Dark Eyes Information Sheet

**Metatype:**

Fomori
Native to the British Isles, fomori can be physically mistaken for young common trolls due to their smaller size. Since they lack dermal deposits, they are often perceived as less daunting than their cousins, but, in fact, they are comparatively more robust and vigorous than they appear. Fomori are also reputed to possess some innate resistance to magic.

**Abilities:**

**Thermographic Vision**

+1 Reach

**Arcane Arrester**
When affected by a spell (including a critter’s Innate Spells), the character—and she alone—treats Force-based effects (damage, paralysis, etc.) at half (round down) actual strength. Note that the actual Force of the spell is not actually reduced. For instance, a character with Arcane Arrester targeted by a Force 5 spell would resist it as if it were a Force 2 spell, though the spellcaster could still add hits to improve the effect. Arcane Arrester cannot be combined with Magic Resistance (p. 79, SR4). This quality can be taken by characters with a Magic attribute.

**Metagenetic Improvement (Body)**
A character with Metagenetic Improvement possesses a genetic expression that enhances the genes connected to the development of a certain Mental or Physical attribute. In game terms, the minimum and maximum values for one of the character’s attributes (as listed in the Metatype Attribute Table, p. 73, SR4) are both raised by 1. This quality may only be taken once for each attribute, but it is cumulative with the Exceptional Attribute quality (p. 78, SR4) and genetech such as Genetic Optimization (p. 89, Augmentation).

**Qualities/Handicaps:**

**Magican (Druidic)**
A character with this quality is a magician and starts with a Magic attribute of 1. This may be increased like any other attribute, up to a maximum of 6 + initiation grade (see Purchase Attributes, p. 73). A character with this quality cannot take the Adept, Mystic Adept, or Technomancer qualities. Magicians can cast spells and conjure spirits (see The Awakened World chapter for more information, p. 163). The Combat Mage, Occult Investigator, Radical Eco-Shaman, and Street Shaman sample characters on pp. 90,
97, 98, and 102 are examples of magicians. Each magician follows a specific magical tradition that defines his worldview and how he perceives and manipulates magic. Two common traditions—hermetic and shamanic—are described in this book, but players can also devise their own (see Traditions, p. 169). Magicians may also have a mentor spirit (see Mentor Spirits, p. 192) that confers its own benefits or penalties; players should note these, especially when choosing spells.

Magicians also have astral perception and the ability to astrally project (see The Astral World, p. 181). Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that are intended to be played as magicians.

**Druidic Tradition (Street Magic p. 38):**
Concept: Enlightenment comes to the druid through powers of the self, refined by the secrets of initiation and devotion. The druid—priest, mystic, and wise philosopher—is charged with the custody of the mystic bond between the sacred spirit of the land and its people.

**Combat:** Beast
**Detection:** Water
**Health:** Plant
**Illusion:** Air
**Manipulation:** Earth
**Drain:** Willpower + Intuition

**Mentor Spirit (Wise Warrior, Dagda):**
This quality is only available to characters with either the Magician or Mystic Adept quality. The character has a patron mentor spirit (see Mentor Spirits, p. 192) that guides him in his practice of magic and provides certain advantages and disadvantages. A character may only ever have one mentor spirit.

**Wise Warrior (Dagda):**
The Wise Warrior is skilled in the art of war, for battle is an art to her, an exercise in the powers of the mind as well as the body. She studies the tactics of her foes and overcomes them through a combination of superior strategy and battle prowess. The Wise Warrior does not act out of savagery or battle-lust, but from a position of knowledge and wisdom. Wise Warriors must follow the warrior’s code of honor and conduct themselves properly or risk the loss of favor.

**Advantages:** +2 dice for Combat and Detection spells.

**Disadvantages:** –1 die to all tests if acting dishonorably, until the character atones for her action.

**High Pain Tolerance (1)**
High Pain Tolerance enables a character to better shrug off the distraction of pain from his concentration. A character who possesses this quality can ignore one box of damage per rating point when calculating wound modifiers (see Wound Modifiers, p. 153). So a character with this quality at Rating 2 can take 4
boxes of damage without suffering a wound modifier. This quality may not be used with the Pain Resistance adept power, pain editor cyberware, or damage compensator bioware.

