

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]

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), psv(Per; 12)

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

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min							9			
amr		5	5		1	1				
fld	2	2	4							
shd										
aeg	1	1	2			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 (qualifier)

Aegis, QTM-Tools, Vcl-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
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Gear

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

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.

Notes for Physical and Social Contests

Bigsy can:

- » re-roll any mental sv and get +2 to that sv from Clarity-Save
- » spend an fp and use his main-act to impose a 14(sv, Resolve) from Enthral
- » spend an fp and use his re-act to give a d6 inspire die to any ally from Inspire

Notes for Tactical Contests

In tactical combat (Cbt-Tactical), particularly when flying a space vehicle (Vcl-Space), Bigsy can:

- » use his re-act to give +1(rst,all) against successful Cbt-Tactical attacks from Dodge-Attack.
- » use his re-act to give +1(rst,all) against area effects from Dodge-Effect.
- » catch an opponent off-guard and spend an fp and get an RSR of 19-20 and +1 damage on a successful attack from Vital-Harm.