

Chane Bolan

male human(transgen)

Investigator (bounty hunter) 3

Vocations: Gearhead 1, Marksperson 2

Backgrounds: Resistance Fighter 3

M|4|0(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), psv(Per, 11)

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

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	3									
amr		5	5		1	1				
fld	2	5	5	2						
shd										
aeg	1	1	2			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 (qualifier)

Scan-Tools, Surveillance-Tools, Vcl-Ground, Vcl-Space

Techniques (general)

1	1	Sleight-Of-Hand	1	2	Clarity-Save	1	2	Calmness
2	4	Surveillance	2	4	Track	1	0	Tenacious-Save
1	2	Bureaucracy						

Techniques (Cbt-Melee)

1	1	Grapple	1	1	Wpn-Blades-Short	1	1	Wpn-Clubs
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Techniques (Cbt-Ranged)

1	2	First-Strike	2	3	Sniper	1	2	Vital-Harm
1	2	Wpn-Flechettes	3	4	Wpn-Handguns	2	3	Wpn-Rifles

Techniques (Eng, Materials)

2	0	Bypass						
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Gear

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

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

Aegis -> 3hp 1ep [8hr]



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 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]

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, 1(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 non-sense. This makes him impatient with indecision in times of stress and danger. He tends to be a bit cynical and wary and mistrustful of 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.

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.

Notes for Physical and Social Contests

The PC can:

- » use psv(Per) to notice or target objects within 80 metres with no penalty from 80(lightsense)
- » gain +2 to any sv against being frightened or panicked from Calmness
- » re-roll any mental sv and get +3 to that sv from Clarity-Save
- » re-roll any physical sv and get +1 to that sv from Tenacious-Save
- » catch an opponent off-guard and spend an ep and get an RSR of 20 and +3 damage on a successful attack from Vital-Harm.
- » spend an ep at the beginning of a Cbt-Ranged contest to give +3 to his initiative from First-Strike.
- » bonus-act to Aim and gain +3(chk,TC) from Sniper