

## Secret Squirrel

nonbinary freen(baseline)

Monastic 3

**Vocations:** Martial Artist 2, Marksperson 1

**Backgrounds:** Acolyte 1, Outlaw 4

S|3|1(size), 1(hardness), 3(HX), 2(EX), 2(FX), 0.5(reach)

### Resources

**Vital:** 9(hp), 6(ep), 6(fp) ◊ **Recovery:** 3/r(hp), 4/r(ep), 4/r(fp)

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

ep-v [0 0 0 0 0]

fp-v [0 0 0 0 0]

### Traits

**Challenges:** 12(TC), 10(SC), 13(PC), 0(init)

**Mishap/Vuln:** mishap(cyb,3), vuln(psn,rad)

**Senses:** 30(lightsense), 1(audiosense), 1(olfactorsense), psv(Per, 14)

**Speeds:** 12/6/3, stock(walk, climb), quarter(crawl, swim)

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

### Skills

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

### Skills (qualifier)

Scan-Tools, Surveillance-Tools

### Techniques (general)

3 4 Acrobatics	3 4 Parkour	2 2 Revival
2 3 Surveillance	2 3 Track	2 2 Law

### Techniques (Cbt-Melee)

1 3 Dodge-Attack	2 4 Multi-Attack	2 4 Vital-Harm
2 4 Wpn-Blades-Short	0 2 Wpn-Blades-Long	0 2 Wpn-Fistload

### Techniques (Cbt-Ranged)

3 4 Vital-Harm	1 2 Wpn-Thrown
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### Gear

**Enhancements (cyberware):** Agility boost +1, Ambidexterity, Darksense, Mnemonic 4, Movement prediction 3

**Fortitude 1 Field:** 2ep [0 0 0 0 0 0 0 0]



**Chameliofields 4:** 4ep [0 0 0 0 0 0 0 0] -> +4(TC), +4(chk.Stealth+B.lightsense)

**Aegis, naval:** 3hp 1ep [8hr] -> +2(Agility,max)

**Weapon (Fibreblade, short):** chk(TC)= +M[8] -> eff= -4(Str:min), 8(audio) -> eff= 1d6+M[4]+M(Str)[-2](hp,prc)

**Weapon (Vibroblade, short):** chk(TC)= +M[8] -> eff= -3(Str:min), 10(audio) -> eff= 2d6+M[4]+M(Str)[-2](hp,prc), 2(pen)  
1ep [0 0 0 0 0 5]

**Weapon (Vibroblade, hand):** chk(TC)= +M[8] -> eff= -5(Str:min), 10(audio) -> eff= 2d4+M[4]+M(Str)[-2](hp,prc), 2(pen)  
1ep [0 0 0 0 0 5 5]

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

### Description

SS: "I'm called Secret Squirrel, because I'm a squirrel and I'm secret"

Barfly: "But you're not a squirrel, you're a freen, but sure, if you want to be some kinda small creature, how 'bout an otter?"

SS: "Secret Otter?"

Barfly: "and you're not all that secret, you just told me..."

Secret Squirrel likes their combat up close and personal with the two short vibroblades (use fibreblades for extra quiet activities).

### Notes for Physical and Social Confests

Secret Squirrel can:

» use psv(Per) to notice or target objects within 30 metres with

no penalty from 30(lightsense)

- » gain +4(TC,aoo) & +4(TC-A,precision-move) from Acrobatics
- » can move over vertical or unstable surfaces as long as they end their move on stable ground from Parkour
- » spend 2ep to regain 1d4+4(hp,lost) from Revival
- » spend an ep and make 2 Cbt-Melee attacks during his main-act from Multi-Attack.
- » use his re-act to gain +5(rst,all) against successful Cbt-Melee or Cbt-Ranged attacks from Dodge-Attack.
- » catch an opponent off-guard and spend an ep and get an RSR of 19-20 and +4 damage on a successful attack from Vital-Harm.