

# STRIKER

## CHARACTER PROFILE

### Frankie Erskine

female human(transgen)

Monastic 3

**Vocations:** Martial Artist 3

**Backgrounds:** Acolyte 1, Spacer 3

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

#### Resources

**Vital:** 12(hp), 8(ep), 6(fp) ♦ **Recovery:** 4/r(hp), 5/r(ep), 4/r(fp)

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

ep-v [0 0 0 0 0 0 0]

fp-v [0 0 0 0 0]

#### Traits

**Challenges:** 15/18(TC), 11(SC), 10/13(PC), 0(init)

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

**Senses:** 20(lightsense), 1(audiosense), 1(olfactorsense)

**Speeds:** 17/8/4, stock(walk), quarter(crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	0	0	0	0	0	0	9	0	0	0
amr	0	4	4	0	1	1	0	0	0	0
fld	2	5	5	2	0	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

1/2(Health), 1/2(Energy), 1/2(Focus)

3/1(Strength), 1/2(Perception), 2/0(Resolve)

5/5[0](Agility), 1/1(Insight), 2/0[-2](Stealth)

1/0(Deceive), 0/-1(Investigate), 0/-1(Perform), 0/-1(Persuade)

0/-2(Antiquities), 0/-2(Science), 0/0(Society), 0/-1(Survival)

5/4(Cbt-Melee), 1/0(Cbt-Ranged)

**Skills (qual):** Aegis, QTM-Tools, Vcl-Space

**Techniques (general):** 2/7(Acrobatics), 2/7(Parkour), 1/2(Clarity-Save), 1/1(Tenacious-Save), 2/1(Track)

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

**Techniques (Cbt-Ranged):** 1/1(Dodge-Attack), 1/1(Evasion), 1/1(First-Strike), 3/3(Wpn-Handguns)

#### Gear

**Enhancements (cyberware):** Agility boost +2, Ambidexterity, Mnemonic

**Field (Fortitude 1)** -> 2ep [0 0 0 0 0 5]

**Field (Chameleiofields 3)** -> +3(TC), +3(chk,Stealth+Blightsense) -> 3ep [0 0 0 0 0 5]

**Weapon (Fibreblade, long):** chk(TC)= +M[7] -> eff= 10(audio)

-> eff= 1d8+M[6]+M(Str)[1](hp.sls)

**Weapon (Vibroblade, long):** chk(TC)= +M[7] -> eff= 15(audio)

-> eff= 2d8+M[6]+M(Str)[1](hp.sls), 4(pen)

1ep [0 0 0 0 0 0]

**Weapon (Handflechette 2mm):** chk(TC)= +M[3] -> eff= l(recoil), 350(audio)

-> eff= 30/90(range), 2d6+M[3](hp.prc)

4hp 3ep [0 0 0 0 0 5]



**Weapon (Handflechette 2mm):** chk(TC)= +M[3] -> eff= l(recoil), 350(audio)

-> eff= 30/90(range), 2d6+M[3](hp.prc)

4hp 3ep [0 0 0 0 0 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.

In playing her, make sure you make use of her Cbt-Melee and Cbt-Ranged skills, Dodge-Attack and Multi-Attack. Her ambidexterity enhancement provides full attack and damage bonuses for offhand weapons. Combined with the Multi-Attack technique, under Cbt-Melee, it means that she can do up to 3 attacks in her turn (two main attacks and 1 offhand attack).

Switching the chameleiofields on means that she is harder to see (see Stealth bonus) and hit (see second TC bonus) .

Other than killing people, she has very few skills, but has some natural driving and piloting ability.