage, armor ignoring physical damage hit. GM's are encouraged, however, to be cruelly inventive in terms of REALLY weird and unpleasant things happening. ;-)

Autoclave (Manipulation [Transform])

Type: Mana **Range:** Touch/Area **Target:** 6
Damage: --- **Duration:** Instant **Drain:** [(F/2)] D

A specialized variant of the Sterilize spell, this is a Transformation spell, not a combat spell, and does not inflict any damage on bacterial/etc organisms... rather it serves two purposes, operating from the astral to obliterate astral traces, both in terms of material links, and spell signatures. Even a single success snaps all useful material links, and the spell adds +1/2 succ dice to an IMMEDIATELY FOLLOWING (In practice and IC effect, it's part of the spell-casting itself) Cleansing attempt ONLY for the purposes of Cleansing spell traces (ie, it does NOT effect Background count). It functions much as the Astral equivalent of mundane sterilization by means of ultra high intensity UV bursts, flooding the Area with a minute fraction of a second HIGH powered burst of randomizing mana. This IS quite noticeable as a subtle flare of magic energy ONLY on the astral, but the short duration and obscure "wavelength" make it difficult to locate even to spirits, so no mechanics for residual traces or direct perception are needed. Note that due to the nature of the Autoclave spell, it's OWN signature that must be removed by the cleansing attempt will be that of the HIGHEST Force rating magic (including itself) to be cleaned by the Cleansing attempt following, regardless of it's actual level (Unless it IS the highest).

Vitrify (Manipulation [Transform])

Type: Physical **Range:** Touch **Target:** Body
Damage: --- **Duration:** Sustained **Drain:** [(F/2)+2]M

This essentially trivial little spells is pretty much a bondage dream come true -- it allows the Caster's touch to transform the willing target into an immobile statue of living crystal. The transformed target does not need to eat or breath while so changed, but remains fully sensorily aware.

An integrated and highly miniaturized at great cost compilation of basic Surveillance/Surveillance Countermeasures Electronics, plus a few extra goodies in one small bi-fold package designed to look like a standard music player (Except Natch had his extracted and repackaged). The package includes:

- NavDat GPS system with 6 "Map Chips worth" of map memory
- Bug Scanner
- Dataline Scanner for Optical Jack input
- Radio/Celphone Jammer
- Voice Mask (For through-linked calls only)
- White Noise Generator
- Flashpak
- Normal systems also function as a perfectly normal Music Chip/disk player as well.

All functions operate in a linked fashion at the Gear's overall rating, so incremental upgrades are impossible (Though upgrading the WHOLE thing is possible, though you only get 50% trade in on the old system, if it's in mint condition).

The full package runs all IO though a separate (But equally well disguised) Rtg 2 Optical Scanning Datajack Emitter and a pair of "CooVu"™ Shades (See below).

"CooVu"™ Digital Enhancement Interface Glasses

Legality: Legal	Concealment: 3/10	Weight: Negligible
Street Index: 1.0	Availability: 10/14 days	Cost: 3,000 ¥

The ultimate in stylish eyewear for the discerning... and subtle... Covert Ops Professional... The CooVu™ system is cyberware technology adapted to external gear, and has the following Specs:

- Electronic Magnification 3
- Flare Compensation
- Extended Spectrum sensitivity (IR/Thermo - UV low light)
- Rangefinder
- Pass-through Optical Scanning Datajack Technology for wireless link to our "Jammin'Gear"™
- Pass-Through OSDJ also allows direct integration with actual cyber via OSDJ

Heavy Hand Gloves

The classic weighted gloves have come into the modern era. These gloves have a complex set of layers: an outer layer of synthleather covers monoclath, which in turn surrounds a plastic that bends easily under ordinary usage, but instantly hardens under impact. Finally, there is a silk lining. The gloves thus provide an excellent utility in combat, and even allow bare-handed attacks against monowhips and monowire. Add +2 to the power of strikes using the hands. The extremely thin lining on the fingertips only adds +1 to tactile perception TN's; ordinary gloves add +4. 8000¥ per pair.

Custom Chem

General Drug Data/Key

AKA: Also Known As. These are common street names for these drugs in various parts of the world.

Inspiration: From where we stole this idea, or who created it.

Speed: The speed with which the drug takes effect.

Vector: How the drug must be administered.

Duration: How long the drug lasts.

Effects: These are the primary effects of the drug which all take place throughout the duration of the drug's effect.

Crash Effects: After the drug stops working, these effects hit the body. The duration of these effects should be twice the duration of the drug, unless otherwise noted.

Permanent Effects: These effects work on the body after the drug wears off, like crash effects, but will be permanent. Most of these entries have a saving roll to avoid these effects. Unless otherwise stated, these permanent effects must be resisted each time the drug is taken.

Addiction Effects: These effects apply, in addition to all the other effects, when the user becomes addicted. All effects are permanent unless otherwise noted. Most effects have a saving roll to avoid them.