**Computer Illiterate**
Unlike the Incompetence quality, the Computer Illiterate quality means the character is technologically uneducated to the point she has no experience at working with AR, computers, commlinks, and other electronic devices. Such characters have trouble performing even simple tasks such as sending email or instant messages, programming a trideo recorder, using an unfamiliar commlink, or performing a data search.

Computer Illiterate provides a –2 dice pool modifier to all tests that involve a computer, electronic device or Matrix-connected system in any way, shape or form. Additionally, the gamemaster may require the character to make a Success Test to complete tasks her contemporaries would take for granted.

**Scorched**
A Scorched character had a nasty experience (or experiences) with Black IC or BTLs in the past, suffering near-permanent effects. The character receives a –2 dice pool modifier to any Willpower-related tests made when facing Black IC or BTLs. This does not include Damage Resistance Tests, but does apply to tests to jack out, log off, resist the effects of Psychotropic IC, or resist addiction.

**Sensitive Neural Structure**
A character with a Sensitive Neural Structure has a particularly delicate nervous system, making him more vulnerable to neural damage from BTLs, Black IC, dumpshock, and other damaging forms of simsense. When resisting damage from Simsense, the character receives a –2 dice pool modifier.

**Sensitive System**
A character with the Sensitive System quality has immuno-suppressive problems with implants. Double all Essence losses caused by cyberware implants. This quality does not affect Essence losses for bioware.

**SINner (Schwarzwald)**
The character was born with or somehow acquired a legal System Identification Number, or SIN (see Identification, Please, p. 258). This means the character’s real identity, personal history, biometric data, credit records, medical history, travel history, etc. are stored and accessible in numerous databanks. This does not mean the character is required to use that SIN, merely that a legal record of him does exist (and may serve as a detriment some day).

The character has a standard SIN and is a bona fide citizen of the nation or extraterritorial megacorp of his choice.
**Surge II**
The effects of SURGE are diverse and little understood. Some changelings suffer only minor phenotypic alterations, while others suffer full body transformations on par with goblinization. Since the genes expressed when SURGE strikes are errant, negative effects and traits such as mental disorders, physical deformities and impairments, and intolerances are common.
Class II changeling traits are often more pronounced. This can manifest either as multiple alterations or as greater physical changes that have certain impact on the character’s appearance or how people respond to him.

**Celerity (walk: 22/run: 52)**
Characters with this quality benefit from strengthening of the musculature involved in running. Leg muscles become ropy and more prominent. Increase the character’s Walking and Running rates (see Movement, p. 138, SR4) by one-half (round down) its current value.

**Low-Light-Vision**

**Nasty Vibe**
A character with this quality radiates the ultimate “bad vibe.” Sapient beings in her presence feel an indefinable “air of menace,” ill-at-ease, and oppressed. Some might even describe the feeling as being in the presence of evil (regardless of whether this is true or not), and the superstitious might attribute something demonic to the character’s nature. Add a +3 dice pool modifier to all Intimidation Tests and any attempt to instill fear in a sapient target.

**Ogre Stomach**
The character’s unique stomach and intestinal organs (including unusual gut flora) can digest a variety of substances that normal metahumans cannot or have trouble digesting, such as raw meat and cellulose-based plant material (like grass). In game terms, Lifestyle costs are reduced by 20 percent and the character receives a +2 dice pool modifier on Tests to resist ingested toxins (see Toxic Substances, p. 245, SR4).

**Extravagant Eyes (Full Black)**
The character’s irises, whites, or possibly even entire eyes take on an unusual color. For example, a character may develop bright green irises, both eyes may turn light silver, or one eye may turn white and one black. Many onlookers will simply assume the character has cybereyes. Altered eye color has no effect on the character’s vision. This effect is incompatible with cybereyes or bioware eyes.

