

Hortensia Davidenko

female human(transgen)

Chopper (doctor) 3

Vocations: Martial artist 2, Hacker (cyber) 1

Backgrounds: Slum dweller 3

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 0]

Stored: 25(hp), 10(ep)

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

ep-s [0 0 0 0 0 5]

Traits

Challenges: 10(TC), 12(SC), 9(PC), -1(init)

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

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

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

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	1					6	6			
amr		4	4		1	1				
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[-2] Agility	2 2 Insight	1 -1[-2] Stealth	
0 -1 Deceive	2 2 Investigate	0 -1 Perform	0 0 Persuade
0 -2 Antiquities	0 -1 Science	0 1 Society	0 -1 Survival
0 -2 Cbt-Melee	0 -2 Cbt-Ranged		
1 -1 Cybernetics	4 2 Medicine	2 0 Neuronetics	

Skills (qualifier)

Aegis, Forensics-Tools, Medicine-Tools, Scan-Tools, Surveillance-Tools, Vcl-Air, Vcl-Ground

Techniques (general)

1 1 Acrobatics	1 2 Bureaucracy	1 0 Sleight-Of-Hand
1 3 Surveillance		

Techniques (Eng, Cybernetics)

1 0 Bypass	2 1 Conjugate
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Techniques (Eng, Medicine)

5 7 Conjugate

Techniques (Eng, Medicine)

1 1 Bypass	2 2 Conjugate
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Techniques (Eng, Machinery & Eng, Materials)

1 -1 Bypass (Machinery)	2 0 Bypass (Materials)
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Conjugates

(Cyb): **Dullsense** [1hp 1fp] -> 1(tg) ->

imp(sv.Perception,8+M*[10])=3·M*[6](range), 1(sense.any) for min

(Cyb): **Microwave infection** [5hp 1ep 2fp] ->

chk(TC)=+M*[3] with 20(range), 20(a) ->

eff=fp[2]·d6+M[1](hp,heat)

(Cyb): **Slow** [1fp] -> chk(TC)=+M*[2] ->

eff=100(range), ½·(speed) and dadv(Agility,chk|sv) for min

(Med): **Biometric scan** [1fp] -> chk(CC)=+M*[8] ->

eff=100(range), gain biometric information for min

(Med): **Hallucination** [3fp] -> 1(tg) ->

imp(sv.Perception,8+M*[18])|chk(CC-S)+M*[10] ->

eff=10+2·fp[16](range), cond,confused (see text) for 12 hr

(Med): **Heal** [1fp] -> 1(tg,touch) -> eff=heal fp[1]·d6+M[7](hp-v), ¼·fp[1]·d6+M[7](ep-v)

(Med): **Healing nebula** [1fp] -> eff=8(radius), heal ½·fp[1]·d6+M[7](hp-v)

(Med): **Identify pathogens** [1hp 1ep 1fp] ->

eff=10+M*[18](radius), identify pathogens for scene

(Med): **Kickstarter** [2ep 1fp] -> 1(tg,touch) -> eff=fp[1]·d6+M[7](hp-t) for hr

(Neu): **Botnet detection** [1hp 1fp] -> 1(tg,self) ->

eff=30(radius), +R*[3](psv.Perception) to identify for hr

(Neu): **Compulsion** [1fp] -> 1(tg) ->

imp(sv.Insight,8+M*[11])|

chk(CC-S)=+M*[3]=10+2·fp[12](range), cond,driven (see text) for rnd

(Neu): **Will drain** [1fp] -> 1(tg) ->

imp(sv.Resolve,8+M*[11])=10+2·fp[12](range),

½·fp[1]·d6+M[2](fp|ep), dadv(chk|sv,next)

Gear

Enhancements (cyberware): Enhancements (cyberware): Defender 3, Mnemonic 48, Resistance, cold 2, Resistance, heat 2, Subcutaneous mesh, frc 1

Field (Guardian): -> 1ep [0 0 0 0 0 5 5 5]

Aegis -> 3hp 1ep [8hr]

Weapon (Nanoblade, short): $\text{chk}(\text{TC}) = +\text{M}[1] \rightarrow \text{eff} = 20(\text{audio}) \rightarrow$

$\text{eff} = 1\text{d}6 + \text{M}[0] + \text{M}(\text{Str})[-1](\text{hp}, \text{prc}), 3(\text{pen})$

$1\text{ep} [0\ 0\ 0\ 0\ 0\ 5]$

Weapon (Handflechette 2mm): $\text{chk}(\text{TC}) = +\text{M}[-2] \rightarrow \text{eff} = 1(\text{recoil}), 350(\text{audio}) \rightarrow$

$\text{eff} = 30/90(\text{range}), 2\text{d}6 + \text{M}[-2](\text{hp}, \text{prc})$

$4\text{hp}\ 3\text{ep} [0\ 0\ 0\ 0\ 0\ 5]$

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 Contexts

The PC can:

- » use $\text{psv}(\text{Per})$ to notice or target objects within 20 metres with no penalty from 20(lightsense)