Bigsy Potter-Minor

male human (modigen, cyborg)
Professions diplomat-hustler 3
Backgrounds noble 1, navy-officer-helms 3
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1

Resources

Vital hp=12 : ep=2 : fp=6
Rec hp=4/rest,1/scene : ep=2/rest : fp=4/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○
fp ○ ○ ○ ○ ○ ○

Traits

Challenges TC=10 : SC=11 : PC=12 : init=-2
Mishap/Vuln mishap(cyberware)=2 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : Per(psv)=12
Speeds base=10 : walk=10 : crawl|climb|swim=2

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min							6			
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	0	**-2** Resolve
1	**-1** Agility	1	**1** Insight	1	**-1** Stealth
1	**1** Deception	2	**1** Investigation	3	**3** Perform
4	**4** Persuasion	1	**2** Society	1	**-1** Antiquities
1	**-1** Science	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 (Deception)	1	**2** Clarity-Save (Insight)
3	**6** Enthral (Perform)	6	**10** Inspire (Persuasion)
1	**2** Interrogate (Investigation)	1	**2** Surveil (Investigation)
2	**4** Bureaucracy (Society)	2	**4** Finance (Society)
2	**4** Law (Society)		

Techniques (Cbt-Tactical)

1	**1** Dodge-Attack (Cbt-Tactical)	1	**1** Dodge-Effect (Cbt-Tactical)
2	**2** Vital-Harm (Cbt-Tactical)		

Gear

Cyberware

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

Carapace

Mesh, dress [worn]
inactive : worn ◊ s2a -> 4hp : 14ep : t=main-act
rst(prc)+5 : rst(sls)+5 : rst(fire)+1 : rst(cold)+1 : Agility+B(max)=3

Guardian Field [handy]
inactive : worn ◊ s2a -> 1hp : 3ep : t=bonus-act
rst(frc)+2 : rst(prc)+2 : rst(sls)+4
1ep ○ ○ ○ ○ ○ 5 10

Aegis, EVA [worn]
inactive : worn(Aegis) ◊ s2a -> 9hp : 1ep : t=main-act
rst(frc)+1 : rst(prc)+1 : rst(sls)+2 : rst(cold)+4 : rst(heat)+4
: rst(corr)+1 : rst(psn)+10 : rst(rad)+3 : Agility+B(max)=0
3hp 1ep /8•hr



Weapons

Handflechette, 2mm
chk(TC)=-2[M] -> Strength(min)=-4 : recoil=L
: audio=350 : range=30|90 : dmg(hp,prc)=2d6-2[M]
4hp 3ep ○ ○ ○ ○ ○ 5 [○]

Description

Feeling chipper, looking dapper. Expect Bigsy to rally the troops and intensely annoy the opposition. A natural leader, whose steadying 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

use psv(Per) to notice or target objects within 20 metres with no penalty from lightsense=20
re-roll any mental sv and get +3 to that sv from Clarity-Save (Insight)
spend an fp and and use your re-act to give a d5 inspire die to any ally from Inspire (Persuasion)

Notes for Tactical Contests

use your re-act to give rst(all)+1 against successful Cbt-Tactical attacks from Dodge-Attack (Cbt-Tactical)
use your re-act to give rst(all)+1 against area effects from Dodge-Effect (Cbt-Tactical)
catch an opponent off-guard and spend an fp and get an RSR of 19-20 and dmg+3 on a successful attack from Vital-Harm (Cbt-Tactical)