

Jiro Dirichlet

male human(transgen)
 Engineer (neuromancer) 3
Vocations: Hacker (neuro) 3
Backgrounds: Colonist 3, Resistance Fighter 1
 M|4|0(size), 1(hardness), 4(HX), 2(EX), 2(FX), 1(reach)

Resources

Vital: 12(hp), 4(ep), 10(fp) ◇ **Recovery:** 4/r(hp), 3/r(ep), 6/r(fp)
 hp-v [0 0 0 0 0 0 0 5]
 ep-v [0 0 0 0]
 fp-v [0 0 0 0 0 5]
Stored: 50(hp), 30(ep) ◇ **Recovery:** 2/hr(hp), 20/hr(ep)
 hp-s [0 0 0 0 0 5 5 5 10 10 10]
 ep-s [0 0 0 0 0 5 5 5 10]

Traits

Challenges: 9(TC), 11(SC), 9(PC), 0(init)
Mishap/Vuln: mishap(cyb,3), vuln(psn,rad)
Senses: 20(light)sense, 20(gravity)sense, 20(magnetosense), 1(audiosense), 1(olfactor)sense, psv(Per, 12)
Speeds: 10/5/2, stock(walk), quarter(crawl, climb, swim)

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

Skills

1 2 Health	1 1 Energy	3 4 Focus	
0 -3 Strength	0 1 Perception	0 -2 Resolve	
0 -2[-2] Agility	1 1 Insight	1 -2[-2] Stealth	
1 0 Deceive	2 2 Investigate	0 -1 Perform	0 0 Persuade
0 -2 Antiquities	3 2 Science	0 0 Society	1 1 Survival
0 -2 Cbt-Melee	0 -2 Cbt-Ranged	2 0 Cbt-Tactical	
Cybernetics	Neuronetics	Robotics	

Skills (qualifier)

Aegis, QTM-Tools, Scan-Tools, Vcl-Ground, Vcl-Mech

Techniques (general)

1 2 Calmness	2 3 Clarity-Save	2 3 Tenacious-Save
2 4 Surveillance	3 5 Track	1 1 Bureaucracy

Techniques (Eng, Cybernetics)

2 2 Conjugate

Techniques (Eng, Neuronetics)

1 1 Bypass | 4 9 Conjugate

Techniques (Eng, Robotics)

3 4 Conjugate

Conjugates

(Cyb): **Cellular restoration** [1fp] -> chk(CC,touch)= +M*[3]-> eff= remove(cond,sickened,poisoned)



(Cyb): **Dullsense** [1hp 1fp] -> 1(tg) -> imp(sv.Perception,8+M*[11])= 3-M*[9] (range), 1(sense,any) for min
 (Cyb): **Microwave infection** [5hp 1ep 2fp] -> chk(TC)= +M*[4] with 20(range), 20(q) -> eff= fp[2]-d6+M[2] (hp,heat)

(Neu): **Compulsion** [1fp] -> 1(tg) -> imp(sv.Insight,8+M*[18])
 chk(CC-S)= +M*[10]= 10+2-fp[12] (range), cond.driven (see text) for rnd
 (Neu): **Gas monsters** [15hp 1ep 3fp] -> chk(TC-A)= +M*[12] 5+M*[60] (cone), fp[3]-d6+M[9] (hp,psn), M*[12] (pen) -> 10(speed) for M*[12] rnd
 (Neu): **Hallucination** [3fp] -> 1(tg) -> imp(sv.Perception,8+M*[20])
 chk(CC-S)= +M*[12]= 10+2-fp[16] (range), mishap(insanity,+R*[7]) for 12 hr

(Neu): **Mind blank** [2fp] -> 1(tg) -> imp(sv.Insight,8+M*[19])
 chk(CC-S)= +M*[11]= 10+2-fp[14] (range), cond.driven (see text) for min
 (Neu): **Paralysis** [2fp] -> 1(tg) -> imp(sv.Strength,8+M*[19])= 10+2-fp[14] (range), cnd,paralysed for min or retry(sv)

(Rob): **Black tentacles** [30hp 2ep 1fp] -> chk(TC-A)= +M*[5] -> imp(sv.Strength,8+M*[13])= 30(range), 2(reach), cond,grappled for min
 (Rob): **Grim Reaper** [4hp 2ep 1fp] -> eff= 1(reach), imp(sv.Agility,8+M*[13])= fp[1]-d6+M[4] (hp,sls), M*[5] (pen) for min
 (Rob): **Parry** [1hp 1fp] -> 1(tg,self) -> fp[1]-d6+M[4] (resist,frc,prc,sls) vs melee
 (Rob): **Sprite** [1hp 1ep 1fp] -> Sprite for 1 min (see vehicle)

Gear

Enhancements (cyberware): Gravitysense 1, Magnetosense 1, Mnemonic 48, Movement prediction 3, Subcutaneous mesh, frc 2, Subcutaneous mesh, prc 1, Subcutaneous mesh, sls 1

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

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

Weapon (Handflechette 2mm): chk(TC)= +M[-2] -> eff= l(recoil), 350(audio) -> eff= 30/90(range), 2d6+M[-2] (hp,prc)

4hp 3ep [0 0 0 0 5]

Weapon (Accel'r rifle, carb.): chk(TC)= +M[1] -> eff= 4(burst), sniping, 50(audio) ->
eff= 50/150(range), 3d4+M[-2](hp,pro)
1hp 1ep [0 0 0 0 5]

Description

Grigori: "Jiro, you think everything is conspiracy" Jiro:
"Everything is..."

Jiro is your ultimate hacker and technical infiltrator, he prides himself on getting in and out of everything. He will be hacking through bulkheads or hot-wiring machinery, rather than do any actual fighting.

Jiro has 20(gravitysense) so you can remind the GM to give him passive Per checks (Per,psv) for any movement of creatures (creature size determines the chk) within 20 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 Jiro picking it up. You can also make active Per checks.

Jiro has 20(magnetosense) so you can remind the GM to give him psv(Per) for power sources, or anything that emits an electric or magnetic field within 20 metres. They won't be able to detect the movement of absolutely minute things like nanobots. If an area is bathed in a lot of high frequency radiation or a large-scale magnetic field, you can see in magnetosense even if it is perfectly dark in lightsense (eg. on most operating spaceships, and on the dark side of planets with geomagnetic fields). You can also actually see laser fire. You can also make active Per checks.

Notes for Physical and Social Contexts

Although he avoids combat wherever possible, he does have his conjugation ability. This is what he reaches for first when things start getting rough. His days in the resistance serve him well on particular weapons.

Jiro Dirichlet can:

- » use psv(Per) to notice or target objects within 20 metres with no penalty from 20(lightsense)
- » use psv(Per) to notice or target power sources, or anything that emits an electric or magnetic field within 20 metres from 20(magnetosense)
- » use psv(Per) to notice or target the movement of large objects within 20 metres from 20(gravitysense)
- » gain +2 to any sv against being frightened or panicked from Calmness
- » re-roll any mental sv and get +3 to that sv from Clarity-Save
- » re-roll any physical sv and get +3 to that sv from Tenacious-Save