# Die Rigeur

nonbinary thot_alpha (modigen, cyborg)
**Professions** diplomat-missionary 3
**Vocations** influencer 3
**Backgrounds** noble 1, academic 1, space-pirate 2
size=S|3|1 : HX=3 : EX=2 : FX=2 : reach=0.5

## Resources

**Vital** hp=12 : ep=2 : fp=12
**Rec** hp=4/rest : ep=2/rest : fp=7/rest
**hp(v)** ○ ○ ○ ○ ○ ○ ○ 5
**ep(v)** ○ ○
**fp** ○ ○ ○ ○ ○ ○ ○ 5

## Traits

**Challenges** TC=9 : SC=13 : PC=12 : init=-1
**Mishap/Vuln** mishap(cyberware)=3 : mishap(insanity)=1 : vuln(psn) : vuln(rad)
**Senses** lightsense=20 : olfactorsense=1 : audiosense=1 : Per(psv)=12
**Speeds** base=8 : walk|crawl=8 : climb|swim=2

| | frc | prc | sls | elec | fire | cold | heat | corr | psn | rad |
|---|---|---|---|---|---|---|---|---|---|---|
| min | 2 | 3 | 2 | | | | 3 | | | |
| amr | | | | | | | | | | |
| fld | 2 | 6 | 6 | 3 | 3 | | | | | |
| shd | | | | | | | | | | |
| aeg | | | | | | 3 | | | | |

## Skills

| | | | | | |
|---|---|---|---|---|---|
| 2 | **3** Health | 0 | **0** Energy | 4 | **5** Focus |
| 0 | **-6** Strength | 1 | **2** Perception | 1 | **-1** Resolve |
| 1 | **-1** Agility (-2) | 2 | **3** Insight | 1 | **-1** Stealth (-2) |
| 1 | **0** Deception | 1 | **1** Investigation | 2 | **3** Perform |
| 3 | **4** Persuasion | 1 | **2** Society | 0 | **0** Antiquities |
| 0 | **-2** Science | 1 | **0** Survival | 0 | **-3** Cbt-Melee |
| 0 | **-3** Cbt-Ranged | 4 | **1** Telepathy | 1 | **-2** Psimetabolism |

## Skills (qualifier)

Aegis, QTM-Tools

## Techniques (general)

| | | | |
|---|---|---|---|
| 1 | **3** Bureaucracy (Society) | 1 | **4** Clarity-Save (Insight) |
| 0 | **3** Enthral (Perform) | 7 | **11** Inspire (Persuasion) |
| 3 | **7** Vex (Persuasion) | 3 | **7** Staunch (Persuasion) |
| 2 | **6** Rally (Persuasion) | 1 | **2** Interrogate (Investigation) |

## Techniques (Psionic)

| | | | |
|---|---|---|---|
| 3 | **4** Empathic-Projection (Telepathy) | 2 | **3** Annihilation (Telepathy) |
| 3 | **1** Heal (Psimetabolism) | | |

## Gear

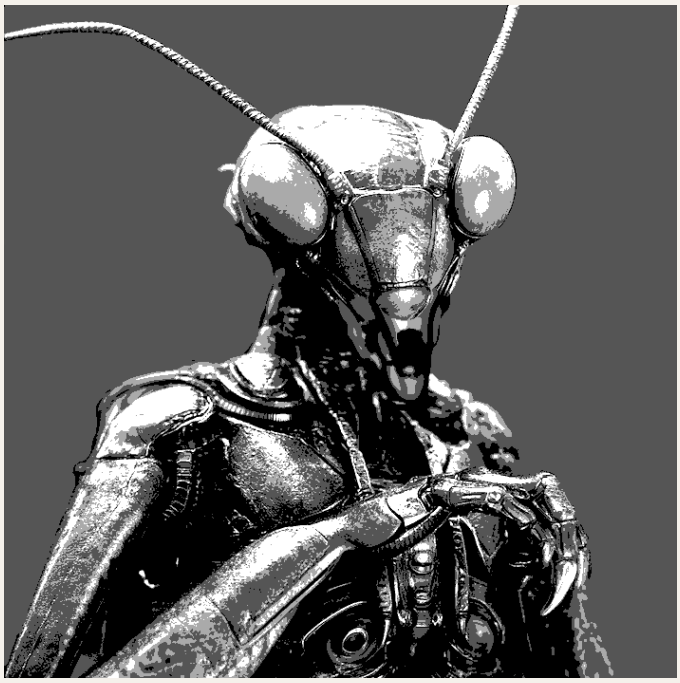
### Cyberware

Subcutaneous Mesh (frc) 2, Subcutaneous Mesh (prc) 2, Movement Prediction 3

### Carapace

**Terraform, thot, medium [worn]**
episodic : worn(Aegis) ◊ s2a -> 4hp : 6ep : t=main-act
rst(cold)+3 : Agility+B(max)=6
**3hp 1ep /day**

**Fortitude Field 2 [handy]**
inactive : worn ◊ s2a -> 1hp : 30ep : t=bonus-act
rst(frc)+2 : rst(prc)+6 : rst(sls)+6 : rst(elec)+3 : rst(fire)+3
**5ep** ○ ○ ○ ○ ○ 5



### Weapons

**Handflechette, 1mm**
chk(TC)=+0[M] -> Strength(min)=-6 : audio=300 : range=30|90 : dmg(hp,prc)=2d4-3[M]
**3hp 3ep** ○ ○ ○ ○ ○ 5 [○ ○ ○]

**Snotter, heartdagger**
chk(TC,A)=+0[M] -> Strength(min)=-6 : audio=80 : imp-sv(Strength)=5[8+M] -> cone=10 : dmg(hp,frc)=2d4
**2ep** ○ ○ ○ ○ ○ 5 [○ ○]

## Description

Die Riguer is more of a talker than a fighter, they are able to use their thot identity somehow to their advantage, turning the audience's own prejudices against them. Their wide mantis eyes seem to bring the the fore their religious fervour, their conviction, their righteousness. One thing to note is that Die Rigeur has 4 arms three of which can hold one of their handflechettes and one can hold their snotter. Although they don't have any great skill in any of this, they can use their main-act and bonus-act to fire from all four weapons on their turn.

## 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 +5 to that sv from Clarity-Save (Insight)
spend an fp and and use your re-act to give a d6 inspire die to any ally from Inspire (Persuasion)
spend an fp and and use your re-act to take a d4 vex die away from an opponent's next check or save from Vex (Persuasion)
spend an fp and and use your bonus-act to offer 5d4(hp-temp) from Staunch
spend 2fp and imp-sv(Insight)=11 to impose an emotional state on an opponent from Empathic-Projection (Telepathy)