

# STRIKER

## CHARACTER PROFILE

### Grigori Kurnow

male human(transgen)

Engineer (rigger) 3

**Vocations:** Hacker (machinery) 1, Hacker (materials) 2

**Backgrounds:** Navy Officer (engineering) 3, Colonist 1

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]

**Stored:** 50(hp), 30(ep) ♦ **Recovery:** 1/hr(hp), 10/hr(ep)

hp-s [0 0 0 0 5 5 10 10 10]

ep-s [0 0 0 0 5 5 10]

#### Traits

**Challenges:** 10(TC), 11(SC), 11(PC), -1(init)

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

**Senses:** 40(gravtysense), 20(lightsense), 1(audiosense), 1(olfactorsense)

**Speeds:** 10/5/2, stock(walk), quarter(crawl, climb, swim)

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	2	0	0	0	0	3	3	0	0	0
amr	0	5	5	0	1	1	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	1	1	2	0	0	4	4	1	10	3

#### Skills

1/2(Health), 0/0(Energy), 2/3(Focus)

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

0/0[0](Agility), 1/1(Insight), 3/1[-2](Stealth)

0/-1(Deceive), 2/2(Investigate), 0/-1(Perform), 0/0(Persuade)

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

0/-2(Cbt-Melee), 0/-2(Cbt-Ranged)

3/1(Machinery), 5/3(Materials), 2/0(Munitions), 1/-1(Neuronetics)

**Skills (qual):** Aegis, Cbt-Zero-G, QTM-Tools, Scan-Tools, Vcl-Space

**Techniques (general):** 1/2(Calmness), 1/2(Clarity-Save), 1/1(Tenacious-Save),

1/1(Bushcraft), 3/5(Track)

**Techniques (Eng.mac):** 2/3(Bypass), 2/3(Conjugate)

**Techniques (Eng.mat):** 4/7(Bypass), 5/8(Conjugate)

**Techniques (Eng.mun):** 1/1(Bypass), 1/1(Conjugate)

**Techniques (Eng.neu):** 1/0(Bypass)

#### Conjugates

(Mac): **Carapace** [20hp 1ep 1fp]: 1(tg.touch) -> **eff**= fp[1]·d6+M[3](hp,temp) for hr  
(Mac): **Cut** [1ep 1fp]: 1(tg) with 10+M\*[14](range) ->

◊ **eff**= cut or erosion (see text) for scene

◊ **chk**(TC)= +M\*[4] with 10+M\*[14](range) -> **eff**= fp[1]·d6+M[3](hp,sls)

(Mac): **Grim Reaper** [4hp 2ep 1fp]: -> **eff**= 1(reach) ->

**imp**(sv,Agility,8+M\*[12])= fp[1]·d6+M[3](hp,sls), M\*[4](pen) for min

(Mat): **Fabricate** [50hp 1ep 1fp]:

◊ **eff**= 50+M\*[59](range), fabricate 1+1% M\*[2](volume)

◊ **chk**(TC)= +M\*[9] -> **imp**(sv,Strength,8+M\*[17])= caged

(Mat): **Black tentacles** [30hp 2ep 1fp]: **chk**(TC-A)= +M\*[9] ->

**imp**(sv,Strength,8+M\*[17])= 30(range), 2(reach), cond.grappled for min

(Mat): **Gaussian shield** [5hp 4ep 2fp]: 1(tg.self) ->

**eff**= 20(radius), fp[2]·d6+M[8](rst,elec)

(Mat): **Lightning** [5ep 1fp]: **chk**(TC)= +M\*[9] -> **eff**= 500(audio), 5·M\*[45](range),

fp[1]·d6+M[8](hp,elec) -> **eff**= M\*[9](radius), M\*[9](field,elec)



(Mat): **Riot Foam** [10hp 1ep 2fp]: **chk**(TC-A,thrown)= +M\*[10], 2·M\*[20](radius), cond, incapacitated, 10(rst,frc), 1(rst,prc), 1/4(sense) for min

(Mat): **Wall of force** [10hp 5ep 1fp]: **eff**= 10+1/3·M\*[12](area), 20(range), 20(rst,all) for 1 min but see text

(Mun): **Fireball** [5hp 1ep 1fp]: **chk**(TC-A)= +M\*[2], 400(audio) ->

**eff**= 20·M\*[40](range), 10+M\*[12](radius), 2·M\*[4](field,fire)

(Mun): **Tear gas** [10hp 1ep 1fp]: **chk**(TC-A)= +M\*[2] ->

**imp**(sv,Health,8+M\*[10])= 10(radius), 0(lightsense), cond.shaken for 1d4 rnd

#### Gear

**Enhancements (cyberware):** Gravtysense 2, Mnemonic 24, Reflexes, Resistance, cold 1, Resistance, heat 1, Subcutaneous mesh, frc 2

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

**Weapon (Handflechette 2mm):** **chk**(TC)= +M[-2] -> **eff**= 1(recoil), 350(audio)

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

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

#### Description

Sub Lieutenant Grigori Kurnow is very precise man. He is literal minded and does not think in terms of metaphor.

He has no interest in petty comforts and is perfectly happy living in shipping container.

Avoid it. If it must happen, then Grigori will rely on conjugates, Grim Reaper and Lightning are useful here, as well as Black Tentacles to incapacitate a target. Grigori has 40(gravtysense) so you can remind the GM to give him passive Per checks psv(Per) for any movement of creatures (creature size determines the C) within 40 metres. He won't be able to detect the movement of absolutely minute things like nanobots, microbes etc., but if its big enough to be seen on Ripley's motion tracker, then there's a reasonable chance of Grigori picking it up. You can also make active Per checks.