

STRIKER

CHARACTER PROFILE

Loviatar Moonsiddow

female zoti xanji(neogen)

Psion 3

Vocations: Influencer 3

Backgrounds: Slum Dweller 2, Comm. Striker Navigator 2, Navy Officer (navigation) 1

M|4|0(size), 1(hardness), 4(HX), 2(EX), 4(FX), 1(reach)

Resources

Vital: 12(hp), 2(ep), 16(fp) ♦ **Recovery:** 4/r(hp), 2/r(ep), 7/r(fp)

hp-v [0 0 0 0 0 0 5]

ep-v [0 0]

fp-v [0 0 0 0 0 5 5]

Traits

Challenges: 10(TC), 11(SC), 10(PC), -2(init)

Mishap/Vuln: mishap(cyb,3), mishap(insanity,1), mishap(teleporter,1), vuln(psn,rad)

Senses: 20(lightsense), 1(audiosense), 1(olfactorsense)

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

	frc	prc	sls	elec	fire	cold	heat	corr	psn	rad
min	3	0	0	0	0	0	10	3	0	0
amr	0	5	5	0	1	1	0	0	0	0
fld	2	2	4	0	0	0	0	0	0	0
shd	0	0	0	0	0	0	0	0	0	0
aeg	4	3	6	0	0	5	5	1	10	4

Skills

1/2(Health), 0/0(Energy), 2/3(Focus)

0/-4(Strength), 0/2(Perception), 0/-2(Resolve)

2/0[-2](Agility), 0/1(Insight), 1/0[-1](Stealth)

0/0(Deceive), 1/1(Investigate), 0/-2(Perform), 2/2(Persuade)

0/-2(Antiquities), 3/1(Science), 1/1(Society), 0/-2(Survival)

1/-1(Cbt-Melee), 1/-1(Cbt-Ranged)

2/0(Cybernetics), 1/-1(Medicine), 1/0(Neuronetics)

2/0(Clairsentience), 2/0(Psikinesis), 2/0(Psiorportation)

Skills (qual): Aegis, Medicine-Tools, QTM-Tools, Scan-Tools, Vcl-Space, Vcl-Striker

Techniques (general): 2/2(Sleight-Of-Hand), 2/3(Track), 3/4(Inspire), 1/2(Bureaucracy)

Techniques (Cbt-Melee): 2/1(Wpn-Fistload)

Techniques (Cbt-Ranged): 2/1(Wpn-Handguns)

Techniques (Cbt-Tactical): 1/-1(Dodge-Attack), 1/-1(Vital-Harm)

Techniques (Psi): 1/1(Precognition), 1/1(Precognitive-Save), 1/1(Thoughtseeing), 2/2(Skr-Avionics), 1/1(Shield), 1/1(Skr-Slip-Stream), 3/3(Telekinesis), 1/1(Blur), 2/2(Phase), 1/1(Skr-Submariner), 2/3(Annihilation), 2/3(Focus-Drain), 2/3(Possession)

Gear

Enhancements (cyberware): Defender 2, Mnemonic 24, Resistance, heat 3, Strike Jacks, Subcutaneous mesh, frc 3, Subcutaneous mesh, corr 3

Guardian Field: 1ep [0 0 0 0 5 5 5]

Aegis, naval: 3hp 1ep [8hr]

Weapon (Fist/Foot): chk(TC)= +M[1] -> eff= -6(Str,min), 10(audio) -> eff= 1d2+M[1]+M(Str)[-4](hp,frc), 3(pen) & 1d4(hp.elec), 4(pen)

Weapon (Shockfist 2): chk(TC)= +M[1] -> eff= -5(Str,min), 25(audio) -> eff= 1d8+M[1]+M(Str)[-4](hp,frc), 3(pen) & 1d4(hp.elec), 4(pen)



Weapon (Snorter, heartdagger): chk(TC)= +M[1] -> eff= -6(Str,min), 500(audio) -> imp(sv,Str,8+M[9]) -> eff= 10(cone), 2d4(hp,frc)

1ep [0 0 0 0 5]

Weapon (Handflechette 1mm): chk(TC)= +M[1] -> eff= -6(Str,min), 300(audio) -> eff= 30/90(range), 2d4+M[1](hp,prc)

3hp 3ep [0 0 0 0 5]

Description

Formally Loviatar of the Moonsiddow idiom is a Geopooreen witch, although she has long since left the Reconsiate, and adventures in Guild Space incognito. For the reason of her heritage, she avoids Monarchrate Space. She has a disguise kit, which is used for the sole purpose of changing her appearance to that of a baseline human.

She has a science education, which gives her access to all the engineering skills. Despite that these are all at -1, she is allowed a roll. However, it's her psionics, that make the real difference to this character: it's also the reason the other characters are a bit scared of her.

Lovi tends to rely on her psionic abilities for much of her combat, particularly her telekinesis.

She can spend 1fp and use the Psikinesis skill to add +2 to any important chk or sv. However, she can be more effective attack through her telekinesis. She can spend an fp to pick up anything up to 4 kilograms in weight, and hit someone with a psi attack roll d20+4, doing her psi effect roll (d6 x fp +3) in force damage. If she spends 3(fp), this becomes a pretty stunning 3d6+3(hp,frc). If she spends an additional 2(fp) the total weight she can lift with telekinesis becomes 60 kilograms, meaning that she can actually lift herself and levitate or fly at 4(speed) in any direction. This also makes her immune to Zero-G conditions in combat.

Be aware that Loviatar is light sensitive, meaning that she is at a disadvantage on all skill rolls when in bright light or those she is targeting are in bright light. Sunglasses and hood are definitely necessary in 7-Eleven stores.