

BACKGROUND: Orator

When making a Social test to sway or convince groups you gain a Boon and halve any penalty from heckling, opposing views or hostility.

HINDRANCE: One Arm

You are missing an arm. You cannot use weapons that require two hands and attempts to operate machines or equipment that requires two hands is Tricky(-2).

NAME: Vinn

GOAL: Make my dream of a safe home a reality

COMMUNITY: The Net Den, the dingy link bar that I run

BELIEFS: You don't get something for nothing. Smiling is for children and salesmen.

APPEARANCE: Medium height, unassuming face. They always leave the house fully covered, face mask and all. When working at the Den, they wear colourful and fashionable outfits. They have tatoos around the Link Jacks on their spine.

Portrait

ATTRIBUTES

SKILLS

Spec Train

- Adroit
- Advanced Tech.
- Argument
- Art
- Brawl
- Climbing
- Courage
- Crafting
- Deft
- Discipline
- Fate
- Fortune
- Guile
- Health
- History
- Impression
- Initiative
- Leadership
- Martial
- Medicine
- Might
- Morale
- Navigation
- Personal
- Running
- Searching
- Shooting
- Stamina
- Stealth
- Swimming
- Tracking
- Cyberlink
-
-
-
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ADVANCEMENTS



- +1 to an Attribute
- + Gain 2 Trained skills
- + Specialize 1 skill
- +2 max luck points
- + Personal Descriptor
- + Combat Descriptor
- + Interaction Descriptor
- + Arcane Descriptor

LEVEL

1

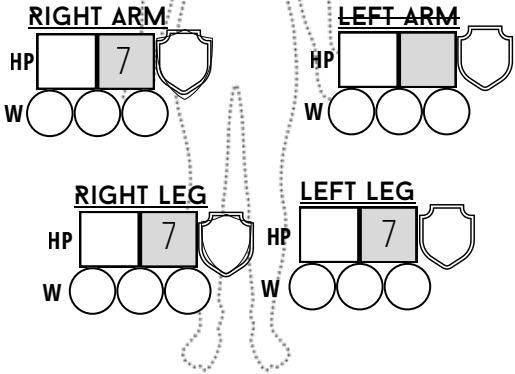
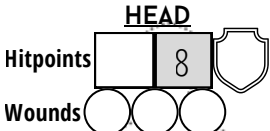
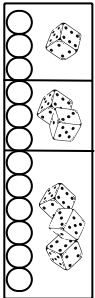
SIZE

0

HEIGHT

9

STRESS



CONDITIONS

PROTECTIVE GEAR

DESCRIPTORS

Sharpshooter

When you make an attack test with a ranged weapon and you target a specific limb, your weapon gains Dueling 1.

Acrobatic

You do not take any penalties to tests from Balancing, jumping, climbing or other acrobatic movements done during an action. In addition, if you fall you can choose to land on your feet.

LUCK POINTS



Spend 1 Luck point to....

Lucky Break - Reroll a test you just made

But First - Take your turn in a Fight immediately

Consider This - Add a detail to the current scene

Opportunity Strikes - Use Luck(Fortune) for a test.

Lucky Find! - Test Luck(Fate) to gain an item.

WEAPONS

RZ-87 Combat Form Rifle		Level 1	advancement
<i>Traits & Flaws:</i> Long Range, Targeting (halve penalty for targeting limb), Loading (cannot be used for Hasty attacks)			advancement
<i>Damage:</i> 3d6 + Sense	<i>Ammo:</i> 3		advancement
Steel Toed Boots			advancement
<i>Traits & Flaws:</i> Disguised (Gain a Boon to hide), Non-Lethal (injuring the torso or head knocks the target out instead.)		Level 2	
<i>Damage:</i> 2d6+ Force	<i>Ammo:</i>		
<i>Traits & Flaws:</i>			
<i>Damage:</i>	<i>Ammo:</i>		
EQUIPMENT		Level 3	
RZ-87 Combat Form Rifle-----	3		
Camera Fuzz Hoodie (asset Stealth) -----	1		
Steel toed Boots -----	1		
Filter Mask -----	L	Level 4	
Cheap Cyberware Prosthetic -----	L		
Lock Buzzer (asset lockpick one time use) -----	L		
		Level 5	
<u>Max Heft:</u> 9		Level 6	
ARTIFACT		Level 7	
TITLE:			
DESCRIPTION:			
FIRST AWAKENING			
SECOND AWAKENING			
THIRD AWAKENING			

ARCANE ORIGIN:

ENERGY

Max

RECOVERY

1 minute

2 hours

1 hour

4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

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Type	Range	Duration
Description:		

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Description:		

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