Notes on effects

Stim Patch: Any drug that has Stim Patch-like effects may be detrimental to a magician's Magic Rating just as Stim Patches are (see SR II pg.115 and 250).

Block-All: The block-all referred to is from an issue of Ka-ge; and has the following effects: If you are under the effects of a block all, each time you are injured, you roll a number of dice equal to your Willpower plus the rating of the block all against a target number equal to the number of physical damage boxes taken. Each success on this test allows you to ignore the effects of 1 box of physical damage. The damage is still there, however.

<u>Genesios Three</u>				
AKA:	Black thunder		Inspiration:	Walter Jon Williams
Addiction:	2m	Tolerance:	5	Strength: 20
Vector:	Injection, Ingestion	Speed:	1d6 turns	Duration: 1d6 + 17 hours
Legality:	4P-M1	Cost/Dose:	1,000Y	Availability/SI: 14/2 weeks/8.5
Effects:	Intelligence +4, slight buzzing euphoria			
Crash Effects:	none			
Permanent Effects:	G3 rebuilds, repairs and stimulates growth of nerve cells (which do not normally grow at all).			

<u>Ecstasy</u>				
AKA:	XTC		Inspiration:	Seth
Addiction:	4M	Tolerance:	4	Strength: 20
Vector:	Inhalation/Injection/Ingestion	Speed:	2/2/30 minutes	Duration: 6d6 minutes
Legality:	4-M1	Cost/Dose:	150Y	Availability/SI: 5/7 hours/4.0
Effects:	Charisma +5, Willpower -3, Quickness +4, sexual tension and prowess, euphoria, aggressiveness, mild hallucinations, extreme sensory stimulation [+3 perception, +3 T# to resist pain], as stimulant patch (2), Quickness-based skills +2			
Crash Effects:	Quickness -3, Strength -3, Willpower -3, possible sexual dysfunction, sexual hunger, deadly stun wound, quickness-based skills -2, reaction-based skills -1			
Permanent Effects:	Sterility [Body(4)]			
Commentary:	>>>>>[There was a popular drug called XTC around the turn of the century, which some people still take. This is not it. So make sure you know what you're buying.]<<<<<< -- Caveat (21:14:34/9-16/54)			

<u>Ribopropylmethionine</u>				
AKA:	RPM, Round-baby		Inspiration:	Effinger novels
Addiction:	8p	Tolerance:	2	Strength: 2
Vector:	Injection	Speed:	3 minutes	Duration: 1d6+1 minutes
Legality:	3-M1	Cost/Dose:	100Y	Availability/SI: 10/7 hours/3.0
Effects:	Quickness -4, Intelligence -2, Willpower -6, Charisma -4, Strength +2, terror, fear, extreme hallucinations (personal fears), as stimulant patch(8), as block-all(6)			
Crash Effects:	Tremors, paranoia, abject fear, recurring Hallucinations, concentration-based activities -2, extreme sensitivity to fear, adrenal overload [automatic deadly wound to adrenal pump bioware]			
Permanent Effects:	Quickness -1 [Body(8)], Willpower and Charisma -1 [Willpower(8) for each] Addiction Effects: Quickness, Willpower, Intelligence -1 per month			

<u>Chloral Hydrate</u>				
AKA:	drop, noctec		Inspiration:	reality
Addiction:	4m,3p	Tolerance:	3	Strength: 5
Vector:	Injection	Speed:	30 seconds	Duration: 5-8 hours
Legality:	4P-M1	Cost/Dose:	2Y	Availability/SI: 5/4 hours/1.0
Effects:	Quickness -3, Intelligence -2, Willpower -2, clumsiness, sleepiness, calm, block-all(3), tranq(6)			
Crash Effects:	Quickness -2, Body -2, Intelligence -1, nausea, headaches			

Lifestyle

Enemies

The Azzies, of course, want Natch dead... though really, let's face it, he's small potatoes and of minor importance to the Corp as a whole, various former co-workers, especially the Mage who arranged his Awakening, and the head of the division, take his violent defection rather more personally.

Enemies					
	Rtg	CPs	Pow	Mot	Knw
Aztechnology	3	8	6	2	0
Nox	2	6	2	3	1
(?)	2	6	1	4	1

Nox is the Force 3 Free Toxic Blood Spirit Ally that Natch's killing of his Boss **set** free. Natch himself is only marginally aware of this hunter... the Blood Spirit's responses are limited and inspired by the fact that while he is unaware of it, Natch does know its True Name, so the Spirit is cautiously gaining power and trying to track down, and indirectly eliminate, the danger this poses, without exposing itself **to** that very danger.

The unknown Enemy is a young Lone Star secretary whose LS Officer father died way too young of a heart attack, with no previous cardiological weakness history, who is convinced (totally without evidence, and in fact, is actually wrong) that the "Natural Causes Killer" rumored to operate in the Seattle shadows assassinated him... she's become obsessed with this idea, and while no-one in LS thinks she's anything but a grief-stricken kid (And thus they ignore her), she has dedicated herself to finding and bringing him to justice... Natch, unfortunately, has **no** clue of any of this.

