

Die Rigueur

nonbinary alpha thot(prawn transgen)

Diplomat (missionary) 3

Vocations: Influencer 3

Backgrounds: Noble 1, Academic 1, Space pirate 2

S|3|1(size), 1(hardness), 3(HX), 2(EX), 2(FX), ½(reach)

Resources

Vital: 12(hp), 2(ep), 8(fp) ♦ **Recovery:** 4/r(hp), 2/r(ep), 5/r(fp)

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

ep-v [0 0]

fp-v [0 0 0 0 0 0 0]

Stored: 7(ep) ♦ **Recovery:** 0.5/hr(ep)

ep-s [0 0 0 0 0 0]

Traits

Challenges: 10(TC), 13(SC), 8(PC), -1(init)

Mishap/Vuln: mishap(cyb,3), vuln(psn,rad)

Senses: 20(lightsense), 1(audiosense), 1(olfactorsense), psv(Per, 12)

Speeds: 8/4/2, stock(walk, crawl), quarter(climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	2	1	2			2	9			
amr										
fld	2	6	6	3	3					
shd										
aeg	4	3	6			5	5	1	10	4

Skills

2 3 Health	0 0 Energy	2 3 Focus	
0 -6 Strength	1 2 Perception	1 -1 Resolve	
1 -1[-2] Agility	2 3 Insight	1 -2[-2] Stealth	
1 0 Deceive	1 1 Investigate	2 3 Perform	3 4 Persuade
1 1 Antiquities	0 -2 Science	1 2 Society	0 -1 Survival
0 -3 Cbt-Melee	0 -3 Cbt-Ranged		
1 -2 Materials	2 -1 Neuronetics		
2 -1 Telepathy			

Skills (qualifier)

Aegis, QTM-Tools

Techniques (general)

1 1 Sleight-Of-Hand	1 4 Clarity-Save	3 6 Enthral
7 11 Inspire	2 6 Spoil	1 5 Staunch
1 3 Bureaucracy	3 6 Acrobatics	

Techniques (Psi)

2 1 Empathic-Projection

Gear

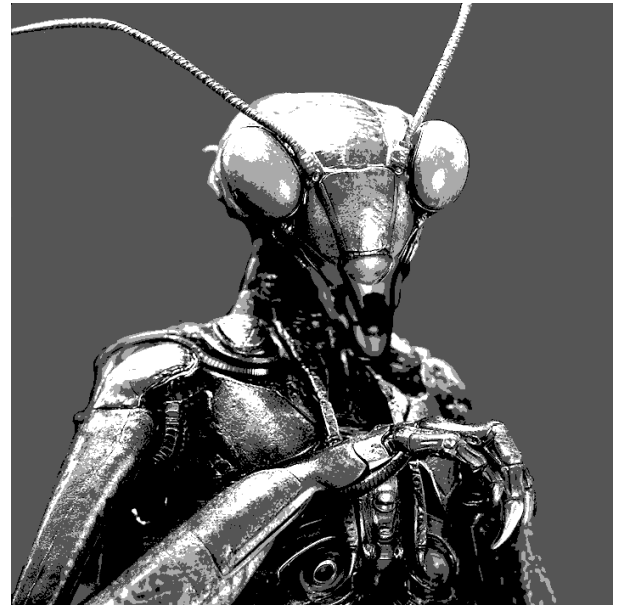
Enhancements (cyberware): Faraday cage 1, Mnemonic 12, Power storage, antimatter 2, Power harvester, pv, Resistance, heat 2, Subcutaneous mesh, frc 2

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

Weapon (Snotter, heartdagger): chk(TC)= +M[-3] -> eff= 500(audio)

-> imp(sv,Str:8+M[5])= 10(cone), 2d4(hp,frc)

2ep [0 0 0 0 0 5]



Weapon (Handflechette 1mm): chk(TC)= +M[-3] -> eff= 300(audio)

-> eff= 30/90(range), 2d4+M[-3](hp,prc)

3hp 3ep [0 0 0 0 0 5]

Description

Die Rigueur 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*.

Notes for Physical and Social Confests

If combat must be done, then Die Rigueur will go to their Snotter, but this won't work in a vacuum, in which case, they'll look to their handflechette.

Die Rigueur can:

- » re-roll any mental sv and get +4 to that sv from Clarity-Save
- » spend an fp and and use their main-act to impose a 14(sv, Resolve) from Enthral
- » spend an fp and and use their bonus-act to offer 5d4(hp-temp) from Staunch
- » spend 2fp and imp(sv,Insight,11) an emotional state on an opponent from Empathic-Projection