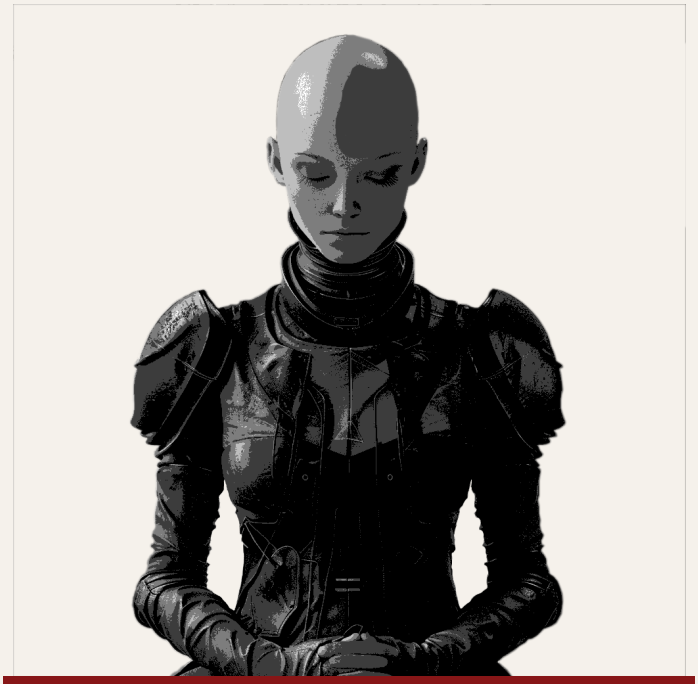
Sal Hazam

female human (modigen, cyborg)
Professions navigator 3
Vocations hacker 3
Backgrounds navy-officer-navigation 3, commercial-striker-navigator 1
size=M|4|1 : HX=4 : EX=2 : FX=2 : reach=1



Resources

Vital hp=12 : ep=2 : fp=10
Rec hp=4/rest : ep=2/rest : fp=6/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ 5
ep(v) ○ ○
fp ○ ○ ○ ○ ○ 5
Stored hp=0 : ep=5
Rec ep=2/hr
ep(s) ○ ○ ○ ○ ○

Traits

Challenges TC=10 : SC=10 : PC=10 : init=-2
Mishap/Vuln mishap(cyberware)=3 : mishap(insanity)=1 : mishap(teleporter)=1 : vuln(psn) : vuln(rad)
Senses lightsense=20 : olfactorsense=1 : audiosense=1 : magnetosense=40 : Per(psv)=10
Speeds base=10 : walk=10 : crawl|climb|swim=2

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

Skills

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

Skills (qualifier)

Aegis, Scan-Tools, Vcl-Striker, Vcl-Space

Techniques (general)

3 **3** Clarity-Save (Insight)
2 **3** Track (Investigation)
2 **2** Tenacious-Save (Survival)
0 **0** Acrobatics (Agility+B)

Techniques (Cbt-Ranged)

1 **0** Wpn-Spray (Cbt-Ranged)

Techniques (Cbt-Tactical)

1 **1** Dodge-Attack (Cbt-Tactical)
1 **1** Vital-Harm (Cbt-Tactical)
1 **1** Dodge-Effect (Cbt-Tactical)

Techniques (Eng, Machinery)

2 **2** Bypass (Machinery)

Techniques (Eng, Materials)

1 **0** Bypass (Materials)

Techniques (Eng, Neuronetics)

2 **2** Bypass (Neuronetics)

Techniques (Psionic)

1 **2** Blur (Psiportation)
1 **2** Skr-Carapace (Psiportation)
3 **4** Skr-Submariner (Psiportation)
3 **3** Skr-Slip-Stream (Psikinesis)
3 **3** Thermokinesis (Psikinesis)
1 **1** Shield (Psikinesis)

Gear

Cyberware

Faraday Cage 2, Magnetosense 2, Mnemonic 12, Movement Prediction 2, Resistance (heat) 2, Subcutaneous Mesh (frc) 3, Strike Jacks, Subcutaneous Mesh (prc) 3, Strength Boost 2, Power Harvester (Higgs) 1, Power Storage (antimatter) 1

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

Nanofist
chk(TC)=+1[M] -> Strength(min)=-6 : audio=15
: dmg(hp,frc|prc|sls)=1d6-1[M]+0[M]
1ep ○ ○ ○ ○ ○ 5 5 [○ ○]

Shotgun, 12 gauge
Strength(min)=-1 : recoil=H : audio=900
buckshell(rounds) -> chk(TC,A)=0[M]
-> imp-sv(Agility+B)=8[8+M] -> spray+20 : dmg(hp,prc)=2d6
3hp ○ ○ ○ ○ ○ ○

Rotorflechette
chk(TC,A)=2[M] -> Strength(min)=0 : recoil=H
: audio=700 -> imp-sv(Agility+B)=10[10+M] -> spray+50 : dmg(hp,prc)=4d8 : pen=3
6hp 1ep ○ ○ ○ ○ [○ ○ ○ ○ ○]

Description

At worst, Sal has often been seen as a wierdo and a nerd. At best, she takes a fair bit of getting used to. She is abrupt and uncomfortable, however she is extremely useful. Being the navigator, she's the only one that can soul-pilot a striker (well, except Loviatar Moonsiddow, but no one actually realises that she can). Like most navigators, she is a bit of an all-rounder. She has a useful combination of piloting, operational and technical skills. She is often on the mic with tech support. For the heavy engineering capabilities look to Jiro Dirichlet and Grigori Kurnow. She is a navigator, so she is a psychic: it's a giveaway, so the team knows about it. To others, she definitely doesn't lead with the moniker of navigator, and doesn't make mention of her abilities. Depending on the group Sal is potentially the captain.

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 40 metres from magnetosense=40
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)
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)
use your re-act and spend 1fp and gain rst(frc|prc|sls)+2 for a minute from Shield (Psikinesis)

Notes for Tactical Contests

use your re-act to give rst(all)+1 against successful Cbt-Tactical attacks from Dodge-Attack (Cbt-Tactical)
use your re-act to give rst(all)+1 against area effects from Dodge-Effect (Cbt-Tactical)
catch an opponent off-guard and spend an fp and get an RSR of 19-20 and dmg+2 on a successful attack from Vital-Harm (Cbt-Tactical)
spend an fp to give fp•d6+M[3](hp,temp) for 8 hr from Skr-Carapace (Psiportation)
spend an fp to set(PC)= 17(Stealth), +4(sv,Agility,corporeal-hazards) from Skr-Submariner (Psiportation)