

Sal Hazam

female human(cyborg)

Navigator3

Vocations: Hacker (machinery) 2, Hacker (neuro) 1

Backgrounds: Navy Officer (navigation) 3, Comm. Striker Navigator 1

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

Resources

Vital: 12(hp), 2(ep), 10(fp) ◇ **Recovery:** 4/r(hp), 2/r(ep), 6/r(fp)

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

ep-v [0 0]

fp-v [0 0 0 0 0 5]

Stored: 50(hp), 25(ep) ◇ **Recovery:** 2/hr(hp), 22/hr(ep)

hp-v [0 0 0 0 0 5 5 5 10 10 10]

ep-v [0 0 0 0 0 5 5 5 5]

Traits

Challenges: 9(TC), 11(SC), 9(PC), 0(init)

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

Senses: 20(lightsense), 40(magnetsense), 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	6					6			
amr										
fld	2	6	6	3	3					
shd										
aeg	4	3	6			5	5	1	10	4

Skills

1 2 Health	0 0 Energy	3 4 Focus	
0 0 Strength	0 2 Perception	0 -2 Resolve	
2 -1[-2] Agility	0 1 Insight	1 0[-1] Stealth	
0 -1 Deceive	1 1 Investigate	0 -1 Perform	0 0 Persuade
0 -2 Antiquities	0 -2 Science	0 0 Society	0 -1 Survival
1 -2 Cbt-Melee	1 -1 Cbt-Ranged	2 0 Cbt-Tactical	
2 0 Machinery	1 -1 Materials	2 0 Neuronetics	
3 0 Psikinesis	4 1 Psiportation		

Skills (qualifier)

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

Techniques (general)

3 6 Clarity-Save | 2 2 Tenacious-Save | 2 3 Track

Techniques (Cbt-Ranged)

1 0 Wpn-Spray

Techniques (Cbt-Tactical)

1 1 Dodge-Attack | 1 1 Dodge-Effect | 1 1 Vital-Harm

Techniques (Eng, Machinery, Eng, Materials & Eng, Neuronetics)

2 2 Bypass (Machinery) | 1 0 Bypass (Materials) | 2 2 Bypass (Neuro)

Techniques (Psi)

1 1 Shield | 3 3 Skr-Slip-Stream | 3 3 Thermokinesis
1 1 Blur | 1 2 Skr-Carapace | 3 4 Skr-Submariner



Gear

Enhancements (cyberware): Faraday cage 2, Magnetsense 2, Mnemonic 12, Movement prediction 2, Resistance, heat 2, Subcutaneous mesh, frc 3, Subcutaneous mesh, prc 3, Strike Jacks, Perception boost +2, Strength boost +2, Power harvester, higgs 1, Power storage, antimatter 1

Fortitude 2 Field: 5ep [0 0 0 0 0 5]

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

Weapon (Nanofist): chk(TC)= +M[0] -> eff= 15(audio) ->

eff= 1d6+M[-2]+M(Str)[0](hp.frc/prc/sls)

1ep [0 0 0 0 0 5 5]

Weapon (Shotgun, 12 gauge (buck)): chk(TC-A)= +M[2] -> eff= h(recoil), 900(audio) ->

imp(sv.Agl.8+M[8])= 20(spray), 2d6(hp,prc) -> imp(sv.Str.8+M[8])= prone

3hp [0 0 0 0 0 0]

Weapon (Rotorflechette): chk(TC-A) +M[2] -> eff= 0(Str:min), h(recoil), 800(audio) ->

imp(sv.Agl.8+M[8])= 50(spray), 4d8(hp,prc), 3(pen)

6hp 1ep [0 0 0 0]

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 (Note that Science enables any tech roll with a +1). 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

Sal will turn to her rotorflechette to get her out of trouble (or further into trouble, depending on how you look at that), which takes 1 act to materialise (build) so she can use it.

Sal Hazam can:

- » use psv(Per) to notice or target objects within 20 metres with no penalty from 20(lightsense)
- » use psv(Per) to notice or target power sources, or anything that emits an electric or magnetic field within 40 metres from 40(magnetosense)
- » re-roll any mental sv and get +3 to that sv from Clarity-Save
- » re-roll any physical sv and get +1 to that sv from Tenacious-Save
- » spend an fp and use her re-act to add 4 to any ally chk or sv, or take 4 from any opponent chk or sv from Psikinesis
- » spend 2fp and imp(sv,Insight,11) an emotional state on an opponent from Empathic-Projection
- » 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(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(wt) at 4(speed), or 2fp for 50(wt) at 5(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

The PC can:

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