

# Genuine Article

Player: Anna

OC Pronouns: She/Any

IC Pronouns: She/Her

## Background / Bio

A short, unassuming woman currently working as a technician for the private security firm Assurance. Perks of the job include travel opportunities, a respectable pension scheme, and a lax approach to background checks.

## Stats

- **Species:** Human
- **Class:** Specialist
- **Rank:** 4
- **Hits:** 14
- **XP spent:** 30
- **Background:** Pirate

## Abilities

### Background:

- *A Little Something For Me* (Downtime): May push for extra out of a Mission
- *Fighting Dirty*: May call YOU: BREAK LEG at someone suffering from STRIKEDOWN, 1 per Encounter

### Specialist:

- *Specific Toolset*: 30s uninterrupted roleplay to HEAL FULL
- *Tinkering*: 3 per Mission
- *Drone*: Out of combat use

### Operative:

- *Behind Lines*: 10s WARP, 2 per Encounter
- *Blind Steal*: Tinkerer may draw three cards and pick one, 1 per Tinkering
  - *Squeeze Play*: May reduce value of Tinkering score by 5, 1 per Tinkering
- *Hidden Blade*: WARP, may be ended without calling WARP or by delivering BREAK by melee, 1 per Encounter. Leave WARP or take 1 damage if subject to a MASS or YOU LOT call
  - *Infiltrator*: May move slowly while using Hidden Blade
  - *Saboteur*: MASS DRAIN when using Hidden Blade without breaking WARP, 1 per Encounter
- *Personal Forcefield*: PING to anything, 1 per Encounter

- *Tradecraft*: Freeform use of knowledge concerning acts of subterfuge, theft, etc.
- *Hacker*: Extensive general knowledge of computer systems and software
- *Exfiltration*: WARP and relocate within 10s, 3 per Encounter
- *Trick Shot*: After calling YOU: PEW, may call YOU: PEW immediately at a second target within 1m

## **Engineer:**

- *Armourer*: +2 hits
  - *Advanced Armour*: +2 hits, may grant one other person +2 hits out of combat
- *Mark II (Downtime)*: May convert a Tinkering result into a permanent effect
- *Projectile Redelivery System*: PING to BLAST, then call YOU: BLAST at source, 1 per Encounter
- *Insulative Padding*: PING to ZAP
- *Energy Redistribution*: Charge a ranged shot when calling PING
- *Gravity Stabilisers*: PING to PUSH or PULL, 3 per Encounter

## **Scientist:**

- *First Aid*: HEAL 4 on target within reach, 3 per Encounter
- *Feedback Loop*: Call YOU: DRAIN in response to a SCAN call. The SCAN does not need to have affected you
- *Ambidrone*: HEAL calls may be delivered as YOU: HEAL

## **General:**

- *Burly*: +2 hits
- *Beefy*: +2 hits
- *Making Friends and Influencing People*
- *Making Friends and Influencing People*<sup>1)</sup>

## **Factions**

- *Wandering Sun*: 6 Clout (Freelancer)
- *ACE*: 5 Clout (Freelancer)
- *Pandemonium*: 4 Clout (Known)
- *Sirutan Sea Pirates*: -2 Clout (Emnity)
- *Galactic Cooperation*: -3 (Emnity)
  - Is on a criminal database

## **Friends and Foes**

- *Admiral King Pirate Pandemonium* - ally, has personal favour
- *Captain Stalwart Band* - nemesis, betrayed during infiltration mission
- *Chief Constable Blossoming Rose* - nemesis, murdered several guards

## Items

- Statuette of Azuria
  - Worth 2 favour with someone willing to buy it
  - Is a pilot's talisman (changes form in Decay)
- Grappling Hook
  - 1 x YOU: PULL per encounter
  - Can be used out of combat to traverse
- Kylalian skull
  - Appears to be made of bone, but is actually metallic

## Missions

- [A Slug's Life](#)
- [Deep Cover](#)
- [Overkill](#)
- [Saving Private Ryegrass 514](#)
- [Sub Zero](#)

pc, genuine article

<sup>1)</sup>

don't worry about it

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