SKID

Skid is a Corvo hacker and rig engineer, enlisted in the Coalition Planetary Expedition Corps as a cyber technician.

Born in Tiantang, Skid has been obsessed with technology ever since he was a small ugly toddler; his life's goal is to transcend mortal flesh and turn his body into one of the machines whose perfection he admires so much.

Skid's parents owned an important research and development facility that focused mostly on biotechnological advances and cortex connected devices. When his ideas started diverging from his parents', he decided to quit the family business and joined the military, where he became a reputed technician. When he lost an arm in an accident, he decided to try a new prosthetic of his own design. He hopes to lose more limbs so he can experiment some more, but he's not in THAT much of a hurry.

Skid's father, the notorious Corvo entrepreneur Xian Yao, expected his son Xiao would follow him into taking the reins of the family business – a factory and research center focused on the development of prosthetics and cybernetics. To this end, he taught Xiao everything about cybernetic implants, man-machine interface and artificial modifications to thought impulses.

Sadly, Xian Xiao turned out a voluble, rebellious young Corvo. He gave himself the name 'Skid', in honor of his passion for voidskating, and would not respond to any other name. Then he missed appointments to go voidskating or visit one of his many girlfriends, missed work hours after long party nights, and missed deadlines to work on his own strange projects, such as brain enhancers or war-ready skateboards. But his work was genius, and he devoted himself to it with a zeal and inventiveness that his father's other employees simply could not match; therefore, firing him was out of the question.

Worse still, Skid frequently disagreed with his father on the right way to use cybernetics; he advocated their practical use, and liked simple designs, while his father wanted his inventions complex; harder to use and acquire to the uninitiated. For Skid, cybernetics had to be a democratic industry, accessible – and understandable – by anyone.

Eventually the difference in methods came to a head, and Xian Xiao left the family home to become a technician for a security company – the one place where one could come with as many cybernetic prosthetics as possible, and they would still be in high demand, especially when his company was recruited by the Coalition and assigned to the PEC.

Even as a working, paid technician, Skid liked to take risks and try reckless stuff; it was a matter of time before he got hurt. While testing a new power drive in a dangerous world with an ozone-rich atmosphere the device suffered an electrical overload and caught fire. The ensuing explosion ripped his arm from his body, and by the time the rescue team reached him, it was already consumed, and the rest of him was in very bad shape.

The Coalition took Skid back to base and nursed him back to health, they could not replace his arm: He did it himself.

His cyber-arm was such a success and his reputation as field engineer grew so much he was given a military rank, and then sent to Team Inferi, an elite response group that was missing a tech specialist.

Skid is not an overly friendly or considerate guy, but he is not afraid to think outside the box, and has yet to find a problem he can't solve. He remains a unique asset to Team Inferi, despite his personality quirks.

CORVO

The Corvo are a highly technological species; they are very independent and very capable. Their appearance and physiology resembles those of insects and they are well adapted to life in space.

Technological

All Corvo characters start the game with a cortex connector Upgrade. This Upgrade does not count as one of the Tech Upgrades a character can have and it does not occupy an Upgrade slot.

Tail Reflex

A corvo character can use his tail to connect a device to his cortex connector. If the device is about to receive ACS damage due to a Hacking action, it will be disconnected instead. It takes one action to connect it again.

Spaceborn

All Corvo characters have one advantage when they perform an action using EVA.

Attribute Limits

The evolution of the Corvo gave them a very utilitarian metabolism, allowing them to adapt to life in space and to survive with minimal resources. For this reason, they are not very strong or physically capable. Their Constitution and Agility Attributes are limited to a maximum value of 2 each.

UPGRADES

⚕ Eidetic Memory ☑

2 points. The character remembers everything to whatever he paid attention. He might ask the GM for reminders of any information given to him. Additionally, damage does not reduce his Skills during actions using Mind or Link.

⬡ Atomic Balance ☐

2 points. The character is always balanced (at least on an awareness level) allowing him to not suffer any consequences of disorientation from falls, 0-G movements, explosions, waves, etc. The character has a strong sense of direction and can always tell where the North is on planets with electromagnetic fields and he gains an advantage when reading maps and retracing a path. Additionally, the character can ignore half his neural damage penalties rounded down.

⬡ Bio Sensor ☐

4 points. The character has an array of implants that monitors the medical status of those around him in a 10 metre radius. This includes information such as heart rate, blood pressure, temperature and neural activity. It can be programmed to wake the character in the circumstances of his choosing.

⬡ Bionic Spy Glass ☐

3 points. The character has a digital eye that can perform a x50 zoom, record pictures or video, and switch between normal and infrared sight. Activated. Use to extend the Standard Distance range of a weapon to 300 metres.

