

DAMAGE TAKEN

WOUNDS TAKEN

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

[SPENT]

[SPENT]

1

2

INSIGHT

[COG, INT]

1

MOXIE

[SAV, WIL, REP]

1

VIGOR

[REF, SOM]

3

FLEX

6

30

45

1

WOUND THRESHOLD

DURABILITY

DEATH RATING

EGO FLEX

Movement Rate: Swim 8/32 • Thrust Vector 4/12 • Walker 2/8

Ware: 360-Degree Vision, Biomods, Chameleon Skin, Cortical Stack, **TMP** Enhanced Vision, Gills, Mesh Inserts, **TMP** Multi-Tasking, Polarization Vision

Morph Traits: Exotic Morphology (Level 3), **TMP** Indifference (Level 1), Limberness (Level 2), Non-Human Biochemistry (Level 2)

Notes: 8 prehensile arms, Beak Attack (DV 1d10), Ink Attack (use Athletics, blinding, 5-meter area-effect in water/micrograv)

NEO-OCTOPUS

UPLIFT

APTITUDES & DERIVED STATS

COG

25

75

INT

15

45

REF

15

45

SAV

15

45

40

SOM

15

45

WIL

10

30

Initiative: 6 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40

REPUTATION

@-rep 30

c-rep 25

g-rep 50

i-rep 25

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GEAR

Criminal Pack

Comp/GP

Anonymizer

Min/1

Armor Vest (Light)

Min/1

AV 4/10, Concealable

Fake Ego ID

Maj/R/3

Medium Pistol Firearm

Min/R/1

DV 2d10, SA/BF/FA,

Ammo 15 + 1, Range 30

Smart Clothing

Min/1

TacNet App

Mod/2

VPN App

Min/1

Scavenger Pack

Comp/GP

Breadcrumb System

Min/1

Diamond Axe

Min/1

Disassembly Tools

Mod/2

Guardian Swarm

Mod/2

Nanodetector

Min/1

Orbital Hash

Min/1

Robomule

Mod/2

ARMOR RATING

4/10

ENERGY / KINETIC

SKILLS

Skill

Total

Athletics

45

Fray

50

Free Fall

50

Guns

55

Hardware: Aerospace

65

Hardware: Demolitions

65

Hardware: Industrial

80

Infiltrate

40

50/70

Infosec

50

Interface

40

Kinesics

40

Skill

Total

Know: Black Markets

65

Know: Cartels

50

Know: Flight Crew Ops

55

Know: Reclaimers

45

Know: Scavenging

80

Know: TITAN Machines

65

Know: Uplift Culture

65

Melee

50

Perceive

50

60

Pilot: Space

50

Survival

30

PIVO

PIVO ♦ UPLIFT SCAVENGER

MOTIVATIONS: **+Profit** • **+Reclaim Earth** • **+Uplift Rights**
LANGUAGES: **English** • **Spanish** • **Tagalog**
EGO TRAITS: **Enemy (Night Cartel)**
BACKGROUND: **Uplift**
CAREER: **Scavenger**
INTEREST: **Spacer**
FACTION: **Reclaimer**
GENDER: **Male**
SEX: **Male**
MUSE: **Siyokoy**

CRIMINAL GUANXI OPS

Amaru is cool for a biped and has amazing connections. Berk is your partner and pal. She's crazy, but she listens to you. Elis is smart but kind of a stoner.

Yeah, sure, I could bypass the security by squeezing through that drone maintenance door, but I don't want to embarrass you in front of the other vertebrates. I'll just cut it open.

You were spawned in a lab in the Philippines. Less said, the better. You were lucky to make it off-world, signing up with a group of scavengers to get by after the Fall. They all sucked, except for Berk—Berk's solid. So you two split and did your own thing. Your first score was some weird tech that must have drifted away from the Battle of L4. You tried selling it, but it turned out to be TITAN gear and Firewall busted you. Now you're a sentinel. Handy, because the Eye regularly gives you new fake IDs, keeping you ahead of the Night Cartel—also less said the better—who really want to make Pivo-sashimi.