**Impaired Attribute (Strength)**
The character sees one of his Mental or Physical attributes Impaired and finds it impossible to achieve the natural maximum level of his metatype in that attribute. Permanently reduce one of
the character’s metatype attribute maximums by 1 (for example, a human character would have one attribute with a natural maximum of 5 rather than the usual 6). This quality also decreases the augmented maximum by the appropriate amount. This quality can only be taken once for each attribute. Note, if taken during play, this may reduce a character’s current attribute rating in the affected attribute.
**Initiation:**

**Masking**
A character who learns masking can change the appearance of her aura/astral form to do the following:
- look mundane
- look as though her Magic is higher or lower than it is (+/- your grade of initiation)
- look as though she is a different type of astral creature.

When someone attempts to assense the aura of an initiate using masking, make an Assensing + Intuition Opposed Test against the initiate’s Intuition + Magic + initiate grade. If they get fewer hits, they see only the false aura. If they get more hits, they will see both the illusory aura she provided and her true aura. To disguise her astral form to look like a spirit or other astrally active creature, the character must be capable of astral projection.

**Extended Masking**
Prerequisite: Masking (p. 190, SR4)
This technique allows the initiate to extend her Masking metamagic to encompass her foci and any spells she may have quickened, anchored, or may be sustaining. The masking initiate may disguise a number of auras (foci and spells), not counting her own, equal to her initiate grade. Each aura so masked must have a Force equal to or less than her Magic attribute. Masked foci and spells appear to astral observers as normal fluctuations in her magical aura.

To detect auras concealed with Extended Masking, a character need only make the usual Assensing + Intuition Opposed Test against the masking initiate’s Intuition + Magic + initiate grade. As per the Masking rules in SR4 (p.190), if the character gets fewer hits than the masking magician, she sees only the false aura. If she gets more, she sees not only the illusory aura and the character’s true aura, but also any masked foci or spells.

**Shielding**
A character who learns shielding learns to better protect herself against hostile spells as they are cast. When using Counterspelling to protect against hostile spells, the magician adds a number of dice equal to her initiate grade to her Counterspelling dice. This bonus applies whether the magician is protecting herself or another. These additional dice are not gained for any other use of Counterspelling.

**Cleansing**
This technique allows an initiate to use Counterspelling to disperse emotionally charged mana and disrupt residual imprints on ambient mana (much in the way she would disrupt a spell). This technique can be used to curb the effects of background count of a domain (p. 117) and to eliminate emotional psychoactive traces and tell-tale astral signatures.
The character must be on-site and astrally perceiving or
projecting to cleanse. She makes a Magic + Counterspelling Test (apply initiate grade as a dice pool bonus and background count modifiers as appropriate) with a threshold equal to the current background count divided by 2 (rounded up, minimum of 1). Each net hit temporarily reduces the background count by 1. Cleansing takes 1 Complex Action per point of background count cleansed. If the effective background count is reduced to zero, or if no background count exists, a separate Magic + Counterspelling Test may be made with a single Complex Action to erase all astral traces and signatures. The threshold for this test equals the highest Force of the astral signatures present. An area’s natural background count will reassert itself (minus temporary traces) after (Initiate grade) hours. For cleansing of background count to be permanent, the cause or phenomenon behind it must first be removed. Cleansing the astral space in a toxic waste dump is futile until the waste itself is removed. Cleansing also proves ineffective on well-established and powerful background counts (such as those at Hiroshima, Stonehenge, or even an old community church). Whether a particular background can be cleansed or not is left to the individual gamemaster.

**Centering (Celtic Speech)**
A character who learns to center has an easier time resisting the Drain inherent in magical activities. By using a mundane activity appropriate to her tradition to quiet her mind and block out distractions, she adds a number of dice equal to her grade of initiation to all Drain Resistance Tests. Centering requires a Free Action, which must be taken in the same Action Phase as the Drain Resistance Test. The character must be physically able to move and/or speak freely in order to center, and may attract attention to herself. Centering techniques include acts such as chanting in Latin, dancing, making arcane gestures, and so on. Dark Eyes speaks to Dagda when he’s centering. He speaks louder when the Force of the magic increases. **Effect => volume increases with Force (overcasting => shouting)**
Combat Spells:

**Stunbolt/Stunball**
These spells channel magical energy directly into the target, causing Stun damage. They are often referred to as “sleep” spells because they can render targets unconscious. Stunbolt affects a single target. Stunball is an area spell.

