Grigori Kurnow

male human (modigen, cyborg)
Professions engineer-rigger 3
Vocations hacker 2, hacker 1
Backgrounds navy-officer-engineering 3, colonist 1
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1

Resources

Vital hp=12 : ep=2 : fp=8
Rec hp=4/rest : ep=2/rest : fp=5/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○
fp ○ ○ ○ ○ ○ ○ ○ ○
Stored hp=50 : ep=30
Rec hp=1/hr : ep=10/hr
hp(s) ○ ○ ○ ○ ○ 5 10 10 20
ep(s) ○ ○ ○ ○ ○ 5 10 10

Traits

Challenges TC=10 : SC=11 : PC=11 : init=0
Mishap/Vuln mishap(cyberware)=4 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : gravitysense=40 : Per(psv)=11
Speeds base=10 : walk=10 : crawl|climb|swim=2

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

Skills

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

Skills (qualifier)

Aegis, Cbt-Zero-G, QTM-Tools, Scan-Tools, Vcl-Space

Techniques (general)

1 **1** Calmness (Resolve)
2 **2** Tenacious-Save (Survival)
1 **2** Bushcraft (Insight)
1 **2** Clarity-Save (Insight)
3 **5** Track (Investigation)

Techniques (Eng, Machinery)

2 **3** Bypass (Machinery)
2 **3** Conjugate (Machinery)

Techniques (Eng, Materials)

4 **7** Bypass (Materials)
5 **8** Conjugate (Materials)

Techniques (Eng, Munitions)

1 **1** Conjugate (Munitions)
1 **1** Bypass (Munitions)

Techniques (Eng, Neuronetics)

1 **0** Bypass (Neuronetics)



Conjugates

Machinery

Carapace **20hp 1ep 1fp**
tg(touch) -> hp(t)=4[M*] : t=hr

Cut **1ep 1fp**
tg=solid surface or creature -> range=14[10+M*]
: cut or erosion (see text)t=scene | chk(TC,A)=+4[M*]
-> dmg(hp,sls)=fp•d6+3[M]

Grim Reaper **4hp 2ep 1fp**
reach=1 : imp-sv(Agility+B)=12[8+M*] -> dmg(hp,sls)=fp•d6+3[M]
: +4[M*](pen) : t=min

Materials

Black tentacles **30hp 2ep 1fp**
tg=1 : range=30 : radius=2 -> chk(TC,A)=+9[M*] : imp-sv(Strength)=16[8+M]
-> cond(restrained) : t=min

Fabricate **50hp 1ep 1fp**

Gaussian shield **5hp 4ep 2fp**
tg(self)= -> radius=20 : rst(elec)+dmg(fp)•d6+8[M] : t=instant

Lightning **5ep 1fp**
chk(TC)=9[M*] -> ray=45[5•M*] : audio=500 -> dmg(hp,elec)=fp•d6+8[M]
-> radius=9[M*] : fld(elec)=9[M*]

Riot Foam **10hp 1ep 2fp**
chk(TC,A,thrown)=+M(Cbt-Ranged) -> radius=20[2•M*] : rst(frc)+10
: rst(prc)+1 : ¼(lightsense,olfactorsense,audiosense) : t=min

Wall of force **30hp 1ep 1fp**
radius=13[10+⅓•M*] : range=20 : rst(all)+12 : t=min

Munitions

Fireball **5hp 1ep 1fp**
chk(TC,A)=2[M*] -> range=22[20+M*] : radius=12[10+M*] : audio=400
-> fld(fire)=4[2•M*]

Tear gas **10hp 1ep 1fp**
chk(TC,A,thrown)=+M(Cbt-Ranged) : imp-sv(Health)=10[8+M*] -> ½(allsense)
: 1(lightsense) : cond(sickened) : radius=10audio=150 : t=rnd

Gear

Cyberware

Gravitysense 2, Mnemonic 24, Reflexes, Resistance (cold) 1, Resistance (heat) 1, Subcutaneous Mesh (frc) 2

Carapace

Fortitude Field 2 [handy]
inactive : worn ◊ s2a -> 1hp : 30ep : t=bonus-act
rst(frc)+2 : rst(prc)+6 : rst(sls)+6 : rst(elec)+3 : rst(fire)+3
5ep ○ ○ ○ ○ ○ 5

Aegis, EVA [worn]

inactive : worn(Aegis) ◊ s2a -> 9hp : 1ep : t=main-act
rst(frc)+1 : rst(prc)+1 : rst(sls)+2 : rst(cold)+4 : rst(heat)+4
: rst(corr)+1 : rst(psn)+10 : rst(rad)+3 : Agility+B(max)=0

3hp 1ep /8•hr

Weapons

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

Notes for Physical and Social Contests

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

use psv(Per) to notice or target the movement of large objects within 40 metres from gravitysense=40

gain +1 to any sv against being frightened or panicked from Calmness (Resolve)

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

re-roll any physical sv and get +3 to that sv from Tenacious-Save (Survival)