Secret Squirrel

nonbinary freen (modigen, cyborg)
Professions monastic 3
Vocations martial-artist 2, marksperson 1
Backgrounds acolyte 1, outlaw 1, space-pirate 2
size=S|3|1 : HX=3 : EX=2 : FX=2 : reach=0.5

Resources

Vital hp=9 : ep=6 : fp=6
Rec hp=3/rest : ep=4/rest : fp=4/rest
hp(v) ○ ○ ○ ○ ○ ○ ○ ○ ○
ep(v) ○ ○ ○ ○ ○ ○
fp ○ ○ ○ ○ ○ ○

Traits

Challenges TC=9 : SC=10 : PC=14 : init=0
Mishap/Vuln mishap(cyberware)=3 : vuln(psn) : vuln(rad)
Senses lightsense=30|D : olfactorsense=1 : audiosense=1 : Per(psv)=14
Speeds base=8 : walk=8 : crawl|climb|swim=2

	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	**-1** Strength	3	**4** Perception	2	**0** Resolve
2	**1** Agility (-1)	0	**0** Insight	4	**3** Stealth (-1)
1	**-1** Deception	1	**1** Investigation	0	**-2** Perform
0	**-1** Persuasion	0	**0** Society	0	**-2** Antiquities
0	**-2** Science	0	**-1** Survival	5	**3** Cbt-Melee
4	**2** Cbt-Ranged				

Skills (qualifier)

Surveillance-Tools, Scan-Tools

Techniques (general)

4	**4** Acrobatics (Agility+B)	4	**4** Parkour (Agility+B)
2	**2** Revival (Resolve)	2	**3** Surveil (Investigation)
2	**3** Track (Investigation)	2	**2** Law (Society)

Techniques (Cbt-Melee)

1	**4** Dodge-Attack (Cbt-Melee)	3	**6** Multi-Attack (Cbt-Melee)
2	**5** Vital-Harm (Cbt-Melee)	2	**5** Wpn-Blades-Short (Cbt-Melee)
1	**4** Wpn-Blades-Long (Cbt-Melee)	1	**4** Wpn-Fistload (Cbt-Melee)

Techniques (Cbt-Ranged)

2	**4** Wpn-Thrown (Cbt-Ranged)	1	**3** Dodge-Attack (Cbt-Ranged)

Gear

Cyberware

Agility Boost 1, Strength Boost 1, Ambidexterity, Darksense 2, Mnemonic 4, Movement Prediction 3

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 1 [handy]
inactive : worn ◊ s2a -> 1hp : 14ep : t=bonus-act
rst(frc)+2 : rst(prc)+5 : rst(sls)+5 : rst(elec)+2
2ep ○ ○ ○ ○ ○ 5

Chameliofield 4 [handy]
inactive : worn ◊ s2a -> 1hp : 200ep : t=bonus-act
TC+4 : chk(Stealth+B,lightsense)+4
4ep ○ ○ ○ ○ ○ 5

Weapons

Fibreblade, short
chk(TC)=+8[M] -> Strength(min)=-4 : audio=8 : dmg(hp,prc)=1d6+5[M]-1[M]

Vibroblade, short
chk(TC)=+8[M] -> Strength(min)=-3 : audio=10 : dmg(hp,prc)=2d6+5[M]-1[M] : pen=2
1ep ○ ○ ○ ○ ○ 5 [○ ○]

Vibroblade, hand
chk(TC)=+8[M] -> Strength(min)=-5 : audio=10 -> dmg(hp,prc)=2d4+5[M]-1[M] : pen=2
1ep ○ ○ ○ ○ ○ 5 5 [○]

Shockfist 2
chk(TC)=+7[M] -> Strength(min)=-5 : audio=25 : dmg(hp,frc)=1d8+4[M]-1[M] : pen=3 : dmg(hp,elec)=1d4 : pen=4
1ep ○ ○ ○ ○ ○ 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 Contests

use psv(Per) to notice or target objects within 30 metres with no penalty from lightsense=30

lightsense=30|D means that you have darksense, meaning that ambient light is twice as strong for you. Therefore ½•lightsense -> 1•lightsense

gain TC(aoo)+4 & TC(A,precision-move)+4 from Acrobatics (Agility+B)

can move over vertical or unstable surfaces as long as they end their move on stable ground from Parkour

spend 2ep to regain hp(v,curr)+1d4+M* from Revival

spend an ep and make 2 Cbt-Melee attacks during your main-act through Multi-Attack (Cbt-Melee)

use your re-act to gain rst(all)+4 against successful Cbt-Melee attacks from Dodge-Attack (Cbt-Melee)

use your re-act to gain rst(all)+3 against successful Cbt-Ranged attacks from Dodge-Attack (Cbt-Ranged)

catch an opponent off-guard and spend an ep and get an RSR of 18-20 and dmg+6 on a successful attack from Vital-Harm (Cbt-Melee)