STRIKER

Chane Bolan

male human(transgen)
Investigator (bounty hunter) 3
Vocations: Gearhead 1, Marksperson 2
Backgrounds: Resistance Fighter 3
M|4|O(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(reach

Resources

Vital: 16(hp), 6(ep), 4(fp) ◇ **Recovery**: 5/r(hp), 4/r(ep), 3/r(fp)

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

ep-v [0 0 0 0 0]

fp-v [0 0 0]

Traits

Challenges: 11(TC), 11(SC), 10(PC), -1(init)
Mishap/Vuln: mishap(cyb,3), vuln(psn,rad)
Senses: 80(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	3	0	0	0	0	0	9	0	0	0
amr	0	5	5	0	1	1	0	0	0	0
fld	2	5	5	2	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

2/**3**(Health), 1/**2**(Energy), 1/**1**(Focus)
3/**1**(Strength), 0/**1**(Perception), 2/**-1**(Resolve)
3/**1**[-2](Agility), 1/**1**(Insight), 2/**0**[-2](Stealth)
0/**0**(Deceive), 2/**2**(Investigate), 0/**-1**(Perform), 0/**-1**(Persuade)
0/**-2**(Antiquities), 0/**-2**(Science), 0/**1**(Society), 0/**-1**(Survival)
2/**0**(Cbt-Melee), 2/**1**(Cbt-Ranged),
Skills (qual): Scan-Tools, Surveillance-Tools, Vcl-Ground, Vcl-Space
Techniques (general): 1/**2**(Calmness), 1/**2**(Clarity-Save), 1/**1**(Sleight-Of-Hand), 2/**4**(Surveillance), 2/**4**(Track), 1/**0**(Tenacious-Save), 1/**2**(Bureaucracy)
Techniques (Cbt-Melee): 1/**1**(Wpn-Blades-Short), 1/**1**(Wpn-Clubs), 1/**1**(Grapple)
Techniques (Cbt-Ranged): 1/**2**(First-Strike), 1/**2**(Vital-Harm), 2/**3**(Sniper), 1/**2**(Wpn-Flechettes), 3/**4**(Wpn-Handguns), 2/**3**(Wpn-Rifles)
Techniques (Eng,mat): 2/**0**(Bypass)

Gear

Enhancements (cyberware): lightsense 3, Mnemonic 24, Movement prediction 2, Subcutaneous mesh, frc 3

Field (Fortitude 1) -> 2ep [0 0 0 0 5]

Weapon (Energyblade, hand): chk(TC)= +M[3] -> **eff**= 30(audio)
-> **eff**= 1d4+M[1]+M(Str)[1](hp,fire), 3(pen)
1ep [0 0 0 0 0 0 5]

Weapon (Nanofist): chk(TC)= +M[2] -> **eff**= 15(audio)
-> **eff**= 1d6+M[0]+M(Str)[1](hp,frc/prc/sls)
1ep [0 0 0 0 5 5]

Weapon (Handflechette 2mm long): chk(TC)= +M[6] -> **eff**= m(recoil), 400(audio)
-> **eff**= 30/90(range), 2d8+M[4](hp,prc)
4hp 3ep [0 0 0 0 0 0 0 0]

Weapon (Handflechette 1mm): chk(TC)= +M[6] -> **eff**= 300(audio)
-> **eff**= 30/90(range), 2d4+M[4](hp,prc)
3hp 3ep [0 0 0 0 5]

Weapon (Sniper rifle, ds (dap)): chk(TC)= +M[7]
-> **eff**= reload, sniping, l(recoil), 300(audio)
-> **eff**= 80/360(range), 1d8+M[3](hp,prc), 8(pen)
3hp [0 0 0 0 0 0 0]

Weapon (Shotgun, 10 gauge (buck)): chk(TC-A)= +M[3] -> **eff**= h(recoil), 1K(audio)
-> **imp**(sv,Agl,8+M[9])= 20(spray), 2d8(hp,prc) -> **imp**(sv,Str,10+M[11])= prone
4hp [0 0 0 0 0]

Description

Chane is agreeable and personable, but he is tough and no-nonsense. This makes him impatient with indecision in times of stress and danger. He tends to be a bit cynical and wary or mistrustful with people.

Chane is very adept at investigation and can piece together the events in a place, based on the evidence that remains, he is a skilled interrogator and he get get information quite efficiently. He also has surprising technical ability in Materials, so he can do a lot with getting past bulkheads and understanding ship systems. He can also pilot quite a few things effectively.

His 80(lightsense), makes his range increment 80 metres, so he can target anything up to this distance without suffering incremental penalties. In dim light, your target range increment is a quarter, normally only 5 metres, but for you, its 20 metres.

When in melee combat Chane goes in with his energy blade in one hand and his nanofist on the other. In regular ranged combat Chane does the two-gun rig with his handflechettes, the 2mm long one in his dominant hand. If he can set himself up, then he can use his sniping rifle to devastating effect.

…and the shottie? Well…shotties are good, mate.