**Powerbolt**
This spell channels destructive magical power into the target, doing Physical damage. It affects both living and nonliving targets and is resisted by the target’s Body. Powerbolt affects a single target.

**Shattershield**
Shattershield is a modified version of Death Touch (p. 197, SR4) specifically designed to destroy mana barriers (see p. 185, SR4). The caster must be touching the mana barrier’s physical component or astral form. The barrier resists with Force (its Structure rating) + Counterspelling (if anyone happens to be protecting it).

Health Spells:

**Heal**
Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell’s hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (hits can be split between healing and reducing time as the caster desires). A character can only be magically healed once for any single set of injuries.

**Increase Reflexes**
This spell increases the reflexes (Initiative and Initiative Passes) of a voluntary subject. Each level of increase adds +1 Initiative and +1 Initiative Pass. The caster must achieve a certain threshold for each level:
- **Threshold 2:** +1 Initiative, +1 Initiative Pass
- **Threshold 3:** +2 Initiative, +2 Initiative Passes
- **Threshold 4 (maximum):** +3 Initiative, +3 Initiative Passes
A character can only be affected by a single Increase Reflexes spell at a time; the maximum IPs any character can have is 4.

Detection Spells:

**Clairvoyance**
The subject can see distant scenes as if physically present at a chosen point within the sensory range of the spell. The “visual point” may be moved to any other point within range of the spell. The subject cannot use normal vision or astral perception while
using it. This spell does not translate sound, only vision. Any augmented vision possessed by the subject does not function through this spell, nor does astral perception. Magicians cannot use clairvoyance to target others with spells.

**Mind Probe**
This spell allows the subject to telepathically probe the mind of a specific target within range of the sense (chosen when the spell is cast). The target is aware of the probing, though they may not know the source of the spell. If the caster gains one or more net hits, consult the Mind Probe Results table for the information gained.

The subject may probe for one piece of information per Complex Action. Additional uses of Mind Probe against the same target within a number of hours equal to the target’s Willpower are at a –2 dice pool modifier per previous Spellcasting attempt.

**Mind Probe Results**

**Net Hits:**

1–2  The subject can read the target’s surface thoughts only.
3–4  The subject can find out anything the target consciously knows and view the target’s memories.
5+  The subject can probe the target’s subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

**Manipulation Spells:**

**Igninte**
The Ignite spell accelerates molecular motion in the target, causing it to catch fire once the spell becomes permanent. The spellcaster must achieve enough net hits to beat a threshold equal to the target’s Object Resistance (see p. 174). Once the target ignites, it burns normally until it is consumed or extinguished.

Against living targets, treat Ignite as an Opposed Test pitting Spellcasting + Magic vs. Body (+ Counterspelling). If successful, Ignite wraps a living target in heat and flames once it has been made permanent, causing (Force) boxes of Fire damage (see p. 155) on the first Combat Turn, and increasing by one box of damage each additional turn. Resolve the damage at the end of each Combat Turn by making a Damage Resistance Test using the victim’s Body + half Impact armor. Ammo or explosives carried by a victim may go off. The gamemaster should reduce the Force of the fire accordingly for extinguishing efforts.

**Mana Net**
The target of the Mana Net spell is constricted by invisible bands of magical energy that wrap around and impede the movement of its limbs. The targets resists with Strength + Counter-spelling; every net hit reduces the target’s Agility by 1. If Agility is reduced
to 0, he is bound and unable to move his limbs. The target may not move or act normally, but may attempt to crawl or hop short distances (at one quarter their normal movement rate). The target may still defend and dodge against attacks, but suffers a dice pool modifier equal to the caster’s net hits. The target can attempt to break free of the bindings by making an Opposed Test, pitting Strength + Body against the spell’s Force x 2. Mana Net is area-effect against living/magical targets.

**Influence**
This spell implants a single suggestion in the victim’s mind, like a powerful post-hypnotic command. The subject will carry out this suggestion as if it were her own idea and it will then fade. If confronted with the wrongness of the suggestion, the subject can make a Willpower Test to overcome it as described under Mental Manipulations, p. 202. The caster can also withdraw the suggestion at any time.

