Jiro Dirichlet

male human (modigen, cyborg)
Professions engineer-neuromancer 3
Vocations hacker 3
Backgrounds colonist 3, resistance-fighter 1
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1



Resources

Vital hp=12 : ep=4 : fp=10
Rec hp=4/rest : ep=3/rest : fp=6/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○ ○ ○
fp ○ ○ ○ ○ ○ 5
Stored hp=50 : ep=20
hp(s) ○ ○ ○ ○ ○ 5 10 10 20
ep(s) ○ ○ ○ ○ ○ 5 10

Traits

Challenges TC=10 : SC=11 : PC=11 : init=-2
Mishap/Vuln mishap(cyberware)=3 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : gravitysense=20 : magnetosense=20 : 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	4							
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** Agility	1	**1** Insight	1	**-1** Stealth (-2)
1	**0** Deception	2	**2** Investigation	0	**-1** Perform
0	**0** Persuasion	0	**0** Society	0	**-2** Antiquities
3	**4** Science	0	**0** Survival	0	**-2** Cbt-Melee
0	**-2** Cbt-Ranged	1	**1** Cybernetics	6	**6** Neuronetics
1	**1** Robotics	1	**1** Materials		

Skills (qualifier)

QTM-Tools, Aegis, Scan-Tools, Surveillance-Tools, Vcl-Space

Techniques (general)

0	**-2** Calmness (Resolve)	2	**3** Clarity-Save (Insight)
2	**2** Tenacious-Save (Survival)	2	**4** Surveil (Investigation)
2	**4** Track (Investigation)	1	**1** Bureaucracy (Society)
2	**3** Calmness (Insight)		

Techniques (Eng, Cybernetics)

2 **3** Conjugate (Cybernetics)

Techniques (Eng, Materials)

1 **2** Bypass (Materials)

Techniques (Eng, Neuronetics)

4	**10** Conjugate (Neuronetics)	1	**7** Bypass (Neuronetics)

Techniques (Eng, Robotics)

4	**5** Conjugate (Robotics)	1	**2** Vital-Harm (Robotics)

Conjugates

Cybernetics

Cellular restoration 1fp
tg(touch)=1 -> chk(CC)=+4[M*] -> remove(cond(sickened))

Dullsense 1hp 1fp
imp-sv(Perception)=12[8+M*] -> range=12[3·M*] : cond(dulled) : t=min

Thick skin 10hp 3ep 1fp
tg(touch)=1
-> rst(frc)+3[1+½·M*]rst(prc)+3[1+½·M*]rst(sls)+3[1+½·M*]t=scene

Neuronetics

Command 2fp
tg=1 -> imp-sv(Resolve)=18[8+M] | chk(CC,S)=+10[M] -> range=10+2·fp
: cond(driven) : (see text) : t=rnd

Gas monsters 15hp 1ep 3fp
chk(TC,A)=+13[M*] -> cone=18[5+M*] : dmg(hp,psn)=fp·d6+10[M] : +3[M*](pen)
: speed=10 : t=rnd

Hallucination 3fp
tg=1 -> imp-sv(Perception)=18[8+M] | chk(CC,S)=+10[M] -> range=10+2·fp
: mishap(insanity)=+7[R*] : t=12·hr

Mind blank 2fp
tg=1 -> imp-sv(Insight)=18[8+M] | chk(CC,S)=+10[M] -> range=10+2·fp
: cond(driven) : (see text) : t=min

Paralysis 2fp
tg=1 -> imp-sv(Strength)=18[8+M] -> range=10+2·fp : cond(paralysed)
: (see text) : t=min

Robotics

Black tentacles 30hp 2ep 1fp
tg=1 : range=30 : radius=2 -> chk(TC,A)=+6[M*] : imp-sv(Strength)=13[8+M]
-> cond(restrained) : t=min

Eyes 2hp 1fp

Grim Reaper 4hp 2ep 1fp
reach=1 : imp-sv(Agility+B)=14[8+M*] -> dmg(hp,sls)=fp·d6+5[M]
: +6[M*](pen) : t=min

Shimmer 5hp 2ep 2fp
tg(self) -> radius=2 : TC+6[R*] : t=min

Tail 1fp
tg=1 -> range=100
: audio and visual information, perm until destroyed or dismissed

Gear

Cyberware

Gravitysense 1, Magnetosense 1, Mnemonic 48, Movement Prediction 3, Subcutaneous Mesh (frc) 2, Subcutaneous Mesh (prc) 2, Subcutaneous Mesh (sls) 2

Carapace

Aegis, naval [worn]

inactive : worn(Aegis) ◊ s2a -> 8hp : 25ep : t=main-act
rst(frc)+4 : rst(prc)+3 : rst(sls)+6 : rst(cold)+5 : rst(heat)+5 : rst(corr)+1 : rst(psn)+10 : rst(rad)+4 : Agility+B(max)=2
3hp 1ep /8•hr

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

Weapons

Handflechette, 2mm

chk(TC)=+1[M] -> Strength(min)=-4 : recoil=L
: audio=350 : range=30|90 : dmg(hp,prc)=2d6-2[M]
4hp 3ep ○ ○ ○ ○ ○ 5 [○ ○]

Accelerator Rifle, carbine

chk(TC)=+1[M] -> Strength(min)=-4 : burst=4
: sniping : audio=50 : range=50|150 : dmg(hp,prc)=3d4-2[M]
1hp 1ep ○ ○ ○ ○ ○ 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.

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 power sources, or anything that emits an electric or magnetic field within 20 metres from magnetosense=20
use psv(Per) to notice or target the movement of large objects within 20 metres from gravitysense=20
gain +3 to any sv against being frightened or panicked from Calmness (Insight)
re-roll any mental sv and get +4 to that sv from Clarity-Save (Insight)
re-roll any physical sv and get +3 to that sv from Tenacious-Save (Survival)