Background:

Born and raised in pre-Bug Chicago in your archetypical Corp Suit home, Nathaniel was a whiz at Chemistry and biology, drifting into Pharmacology in his college years, and with his dedicated drive to make himself invaluable to an eventual Corporate employer, managed to get his Doctorate by age 23, and went straight to work for Aztechnology as a research pharmacologist. He married his HS Sweetheart and moved to the Pyramid in Seattle and spent 4 yrs working his way up the corporate ladder... by the time he was 26, he had a new baby, and the perfect Corp Suit Life. Then an Azzie higher up in the magical research divisions decided to go through employee records in pursuit of a pet project... means of Awakening repressed magical talent. Accordingly, they diddle his car, to create a life-threatening situation where his Gift would FORCE itself to the surface, to save his life. So when his car, literally, came apart on him doing 85 on the Seattle expressways... it DID work. Unfortunately, his wife and infant daughter had no such luck. All his newly Awakened power could do way lift him from the shredding car and allow his first experience with Assensing to hit his traumatized mind and heart with the full impact of the agonized, burning death of his loved ones.

He woke up in a Corp Medical facility, and was told that the wreck was the result of Corporate espionage from an unknown source... the Company sympathized, and took care of its people... he'd be given advanced training in his Gift, and the opportunity to get revenge for his horrible losses. Training only took six months, as Nate threw himself into it with the same determination he had his life and career, but with a grim, dedicated remorselessness that honed his abilities rapidly to razor sharp keenness. Within 9 months, he was doing solo work for ACS (The AZT Security force), taking out rival corpors subtly and untraceably... but after a year and a half of that, his Boss made a small, but lethal mistake.

He sent Nate after a shadow decker who'd snarfed... and wiped... a secure "Covert Ops" accounting datastore. Nate, with his minor but definite abilities to access the Matrix, was the natural choice, and sure enough, he geeked the Decker and captured back the info... unfortunately, *in* the recovered data was the report on the true story of what had happened to him and his family. Nate went cold and lethal at that point, not allowing the slightest trace of his reactions to show, moving in a hyper-focused state of near madness, he went to his debriefing... and without a word, pulled his bosses trophy katana from the wall and cut the man's head off... his Ally went free, but fled in the face of Nate's berserk rage, and Nate ran. Vanishing into the Seattle shadows to set up shop as a freelance assassin, hunting down and slaughtering Corp Execs with quiet raging glee.

Under the Street Name of "Natch" he's worked the shadows for 5 yrs, building a slowly growing Rep as a nearly compulsively neat killer, answering to no-one, and letting very few escape, though his rep (Self tailored) also made a point of noting he only accepted targets who dabbled in the shadows and destroying the lives of others... and viciously retaliating against "clients" who mislead him on the nature of his targets. He had literally no close associations, handling much of his fixing himself, keeping his inevitable associations shallow and strictly business.

Then, 9 months ago, he did a slight favor for a young freelance assassin new to town, Moonlight. Her response lead to a brief but intense intimacy, and for the next three months as she settled in to the Seattle shadows, they saw each other occasionally... until one day, a job of hers went bad... or must have, since she abruptly vanished. Natch, to his own surprise, cared... and swung into action, tracking down her job... to off a semi-retired AZT Blood Shaman turned upper Exec. Natch tracked him down, and finished him off with extreme difficulty. Wounded severely, he searched for Moonlight, only to discover her hardwired with a nasty P-Fix chip and turned into an eager pet of the Shaman's more twisted desires. He took her home, unwired her, and slowly helped her recover her own personality, and the two have been together since (About 6 months).

Continuing History

Misc. Income/Expenses/Karma	Money		Karma	
	Income	Expense	Gained	Spent
Quicken Trenchcoat		0		7
Power Focus				1
Spell Locks				2

Supplies:

Pharmacopia					
Chemical	Doses	Cost (¥)	Potency	Speed	Effect/Notes
Oxygenated Fluorocarbons (P4MO)		0	N/A		
Atropine		0	5D	Special	
Cyanide		0	4D	0/1	
Hyper		0	4S Stun	0	
Monoamine Oxidase (MAO)		0	10L Stun	0	
NarcoTox		0	6D Stun	0	
Green Ring 3			8S+	1	
Seven-7			10D+	1	
Chloral Hydrate					
Ribopropylmethionine					
Ecstasy					
Genesios Three					

Magical/Enchanting Materials						
	Raw	Vrgn	Refnd	Radcl	Cost (¥)	Units
Herbal					0	Conjuring (Air)
Crystal					0	Conjuring (Earth)
SP Gem					0	Conjuring (Water)
Pr Gem					0	Watchers
Metal					0	Ritual (Air)
Copper					0	Ritual (Earth)
Silver					0	Ritual (Water)
Gold					0	Warding
Mercury					0	Orichalcum
					0	