**Magic Fingers**
Magic Fingers creates a psychokinetic effect like “invisible hands” that can hold or manipulate items. The hits on the Magic + Spellcasting Test become the spell’s effective Strength and Agility. The caster can use skills remotely with Magic Fingers, but all tests receive a –2 dice pool modifier due to problems of fine control. Even simple actions like picking up a coin may require an Agility Test, at the gamemaster’s discretion. The caster can fight, pick a lock, or perform any other action, using the magic fingers as if they were real hands. The spell can reach any point the caster can see, and Clairvoyance or remote-viewing technology can be used to get a close-up of the scene as long as it is within the caster’s normal line of sight. This spell comes in very handy for disarming bombs and handling other hazardous work from a safe distance.

**Physical Barrier**
Barrier spells create glowing, translucent force-fields with both 1 point of Armor and Structure rating per hit (see Barriers, p. 157). The caster can form the barrier as dome with a radius and height equal to the spell’s normal radius. The caster can also form a wall with a height and length equal to the spell’s Force. The caster can adjust size of the barrier the same as the radius of an area spell (p. 173).

Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. Attacks directed through a barrier have a –1 dice pool visibility penalty. The barrier does not impede spells. The barrier can be brought down by physical attacks, but as long as it is sustained it regenerates damage quickly—any reductions in Structure Rating are restored at the beginning of the next Combat Turn. If the barrier is penetrated, however, it collapses and the spell ends. Physical Barrier cannot be used on the astral plane.
**Shadow**
Shadow creates a globe of darkness with a radius equal to the spell’s Force in meters. Every hit imposes a −1 die pool visibility modifier against targets within the area (maximum −6).

**Levitate**
Levitate allows the caster to telekinetically lift a person or object and move it around. The caster must achieve a threshold on the Spellcasting Test equal to 1 per 200 kg of the subject’s mass. The subject of the spell can be moved anywhere in the caster’s line of sight at a Movement rate equal to the spell’s Magic x net Spellcasting hits in meters per turn. Objects flung into other things should be handled as a Ranged Attack Test (see Fling), inflicting a number of boxes of Stun damage as decided by the gamemaster (especially sharp or dangerous objects may do Physical damage at the gamemaster’s discretion). If the caster is attempting to levitate an item held by a living being, make an Opposed Test between the spell’s Force x 2 and the holder’s Strength + Body. The caster must have at least 1 net hit to levitate the item away. If the caster is attempting to levitate an unwilling living being, the Opposed Test uses the target’s Strength + Body. You can use this spell to levitate yourself, if desired.

**Sterilize**
This area-effect spell kills bacteria and other microorganisms and destroys material such as skin flakes, stray hairs, and spilled blood. Organic material affected by this spell cannot be used as a material link (see p. 28). Because the spell does not affect biomaterial attached to a living being, it does not kill the various helpful and harmful microorganisms living inside a creature. Each hit scored by the caster inflicts a −1 dice pool modifier to any skill tests made to collect and use sterilized biomaterial for forensics or material link purposes. Shadowrunners often employ this spell to eliminate incriminating trace evidence, especially if blood has been spilled.

**Other magical Information:**

**Assensing:**

<table>
<thead>
<tr>
<th>Hits</th>
<th>None</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>The general state of the subject's health (healthy, injured, ill, etc.).</td>
</tr>
<tr>
<td></td>
<td>The subject's general emotional state or impression (happy, sad, angry).</td>
</tr>
<tr>
<td></td>
<td>Whether the subject is mundane or Awakened.</td>
</tr>
</tbody>
</table>
The presence and location of cyberware implants.
The class of a magical subject (fire elemental, manipulation
spell, power focus and so on).
If you have seen the subject's aura before, you may recognize
it, regardless of physical disguises or alterations.

The presence and location of alphaware cyber-implants.
Whether the subject's Essence and Magic are higher, lower or
equal to your own.
Whether the subject's Force are higher, lower or equal to
your Magic.
A general diagnosis for any maladies (disease or toxins) the
subject suffers.
Any astral signatures present on the subject.

