

Die Rigueur

nonbinary alpha thot(prawn transgen)

Diplomat (hustler) 3

Vocations: Influencer 3

Backgrounds: Noble 1, Navy Officer (helms) 3

M|4|0(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(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)

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

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	2	1	2	0	0	2	9	0	0	0
amr	0	0	0	0	0	0	0	0	0	0
fld	2	6	6	3	3	0	0	0	0	0
shd	0	0	0	0	0	0	0	0	0	0
aeg	4	3	6	0	0	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), 0/-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 (qual): Aegis, QTM-Tools

Techniques (general): 1/4(Clarity-Save), 1/1(Sleight-Of-Hand), 3/6(Enthral),

3/6(Acrobatcs), 7/11(Inspire), 2/6(Spoil), 1/5(Staunch), 1/3(Bureaucracy)

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]

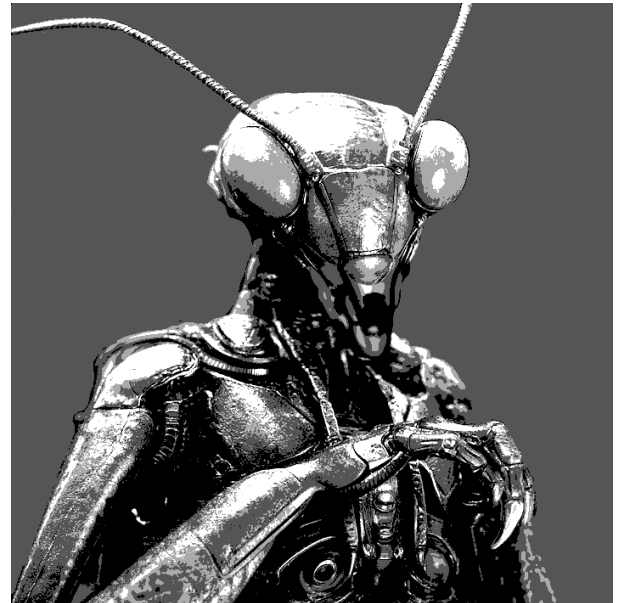
Weapon (Handflechette 1mm): chk(TC)= +M[-3] -> eff= 300(audio)

-> 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.

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.