Frankie Erskine

female human (modigen, cyborg)
Professions monastic 3
Vocations martial-artist 3
Backgrounds acolyte 1, spacer 3
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1



Resources

Vital hp=12 : ep=8 : fp=6
Rec hp=4/rest : ep=5/rest : fp=4/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○ ○ ○ ○ ○ ○ ○
fp ○ ○ ○ ○ ○ ○

Traits

Challenges TC=10 : SC=11 : PC=12 : init=0
Mishap/Vuln mishap(cyberware)=3 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : Per(psv)=12
Speeds base=10 : walk=10 : crawl|climb|swim=2

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

Skills

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

Skills (qualifier)

Aegis, Vcl-Space, Cbt-Zero-G

Techniques (general)

3 **3** Acrobatics (Agility+B)
1 **2** Clarity-Save (Insight)
2 **1** Track (Investigation)
3 **3** Parkour (Agility+B)
3 **3** Tenacious-Save (Resolve)

Techniques (Cbt-Melee)

1 **5** First-Strike (Cbt-Melee)
1 **5** Grapple (Cbt-Melee)
1 **5** Vital-Harm (Cbt-Melee)
1 **5** Wpn-Blades-Long (Cbt-Melee)
1 **5** Wpn-Fistload (Cbt-Melee)
1 **5** Dodge-Attack (Cbt-Melee)
2 **6** Multi-Attack (Cbt-Melee)
1 **5** Wpn-Blades-Short (Cbt-Melee)
1 **5** Wpn-Clubs (Cbt-Melee)

Techniques (Cbt-Ranged)

1 **3** Dodge-Attack (Cbt-Ranged)
1 **3** First-Strike (Cbt-Ranged)
1 **3** Evasion (Cbt-Ranged)

Gear

Cyberware

Agility Boost 2, Ambidexterity, Mnemonic 2

Carapace

Aegis, naval [worn]
inactive : worn(Aegis) ◊ s2a -> 8hp : 25ep : t=main-act
rst(frc)+4 : rst(prc)+3 : rst(sls)+6 : rst(cold)+5 : rst(heat)+5 : rst(corr)+1 : rst(psn)+10 : rst(rad)+4 : Agility+B(max)=2
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

Chameliofield 3 [handy]
inactive : worn ◊ s2a -> 1hp : 100ep : t=bonus-act
TC+3 : chk(Stealth+B,lightsense)+3
3ep ○ ○ ○ ○ ○ 5

Weapons

Fibreblade, long
chk(TC)=+5[M] -> Strength(min)=-2 : audio=10 : dmg(hp,sls)=1d8+5[M]+1[M]

Vibroblade, long
chk(TC)=+5[M] -> Strength(min)=-1 : audio=15 : dmg(hp,sls)=2d8+5[M]+1[M] : pen=4
1ep ○ ○ ○ ○ ○ ○ ○ [○ ○]

Handflechette, 2mm
chk(TC)=+2[M] -> Strength(min)=-4 : recoil=L : audio=350 : range=30|90 : dmg(hp,prc)=2d6+2[M]
4hp 3ep ○ ○ ○ ○ ○ 5 [○ ○ ○ ○]

Description

Although her alignment reads Chaotic Neutral, Frankie would probably call it "being professional". Her idea of recreation is sauntering (probably slightly menacingly) down to the spare storage area where she has a variety of shop dummies, and doing her knife throwing practice on them. Her idea of comfort is having an extraordinary array of well-kept weapons nearby. Switching the chameliofields on means that she is harder to see (see Stealth bonus) and hit (see second TC bonus). Other than professionally killing people, she has very few skills.

Notes for Physical and Social Contests

use psv(Per) to notice or target objects within 20 metres with no penalty from lightsense=20

gain TC(aoo)+3 & TC(A,precision-move)+3 from Acrobatics (Agility+B)

can move over vertical or unstable surfaces as long as they end their move on stable ground from Parkour

re-roll any mental sv and get +3 to that sv from Clarity-Save (Insight)

re-roll any physical sv and get +4 to that sv from Tenacious-Save (Resolve)

spend an ep and make 2 Cbt-Melee attacks during your main-act through Multi-Attack (Cbt-Melee)

use your re-act to gain rst(all)+5 against successful Cbt-Melee attacks from Dodge-Attack (Cbt-Melee)

use your re-act to gain rst(all)+3 against successful Cbt-Ranged attacks from Dodge-Attack (Cbt-Ranged)

catch an opponent off-guard and spend an ep and get an RSR of 18-20 and dmg+6 on a successful attack from Vital-Harm (Cbt-Melee)

spend an ep at the beginning of a Cbt-Ranged contest to get init+4 from First-Strike (Cbt-Ranged)