The presence and location of bioware implants and betaware
cyber-implants.
The exact Essence, Magic and Force of the subject.
An accurate diagnosis of any disease or toxin which afflicts
the subject.

Any other implants.
The general cause of any emotional impression (a murder, a
riot, a religious ceremony and so on).
The fact that a subject is a technomancer.

**Foci:**

**Weapon Foci**

Weapon Foci add magical power to an Awakened character's melee
attacks.
In physical combat, weapon foci add their Force in dice to the
character's dice pool for melee attacks. The character still
relies on her Physical attributes and skills in combat; the weapon
focus merely makes him more effective. This also applies to
astrally perceiving characters fighting an opponent on the astral
plane. Weapon foci are effective against astral forms and continue
to add their Force in dice against such enemies.
An astrally projecting character takes her weapon focus with him
to the astral plane. Making an attack with a weapon focus in
astral space relies on the character's Willpower + Astral Combat
dice pool (see Astral Combat p. 184), but this dice pool is
increased by the Force of the weapon focus. The damage of the
weapon is the same on the astral plane as it is in the physical
world.

**Sustaining Foci**

Sustaining foci are unusual in that they do not add any dice to a
test. Instead, a magican may cast a spell through a sustaining
foci and the focus will sustain the spell for him. A spell
sustained by such a focus does not inflict a dice pool modifier
for sustaining the spell. A spell sustained by a sustaining focus
cannot have a Force greater than that of the focus. If a spell
sustained by a focus is disrupted, it ends; the focus is still bound to its master and she may use it to sustain another spell.

**Spirits**

**Summoning:**
Magic + Summoning + Boni vs. Force
Summoning Drain: (Spirit Hits) * 2
Services: Net Hits

**Banishing:**
Magic + Banishing + Boni vs. Force (+ Summoner's Magic)
Each net hit reduces the services, at 0 the spirit departs.
Banishing Drain: (Spirit Hits) * 2

**Binding:**
Magic + Binding + Boni vs. Force * 2
Binding Drain: (Spirit Hits) * 2
Additional Services: (Net Hits) – 1
Material Costs: 500 * Spirit Force
Time: Force hours

**Rebinding:**
same as Binding except
Additional Services: Net Hits

**Combat: Beast**

<table>
<thead>
<tr>
<th>B</th>
<th>A</th>
<th>R</th>
<th>S</th>
<th>C</th>
<th>I</th>
<th>L</th>
<th>W</th>
<th>EDG</th>
<th>ESS</th>
<th>M</th>
<th>Init</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>F+2</td>
<td>F+1</td>
<td>F+2</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>Fx2+3</td>
<td>2</td>
</tr>
</tbody>
</table>

Astral INIT/IP:
F x 2, 3
Movement:
10/45

Skills:
Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Powers:
Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Sapience

Optional Powers:
Concealment, Confusion, Guard, Natural Weapon (DV = Force Physical damage, AP 0), Noxious Breath, Search, Venom

**Detection: Water**

<table>
<thead>
<tr>
<th>B</th>
<th>A</th>
<th>R</th>
<th>S</th>
<th>C</th>
<th>I</th>
<th>L</th>
<th>W</th>
<th>EDG</th>
<th>ESS</th>
<th>M</th>
<th>Init</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>F+2</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>Fx2+3</td>
<td>2</td>
</tr>
</tbody>
</table>
Astral INIT/IP:
F x 2, 3
Movement:
10/25 (30/75 swimming)

Skills:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers:
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers:
Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

Weaknesses: Allergy (Fire, Severe)

Health: Plant

<table>
<thead>
<tr>
<th>B</th>
<th>A</th>
<th>R</th>
<th>S</th>
<th>C</th>
<th>I</th>
<th>L</th>
<th>W</th>
<th>EDG</th>
<th>ESS</th>
<th>M</th>
<th>Init</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td>F+3</td>
<td>F–1</td>
<td>F+2</td>
<td>F+4</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>Fx2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Astral INIT/IP:
F x 2, 3
Movement:
5/15

Skills:
Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat

Powers:
Astral Form, Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Sapience, Silence

