Chane Bolan

male human (modigen, cyborg)
Professions investigator-bounty-hunter 3
Vocations gearhead 1, marksperson 2
Backgrounds resistance-fighter 3
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1

Resources

Vital hp=16 : ep=6 : fp=4
Rec hp=5/rest : ep=4/rest : fp=3/rest
hp(v) ○ ○ ○ ○ ○ ○ 5 5
ep(v) ○ ○ ○ ○ ○ ○
fp ○ ○ ○ ○

Traits

Challenges TC=10 : SC=11 : PC=11 : init=-1
Mishap/Vuln mishap(cyberware)=3 : vuln(psn) : vuln(rad)
Senses lightsense=80 : olfactorsense=1 : audiosense=1 : Per(psv)=11
Speeds base=10 : walk=10 : crawl|climb|swim=2

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	1	1								
amr										
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
1	**1** Agility (+0)	1	**1** Insight	2	**0** Stealth (-2)
0	**0** Deception	3	**3** Investigation	0	**-1** Perform
0	**-1** Persuasion	0	**1** Society	0	**-2** Antiquities
0	**-2** Science	0	**-1** Survival	2	**0** Cbt-Melee
2	**1** Cbt-Ranged				

Skills (qualifier)

Scan-Tools, Surveillance-Tools, Vcl-Ground, Vcl-Mech

Techniques (general)

1	**2** Clarity-Save (Insight)	1	**1** Sleight-Of-Hand (Deception)
1	**2** Calmness (Insight)	2	**5** Surveil (Investigation)
2	**5** Track (Investigation)	1	**0** Tenacious-Save (Resolve)
1	**2** Bureaucracy (Society)		

Techniques (Cbt-Melee)

1	**1** Grapple (Cbt-Melee)	1	**1** Wpn-Blades-Short (Cbt-Melee)
1	**1** Wpn-Clubs (Cbt-Melee)		

Techniques (Cbt-Ranged)

1	**2** First-Strike (Cbt-Ranged)	2	**3** Sniper (Cbt-Ranged)
1	**2** Vital-Harm (Cbt-Ranged)	1	**2** Wpn-Flechettes (Cbt-Ranged)
3	**4** Wpn-Handguns (Cbt-Ranged)	2	**3** Wpn-Rifles (Cbt-Ranged)

Techniques (Eng, Materials)

2 **2** Bypass (Materials)

Gear

Cyberware

Lightsense 3, Mnemonic 24, Movement Prediction 2, Agility Boost 2, Subcutaneous Mesh (frc) 1, Subcutaneous Mesh (prc) 1



Carapace

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

Fortitude Field 1 [handy]
inactive : worn ◊ s2a -> 1hp : 14ep : t=bonus-act
rst(frc)+2 : rst(prc)+5 : rst(sls)+5 : rst(elec)+2
2ep ○ ○ ○ ○ ○ 5

Weapons

Energyblade, hand
chk(TC)=+3[M] -> Strength(min)=-6 : audio=30 : dmg(hp,fire)=1d4+1[M]+1[M] : pen=3
1ep ○ ○ ○ ○ ○ ○ ○ 5 [○ ○]

Handflechette, 2mm long
chk(TC)=+6[M] -> Strength(min)=-3 : recoil=M : audio=400 : range=30|90 : dmg(hp,prc)=2d8+4[M]
3hp 3ep ○ ○ ○ ○ ○ 5 [○ ○]

Handflechette, 1mm
chk(TC)=+6[M] -> Strength(min)=-6 : audio=300 : range=30|90 : dmg(hp,prc)=2d4+4[M]
3hp 3ep ○ ○ ○ ○ ○ 5 [○]

Sniper Rifle, ds
chk(TC)=7[2+M] -> Strength(min)=-1 : reload : sniping : recoil=L : audio=300
ap(rounds) -> range=80|360 : dmg(hp,prc)=1d8+3[M] : pen=5
2hp ○ ○ ○ ○ ○ 5

Shotgun, 10 gauge
Strength(min)=1 : recoil=H : audio=1K
buckshell(rounds) -> chk(TC,A)=1[M] -> imp-sv(Agility+B)=9[8+M] -> spray=20 : dmg(hp,prc)=2d8
4hp ○ ○ ○ ○ ○ ○
slug(rounds) -> chk(TC)=3[M] -> range=10|30 : dmg(hp,prc)=1d12+3[M] : pen=10 -> imp-sv(Strength)=13[10+M] -> cond,prone
4hp ○ ○ ○ ○ ○ ○

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 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.

Notes for Physical and Social Contests

use psv(Per) to notice or target objects within 80 metres with no penalty from lightsense=80
gain +2 to any sv against being frightened or panicked from Calmness (Insight)
re-roll any mental sv and get +3 to that sv from Clarity-Save (Insight)
re-roll any physical sv and get +1 to that sv from Tenacious-Save (Resolve)
catch an opponent off-guard and spend an ep and get an RSR of 19-20 and dmg+3 on a successful attack from Vital-Harm (Cbt-Ranged)
spend an ep at the beginning of a Cbt-Ranged contest to get init+4 from First-Strike (Cbt-Ranged)
bonus-act to Aim and gain chk(TC)+3 from Sniper (Cbt-Ranged)