

Sal Hazam

female human(cyborg)

Navigator 3

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 5]

ep-v [0 0]

fp-v [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 5 5 5 5]

Traits

Challenges: 9(TC), 11(SC), 10(PC), -2(init)

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

Senses: 20(lightsense), 40(magnetosense), 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	6	0	0	0	0	6	0	0	0
amr	0	0	0	0	0	0	0	0	0	0
fld	2	6	6	3	3	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), 3/4(Focus)

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

1/-1[-2](Agility), 1/1(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)

0/-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 (qual): Aegis, Scan-Tools, Vol-Space, Vol-Striker

Techniques (general): 1/2(Clarity-Save), 1/2(Track), 1/0(Tenacious-Save)

Techniques (Cbt-Ranged): 1/0(Wpn-Spray)

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

Techniques (Eng,mac): 2/2(Bypass)

Techniques (Eng,mat): 1/0(Bypass)

Techniques (Eng,neu): 2/2(Bypass)

Techniques (Psi): 1/1(Shield), 3/3(Skr-Slip-Stream), 3/3(Thermokinesis), 1/2(Blur),

1/2(Skr-Carapace), 3/4(Skr-Submariner)

Gear

Enhancements (cyberware): Faraday cage 2, Magnetosense 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 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 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]

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.

Look at Psikinesis by spending 1(fp) you can add 3 to the next roll you make, or take 3 from a roll by your opponent. Sal has 40(magnetosense) so you can remind the GM to give them psv(Per) for power sources, or anything that emits an electric or magnetic field within 40 metres. They won't be able to detect the movement of absolutely minute things like nanobots. If an area is bathed in a lot of high frequency radiation or a large-scale magnetic field, you can see in magnetosense even if it is perfectly dark in lightsense (eg. on most operating spaceships, and on the

dark side of planets with geomagnetic fields). You can also actually see laser fire.

Depending on the group Sal is potentially the captain.

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.