Optional Powers:
Accident, Confusion, Movement, Moxious Breath, Search

Illusion: Air

<table>
<thead>
<tr>
<th>B</th>
<th>A</th>
<th>R</th>
<th>S</th>
<th>C</th>
<th>I</th>
<th>L</th>
<th>W</th>
<th>EDG</th>
<th>ESS</th>
<th>M</th>
<th>Init</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td>F–2</td>
<td>F+3</td>
<td>F+4</td>
<td>F–3</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>Fx2+5</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Astral INIT/IP:
F x 2, 3
Movement:
15/75 (flight)

Skills:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight,
Perception, Unarmed Combat

Powers:
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers:
Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

Manipulation: Earth

<table>
<thead>
<tr>
<th>B</th>
<th>A</th>
<th>R</th>
<th>S</th>
<th>C</th>
<th>I</th>
<th>L</th>
<th>W</th>
<th>EDG</th>
<th>ESS</th>
<th>M</th>
<th>Init</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td>F+4</td>
<td>F-2</td>
<td>F+2</td>
<td>F+4</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>Fx2+3</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Astral INIT/IP:
F x 2, 3
Movement:
10/25

Skills:
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers:
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search

Optional Powers:
Concealment, Confusion, Engulf, Elemental Attack, Fear
C.V.
Julius "Dark Eyes" Benthin ist ein Druide aus dem Schwarzwald.

Obwohl er klar erkennbar zum Metatypus Troll gehört sieht er doch anders aus er ist kleiner, ihm fehlen die typischen Trollhörner und Hornplatten. Trotz seiner fehlenden Grösse wirkt er auf die meisten Metamenschen bedrohlich, auch wenn niemand genau erklären kann woher dieses Gefühl stammt.


Im Laufe der Zeit integrierte er sich immer stärker in die Belange des druidischen Kreises und ist nun ein wichtiges Mitglied in ihren Reihen. Dieser Umstand führte ihn auch immer wieder an die verschiedenen Standorte der Gruppe. Er unterstützt aktiv den Aufbau eines neuen Standortes in Seattle.

Er ist ein begeisterter Triathlet und hat den jährlich stattfindenden Triathlon in Rothaus schon einmal gewonnen, was hauptsächlich auf seine überragende Laufleistung zurückzuführen war.

Wie bereits oben erwähnt ist Julius kein großer Troll, er ist gerade einmal 2,3 m groß und wiegt ~235 kg. Er scheint einer recht seltenen Metavariante den Pomori anzugehören.


Julius ist ein eher technik-ablehnender Zeitgenosse, obwohl er natürlich die Vorteile zu schätzen weiss.

**Semias Sons**

**Avatar: Dagda (The Good God)**

**Strictures:**
Belief in Dagda
Dues (2000 NuYen/month)
Exclusiv Memberships
Fraternity
Oath
Limited Membership (male Druids)

**Benefits:**
Mid-Lifestyle (where the Circle has an office)
Up to lvl 10 Lodges

**Offices:**
Donegal (25 Members, Main)
London (15 Members)
Aberdeen (12 Members)
Oslo (11 Members)
Rothaus (10 Members)
Wien (10 Members)
Seattle (5 Members)

**Abstract:**

**Connections**

**Dennis Gehl:**

Verbindung mit Dark Eyes und den Semias Sons:
Als Julius den Schatten der seine Eltern auf dem Gewissen hatte auslöschte hat er Dennis' Nichte aus den Fängen des Schattens gerettet. Seit dem haben sie Kontakt und Dennis hat Julius schon in Deutschland verschiedene Aufträge (sowohl in als auch ausserhalb der Schatten) beschafft. Als Julius den Auftrag bekam die Seattler "Filiale" aufzubauen hat er sich an Dennis gewandt, da er wusste, dass er sich auf Ihn verlassen konnte und Dennis sich schon einen Ruf in Seattle gemacht hatte.

**Black Feather:**
Black Feather betreibt einen kleinen aber gut ausgestatteten Taliskrämerladen in Redmond. Über sie bezieht Julius seine benötigten magischen Materialien.