⬡ Bloodstream AI ☐

2 points. The character has a partial AI hosted in nanobots in his bloodstream. The AI has LinkWave 20 and it can connect to any network within its range. It will feed the character with information from the network. He will constantly receive all the information available in the network regarding electronic items, businesses, and people with an online presence, so long as it is within his LinkWave range.

⬡ Cortex Connector ☐ ☑ ☑

1 point. A cortex connector allows the character to use devices that require it. The device connected to the cortex connector can be changed with one action.

⬡ Shielded Skull ☐

3 points. The Firewalls of all cortex connected devices belonging to the character (or the character himself if he is a Ravager) have one advantage against Hacking attacks through LinkWave.

⚕ Phagocyter ☐

1 point. The character can eat anything organic, easily digesting bones, tendons, etc. Additionally, he cannot be affected by diseases of any kind. He can also choose not to be affected by a drug or poison.

Write other upgrades below:

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⚕ *Biological Upgrade*

⬡ *Technological Upgrade*

KALIVA

Nature isn't as pure as one might think. Nature is ruthless and cares not for those who fall behind. The strong prey on the weak and the weak on the weakest. Why can Nature be cruel and not be judged? Why do we force ourselves to suffer this double standard? Have we forgotten that we are just a small part of a whole?

An animal will do what it must to survive, and it will do it without hesitation. To survive is the most important thing Nature asks from us. I am just another tiger making my way in this jungle.

Kaliva's commandments

- Thou shalt be above all
- Thou shalt not succumb to weakness
- Thou shalt not bear a master
- Each to their own

Extended Awareness

2 points. The soulbender is guarded by Kaliva and is almost impossible to surprise. He can always confront actions made against him, as long as they are performed by characters with a Faith Attribute less than or equal to his own. This is true even if he is asleep or unaware; he realizes what is happening just before events actually occur, giving him a chance to react accordingly. Whenever this ability triggers, the soulbender takes one point of neural damage.

Phantom

2 points. Sustained. Suffer any amount of neural damage. The soulbender does not draw the attention of the affected characters unless he is directly attacking them. Phantom affects all characters in a 50 metre radius around the soulbender with Mind less than or equal to the neural damage he suffered to use this power.

Faith 2: Additionally, they cannot remember his face, voice, name, or anything about him that is recognisable. They will only have a vague idea of whatever they talked about with him.

Faith 3: Additionally, they cannot target the soulbender with actions that could have another valid target. Friendlies and neutrals can never be considered valid targets, unless the character performing the action is a Ledger believer.

Soulhunt

2 points. Action (Cunning). The soulbender can mark any one sentient being in his line of sight up to 50 metres away, without the target noticing. He will be able to feel the presence of his target anywhere within the same solar system. The soulbender can feel the approximate distance and direction of his target.

Faith 2: Two targets. Additionally, the soulbender can feel his targets' moods and feelings, allowing him to gain insights about them. He might be able to see some of their doings in his dreams, though they are revealed in fragments.

Faith 3: Three targets. The soulbender will know the exact location of his targets. Additionally, he can see through the eyes of his targets in real time, regardless of how far they are, and feel his targets' moods and feelings.

Natural Selection

2 points. Whenever the soulbender confronts a character with a Skill with a lower value than the Skill he is using, the soulbender receives one advantage (The GM is considered to have a Skill value of 0). The soulbender may use this Upgrade once per round.

Faith 2: The soulbender may use this Upgrade any number of times per round.

Faith 3: Additionally, he ignores Skill damage penalties for the purpose of this Upgrade, and every time the soulbender achieves a critical success in a confrontation he draws one card.

Greed

2 points. Instant. At any point, the soulbender can set aside up to as many cards from his hand as his Faith. This does not trigger any effects such as Playing with Ambience or Proficiency. Cards set aside with Greed do not count towards the soulbender's hand size when drawing up to seven cards at the beginning of a scene.

Whenever the soulbender can play a card from his hand, he can choose to suffer one neural damage and play a card set aside with Greed instead. Cards played this way are placed in the player's discard pile as normal. The soulbender cannot set aside any more cards until he has played all those set aside previously.

FAITH

NAME Skid

AGE 37

PROF Tech-Up engineer

HEALTH

PHYSICAL | NEURAL

DAMAGE | DAMAGE

AFFINITY

AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

GOD

Kaliva

Vexal

Hexia

Ergon

Ledger

BALLISTIC

CQC

HACKING

INITIATIVE

ATHLETIC

EVA

PILOTING

SURVIVAL

CUNNING

MEDICAL

TECHNICAL

PROFESSION

UPGRADES

Corvo traits: Technological, tail reflex and
spaceborn.
Cortex connector
Natural selection
Eidetic memory

CREDITS

GEAR

1x Valhalla

EXP