

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-D(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	3						10	3		
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 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	0 -2 Cbt-Tactical	
1 -1 Medicine	1 0 Neuronetics		
2 0 Clairsentience	2 0 Psikinesis	2 0 Psiportation	

Skills (qualifier)

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

Techniques (general)

2 2 Sleight-Of-Hand	3 6 Inspire	1 2 Bureaucracy
2 3 Track		

Techniques (Cbt-Melee & Cbt-Ranged)

1 1 Wpn-Fistload	1 1 Wpn-Handguns
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Techniques (Cbt-Tactical)

1 1 Dodge-Attack	1 1 Vital-Harm
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Techniques (Psi)

1 1 Precognition	1 1 Precognitive-Save	1 1 Thoughtseeing
1 1 Shield	3 3 Telekinesis	1 1 Blur
2 2 Phase	2 5 Annihilation	2 5 Focus-Drain
2 5 Possession	2 2 Skr-Avionics	1 1 Skr-Slip-Stream
1 1 Skr-Submariner		



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= 10(audio) -> eff= 1d2+M[1]+M(Str)[-4](hp,frc)

Weapon (Shockfist 2): chk(TC)= +M[1] -> eff= 25(audio) -> eff= 1d8+M[1]+M(Str)[-4](hp,frc), 3(pen) & 1d4(hp,elec), 4(pen)
1ep [0 0 0 0 5 5]

Weapon (Snorter, heartdagger): chk(TC)= +M[1] -> eff= 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= 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 $(d6 \times fp + 3)$ in force damage. If she spends 3(fp), this becomes a pretty stunning $3d6+3(\text{hp}, \text{frc})$. 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 $4(\text{speed})$ 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.

Notes for Physical and Social Contests

Lovi can:

- » use psv(Per) to notice or target objects within 20 metres with no penalty from 20(lightsense)
- » 20D(lightsense) also means that she is light-sensitive, meaning that ambient light is twice as strong for her. Therefore $\frac{1}{2}(\text{lightsense}) = \text{full}(\text{lightsense})$, but $\text{full}(\text{lightsense}) = 2x(\text{lightsense})$
- » spend an fp and use her re-act to give a d3 inspire die to any ally from Inspire
- » spend an fp and use her re-act to add 2 to any ally chk or sv, or take 2 from any opponent chk or sv from Psikinesis
- » use their main-act and spend 1fp to gain +3(TC), +3(sv,Agility) for minute from Blur
- » spend an fp and get 10(allsense) for round from Thoughtseeing
- » use their main-act and spend 1fp to go out of phase for minute $4(\text{speed})$ from Phase (must combine with Thoughtseeing)
- » re-roll any sv and get +2 to that sv from Precognitive-Save
- » spend an fp and be able to move $40(\text{wt})$ at $4(\text{speed})$, or 2fp for $50(\text{wt})$ at $5(\text{speed})$ from Telekinesis
- » use their re-act and spend 1fp and gain +2(rst,frc|prc|sls) for minute from Shield

Notes for Tactical Contests

Lovi can:

- » use her re-act to give +1(rst,all) against successful Cbt-Tactical attacks from Dodge-Attack.
- » spend an fp to give +3(chk,Per) & 13(psv,Per) to striker for 3 hr from Skr-Avionics
- » spend an fp to set(PC)= $17(\text{Stealth})$, +4(sv,Agility,corporeal-hazards) from Skr-Submariner