Hortensia Davidenko

female human (modigen, cyborg)
Professions chopper-doctor 3
Vocations martial-artist 2, hacker 1
Backgrounds slum-dweller 3, spacer 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=25 : ep=10
hp(s) ○ ○ ○ ○ ○ 5 5 10
ep(s) ○ ○ ○ ○ ○ 5

Traits

Challenges TC=10 : SC=12 : PC=11 : init=-1
Mishap/Vuln mishap(cyberware)=2 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : 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	2			
amr										
fld	2	2	4							
shd										
aeg	1	1	2			4	4	1	10	3

Skills

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

Skills (qualifier)

Scan-Tools, Aegis, Forensic-Tools, Medicine-Tools, Vcl-Air, Vcl-Ground, Vcl-Space, Cbt-Zero-G

Techniques (general)

1	**1** Acrobatics (Agility+B)	1	**2** Bureaucracy (Society)
1	**0** Sleight-Of-Hand (Deception)	1	**3** Forensics (Investigation)

Techniques (Eng, Cybernetics)

2	**1** Bypass (Cybernetics)	3	**2** Conjugate (Cybernetics)

Techniques (Eng, Machinery)

1 **1** Bypass (Machinery)

Techniques (Eng, Materials)

2 **2** Bypass (Materials)

Techniques (Eng, Medicine)

5	**7** Conjugate (Medicine)	2	**4** Vital-Harm (Medicine)

Techniques (Eng, Neuronetics)

2	**2** Conjugate (Neuronetics)	2	**2** Bypass (Neuronetics)

Techniques (Eng, Robotics)

3 **3** Bypass (Robotics)

Conjugates

Cybernetics

Dullsense **1hp 1fp**
imp-sv(Perception)=11[8+M*] -> range=9[3•M*] : cond(dulled) : t=min

Liquefaction **3hp 3fp**
tg=1 -> imp-sv(Health)=13[8+M*] -> range=10 : dmg(hp,corr)=2•(fp•d6+2[M])

Microwave infection **5hp 1ep 2fp**
chk(TC)=+4[M*] -> range=20 : audio=25 : dmg(hp,heat)=fp•d6+2[M]

Slow **1fp**
chk(TC,A)=8[M*] : range=100 -> speed•½ : dadv(Agility+B,chk|sv) : /min

Medicine

Biometric scan **1fp**
tg=1 -> chk(CC)=+8[M*] -> range=100 : gain biometric information : t=min

Hallucination **3fp**
tg=1 -> imp-sv(Perception)=18[8+M*] -> range= : mishap(insanity)=+8[R*] : t=12•hr

Heal **1fp**
tg(touch)=1 -> heal(hp)=fp•d6+7[M] : heal(ep)=0

Identify pathogens **1hp 1ep 1fp**
radius=11[10+M*] : identify pathogens : t=scene

Kickstarter **2ep 1fp**
tg(touch)=1 -> hp(t)=fp•d6+7[M] : t=hr

Resuscitate **1hp 1ep 3fp**
tg(touch)=1rescuscitate < t=min

Neuronetics

Botnet detection **1hp 1fp**
tg=centred on self : radius=30 -> botnet for detecting active bots : chk(CC,S)=+M*(Perception)+3[R*]+(Scan-Tools) : t=hr

Compulsion **1fp**
tg=1 -> imp-sv(Insight)=10[8+M] | chk(CC,S)=+2[M] -> range=10+2•fp : cond(driven) : (see text) : t=rnd

Will drain **1fp**
tg=1 -> imp-sv(Resolve)=10[8+M] -> range=10+2•fp : dmg(fp)=½•(fp•d6+2[M]) | dmg(ep)=½•(fp•d6+2[M]) : dadv(chk,next) | dadv(sv,next)

Gear

Cyberware

Defender 3, Mnemonic 48, Resistance (cold) 1, Resistance (heat) 1, Subcutaneous Mesh (frc) 2, Subcutaneous Mesh (prc) 2

Carapace

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

Guardian Field [handy]

inactive : worn ◊ s2a -> 1hp : 3ep : t=bonus-act
: rst(frc)+2 : rst(prc)+2 : rst(sls)+4

1ep ○ ○ ○ ○ ○ 5 10

Weapons

Nanoblade, short

chk(TC)=-2[M] -> Strength(min)=-3 : audio=20
: dmg(hp,prc)=1d6-2[M]-1[M] : pen=3

1ep ○ ○ ○ ○ ○ 5 [○]

Handflechette, 2mm long

chk(TC)=-2[M] -> Strength(min)=-3 : recoil=M
: audio=400 : range=30|90 : dmg(hp,prc)=2d8-2[M]

3hp 3ep ○ ○ ○ ○ ○ 5 [○ ○]

Description

Hortensia is quiet and competent, good in a crisis, because she gets things done without panicking. This is largely because she is from Callow Sharn (a sector on the southern boundaries of the Monarchrate): anyone from around there will talk about resistance movements, favelas, warfare, gangs and violence. Through sheer mental fortitude she gained considerable medical skill and could ply her trade in the slum chop shops. The lure of adventuring was the ultimate escape from her precarious life. Hortensia prefers to use her conjugates in combat, the handflechette is really as a backup, when she has no fp left for conjugates.

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)+1 & TC(A,precision-move)+1 from Acrobatics (Agility+B)