

### Bigsy Potter-Minor

male human(transgen)

Diplomat (hustler) 3

**Vocations:** Influencer 3

**Backgrounds:** Noble 1, Navy Officer (helms) 3

M|4|0(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(reach

#### Resources

**Vital:** 12(hp), 2(ep), 6(fp) ♦ **Recovery:** 4/r(hp), 2/r(ep), 4/r(fp)

hp-v [0 0 0 0 0 0 5]

ep-v [0 0]

fp-v [0 0 0 0 0 0]

#### Traits

**Challenges:** 9(TC), 11(SC), 9(PC), 0(init)

**Mishap/Vuln:** mishap(cyb,3), vuln(psn,rad)

**Senses:** 20(lightsense), 1(audiosense), 1(olfactorsense)

**Speeds:** 10/5/2, stock(walk), quarter(crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	0	0	0	0	0	0	9	0	0	0
amr	0	5	5	0	1	1	0	0	0	0
fld	2	2	4	0	0	0	0	0	0	0
shd	0	0	0	0	0	0	0	0	0	0
aeg	1	1	2	0	0	4	4	1	10	3

#### Skills

1/2(Health), 0/0(Energy), 1/2(Focus)

0/-3(Strength), 1/2(Perception), 2/0(Resolve)

1/-1[-2](Agility), 1/1(Insight), 1/-1[-2](Stealth)

1/1(Deceive), 2/1(Investigate), 3/3(Perform), 4/4(Persuade)

1/-1(Antiquities), 1/-1(Science), 1/2(Society), 0/-1(Survival)

0/-2(Cbt-Melee), 0/-2(Cbt-Ranged), 2/0(Cbt-Tactical)

**Skills (qual):** Aegis, QTM-Tools, Vol-Space

**Techniques (general):** 1/2(Sleight-Of-Hand), 1/2(Clarity-Save), 3/6(Enthral), 6/10(Inspire),

1/2(Interrogate), 1/2(Surveillance), 2/4(Bureaucracy), 2/4(Finance), 2/4(Law)

**Techniques (Cbt-Tactical):** 1/1(Dodge-Attack), 1/1(Dodge-Effect), 1/1(Vital-Harm)

#### Gear

**Enhancements (cyberware):** Defender 2, Mnemonic 12, Resistance, heat 3, Restorer 2.3

**Field (Guardian):** -> 1ep [0 0 0 0 5 5 5]

**Weapon (Handflechette 2mm):** chk(TC)= +M[-2] -> eff= l(recoil), 350(audio)

-> eff= 30/90(range), 2d6+M[-2](hp,prc)

4hp 3ep [0 0 0 0 0 5]

#### Description

Feeling chipper, looking dapper. Expect Bigsy to rally the troops and intensely annoy the opposition. A natural leader, whose steady influence brings out the best in a team.

He probably refers to everyone as old chap, including the women.

Combat isn't in Bigsy's wheelhouse: it's a bit grubby, isn't it? What he'll do is talk his way out of it. Look to his exceptional



Persuade skill for this. If it does actually come to combat, Bigsy can use the Inspire technique to provide all sorts of boons to his chaps, and many inconveniences to the nasty chaps on the other side.

He heavily uses his Inspire die, which is a d6.

In tactical combat (Cbt-Tactical), particularly when flying a space vehicle (Vcl-Space), Bigsy can call upon his experience as a Naval Helms Officer and employ Dodge-Attack and Dodge-Effect to avoid damage from enemy weapons and field effects. He can also plan devastating attacks with Vital-Harm.