

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 0]

Traits

Challenges: 9(TC), 11(SC), 9(PC), 0(init)

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

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

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

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

Skills

1 2 Health	2 3 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 (qualifier)

Aegis, Cbt-Zero-6, 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
1 5 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 2

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

Field (Chameliofields 3) -> +3(TC), +3(chk,Stealth+B,lightsense) -> 3ep [0 0 0 0 0 5]

Aegis (naval) -> 3hp 1ep [8hr]

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.

Switching the chameliofields 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.

Notes for Physical and Social Confests

Frankie Erskine can:

- » use psv(Per) to notice or target objects within 20 metres with no penalty from 20(lightsense)
- » re-roll any mental sv and get +2 to that sv from Clarity-Save
- » re-roll any physical sv and get +1 to that sv from Tenacious-

Save

- » spend an ep and make 2 Cbt-Melee attacks during her main-act through Multi-Attack.
- » use her re-act to gain +5(rst,all) against successful Cbt-Melee or +1(rst,all) against Cbt-Ranged attacks from Dodge-Attack.
- » catch an opponent off-guard and spend an ep and get an RSR of 18-20 and +6 damage on a successful Cbt-Melee attack from Vital-Harm.
- » spend an ep at the beginning of a contest to give +6 (Cbt-Melee) or +2 (Cbt-Ranged) to her initiative from First-Strike.