Loviatar Moonsiddow

female xanji_zoti (neogen, cyborg)
Professions psion 3
Vocations influencer 3
Backgrounds slum-dweller 2, commercial-striker-navigator 2, navy-officer-navigation 1
size=M|4|1 : HX=4 : EX=2 : FX=4 : reach=1

Resources

Vital hp=12 : ep=2 : fp=16
Rec hp=4/rest : ep=2/rest : fp=7/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○
fp ○ ○ ○ ○ ○ ○ 5 5

Traits

Challenges TC=10 : SC=10 : PC=11 : init=-2
Mishap/Vuln mishap(insanity)=2 : mishap(lycanthropy)=2 : mishap(cyberware)=2 : mishap(teleporter)=1 : vuln(psn) : vuln(rad)
Senses lightsense=20|DS : 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	5	2		
amr										
fld	2	2	4							
shd										
aeg	4	3	6			5	5	1	10	4

Skills

1	**2** Health	0	**0** Energy	2	**3** Focus
0	**-4** Strength	0	**1** Perception	0	**-2** Resolve
2	**0** Agility	0	**0** Insight	1	**0** Stealth
0	**0** Deception	1	**1** Investigation	0	**-2** Perform
2	**2** Persuasion	1	**1** Society	0	**-2** Antiquities
3	**1** Science	0	**-2** Survival	1	**-1** Cbt-Melee
0	**-2** Cbt-Ranged	1	**-1** Cbt-Tactical	2	**0** Clairsentience
3	**1** Psikinesis	2	**0** Psiportation	1	**-1** Medicine
1	**0** Neuronetics	2	**1** Telepathy		

Skills (qualifier)

QTM-Tools, Aegis, Vcl-Space, Vcl-Striker, Disguise-Tools

Techniques (general)

1	**2** Bureaucracy (Society)	2	**4** Inspire (Persuasion)
3	**4** Track (Investigation)		

Techniques (Cbt-Melee)

1 **0** Wpn-Fistload (Cbt-Melee)

Techniques (Cbt-Ranged)

1 **-1** Wpn-Handguns (Cbt-Ranged)

Techniques (Psionic)

1	**1** Precognition (Clairsentience)	2	**2** Precognitive-Save (Clairsentience)
1	**1** Thoughtseeing (Clairsentience)	1	**2** Shield (Psikinesis)
3	**4** Telekinesis (Psikinesis)	2	**2** Blur (Psiportation)
2	**2** Phase (Psiportation)	2	**3** Annihilation (Telepathy)
2	**3** Focus-Drain (Telepathy)	2	**3** Possession (Telepathy)
2	**2** Skr-Avionics (Clairsentience)	1	**2** Skr-Slip-Stream (Psikinesis)
2	**2** Skr-Submariner (Psiportation)		



Gear

Cyberware

Defender 2, Strike Jacks, Resistance (cold) 1, Resistance (heat) 2, Subcutaneous Mesh (corr) 2, Subcutaneous Mesh (frc) 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

Guardian Field [handy]
inactive : worn ◊ s2a -> 1hp : 3ep : t=bonus-act
rst(frc)+2 : rst(prc)+2 : rst(sls)+4
1ep ○ ○ ○ ○ ○ 5 10

Weapons

Shockfist 2
chk(TC)=+0[M] -> Strength(min)=-5 : audio=25
: dmg(hp,frc)=1d8+0[M]-4[M] : pen=3 : dmg(hp,elec)=1d4 : pen=4
1ep ○ ○ ○ ○ ○ 5 5 [○]

Snotter, heartdagger
chk(TC,A)=+0[M] -> Strength(min)=-6 : audio=80
: imp-sv(Strength)=8[8+M] -> cone=10 : dmg(hp,frc)=2d4
2ep ○ ○ ○ ○ ○ 5 [○ ○]

Handflechette, 1mm
chk(TC)=-1[M] -> Strength(min)=-6 : audio=300
: range=30|90 : dmg(hp,prc)=2d4-1[M]
3hp 3ep ○ ○ ○ ○ ○ 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. 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.

Notes for Physical and Social Contests

use psv(Per) to notice or target objects within 20 metres with no penalty from lightsense=20

lightsense=20|D means that you have darksense, meaning that ambient light is twice as strong for you. Therefore ½•lightsense -> 1•lightsense

lightsense=20|DS means that you are light-sensitive, meaning that ambient light is twice as strong for you. Therefore ½•lightsense -> 1•lightsense, but 1•lightsense -> 2•lightsense

spend an fp and and use your re-act to give a d2 inspire die to any ally from Inspire (Persuasion)

spend an fp and use your re-act to add 4 to any ally chk or sv, or take 4 from any opponent chk or sv from Psikinesis

use your main-act and spend 1fp to gain TC+3 and sv(Agility)+3 for a minute from Blur (Psiportation)

spend an fp and get allsense+4 for round from Thoughtseeing (Clairsentience)

use your main-act and spend 1fp to go out of phase for a minute move in phase space at speed=4 from Phase (Psiportation) - must combine with Thoughtseeing (Clairsentience)

re-roll any sv and get +3 to that sv from Precognitive-Save (Clairsentience)

spend an fp and be able to move wt=40 at speed=4, or 2fp for wt=50 at speed=5 from Telekinesis (Psikinesis)

use your re-act and spend 1fp and gain rst(frc|prc|sls)+3 for a minute from Shield (Psikinesis)

Notes for Tactical Contests

spend an fp to set(PC)= 17(Stealth), +4(sv,Agility,corporeal-hazards) from Skr-Submariner (Psiportation)