

SHADOWRUN 5 SPIRITS

SPIRIT	ATTRIBUTES												COMPÉTENCES								NOTES		
	PHYSICAL				MENTAL				SPECIAL				Assensing	Astral combat	Exotic Rang. Weap.	Flight	Perception	Running	Spellcasting	Unarmed Combat			
	BODY	AGility	REACTION	STRENGTH	WILLpower	LOGIC	INTuition	CHARisma	EDGE	ESSEnce	MAGic	INITiative										Astral INITiative	
Air	F-2	F+3	F+4	F-3	F	F	F	F	F/2	F	F	F x 2 + 4 + 2D6	F x 2 + 3D6	F	F	F		F	F		F		
Beasts	F+2	F+1	F	F+2	F	F	F	F	F/2	F	F	F x 2 + 2D6	F x 2 + 3D6	F	F			F				F	
Earth	F+4	F-2	F-1	F+4	F	F-1	F	F	F/2	F	F	F x 2 - 1 + 2D6	F x 2 + 3D6	F	F	F		F				F	
Fire	F+1	F+2	F+3	F-2	F	F	F+1	F	F/2	F	F	F x 2 + 3 + 2D6	F x 2 + 3D6	F	F	F	F	F				F	
Man	F+1	F	F+2	F-2	F	F	F+1	F	F/2	F	F	F x 2 + 2 + 2D6	F x 2 + 3D6	F	F			F			F	F	
Water	F	F+1	F+2	F	F	F	F	F	F/2	F	F	F x 2 + 2 + 2D6	F x 2 + 3D6	F	F	F		F					F
Homunculus	*	F-2	F-2	F	1	1	1	1	-	-	-	F + 1 + 1D6	-	F/2	F/2							F/2	* Body = Structure rating of the material used
Watcher	-	-	-	-	F-2	F-2	F-2	F-2	-	-	-	-	F x 2 + 1D6	F/2	F/2				F/2				Watchers don't have a corporeal body

SPIRIT	POWERS																			NOTES							
	Accident	Animal control	Astral form	Binding	Concealment	Confusion	Corrosive spit	Dual natured	Elemental attack	Energy aura	Engulf	Enhanced senses	Fear	Guard	Influence	Innate spell	Manifest	Materialization	Movement		Natural weapon	Noxious breath	Psychokinesis	Sapience	Search	Venom	Weather control
Air	X		X		X	X			O	O	X		O	O				X	X		O	O	X	X			+10 meters per hit when Sprinting
Beasts		X	X		O	O					X	X	O					X	X	O	O		X	O	O		Hearing, Low-Light Vision, Smell
Earth			X	X	O	O			O		O							X	X				X	X			
Fire	X		X		X				X	X	X		O	O				X			O		X				Allergy (Water, Severe)
Man	X		X		X	X			X		X		O	X	X	O		X	O			O	X	X			Low-Light, Thermographic Vision
Water	O		X	O	X	X			O	O	X			O				X	X				X	X	O		Allergy (Fire, Severe), movement x 2 in water
Homunculus																							X				Movement: x2 / x4 / +1
Watcher			X														X						X	X			