SHADOWRUN 5 SPIRITS

SPIRIT	ATTRIBUTES													COMPÉTENCES								NOTES
	PHYSICAL				MENTAL				SPECIAL													
	BODY	**AGI**lity	**REA**ction	**STR**ength	**WILL**power	**LOG**ic	**INT**uition	**CHA**risma	**EDGE**	**ESS**ence	**MAG**ic	**INIT**iative	Astral **INIT**iative	Assensing	Astral combat	Exotic Rang. Weap.	Flight	Perception	Running	Spellcasting	Unarmed Combat	The Physical attributes listed below are used when a spirit is materialized. On the physical plane, **Walking** rate is **Agility x 2**, **Running** rate is **Agility x 4**. They can move in any direction, ignoring gravity. They use the Running skill to "**sprint**" for **+2** meters per hit.
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	X: spirit's power O: For every 3 full points of Force a spirit has, it has one optional power. Materialization gives Immunity to Normal Weapons
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		O	X				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				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			