

ASTIKA

MUKESH GRIGORPOLOUS

SURVIVAL ENGINEER & XENO-ARCHEOLOGIST

MOTIVATIONS: +Hypercorp Interests +Independence +Survival

LANGUAGES: English • Greek • Hindi

EGO TRAITS: Common Sense • Resources (Level 2)

BACKGROUND: Isolate

CAREER: Scientist

INTEREST: Pilot

FACTION: Hypercorp

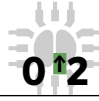
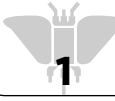


GENDER: Male

SEX: —

MUSE: Mucalinda



ARMOR
14/10
ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 0 12	 1	 3	 1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
9	45	90	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Roller 8/32 • Snake 4/12

Ware: Access Jacks, **TGP** Anti-Glare, Cortical Stack, Cyberbrain, **TGP** Enhanced Hearing, Enhanced Vision, **TGP** Industrial Armor, Mesh Inserts, **TGP** Mind Amp, Mnemonics, Puppet Sock, Retracting Limbs

Morph Traits: Exotic Morphology (Level 2),

Notes: Medium Frame (Armor 8/6)

SLITHEROID

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
25 75	10 30	20 60	10 30	20 60	10 30

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

REPUTATION

c-rep 60	i-rep 15	x-rep 30
∞ □□□ □ □	∞ □□□ □ □	∞ □□□ □ □

GEAR

Gatecrashing Pack	Comp/GP
Anti-Glare	Min/1
Electronic Rope	Min/1
Industrial Armor	Min/1
AV +6/+4	
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA,	
Ammo 15 + 1, Range 30	
Medichines	Maj/3
Portable Solararchive	Min/1
TacNet App	Mod/2

Scientist Pack	Comp/GP
Mind Amp	Maj/3
Mission Recorder	Min/1
Pocket Lab	Mod/2
Servitor	Min/1
Specimen Container	Min/1

Scientist Pack Mods	Comp/GP
Enhanced Hearing	Min/1

Additional Gear TMP	Comp/GP
Dwarf Bot	Maj/3

SKILLS

Skill	Total
Athletics	40
Fray	40
Free Fall	40
Guns	50
Hardware: Aerospace	65
Hardware: Industrial	65
Hardware: Robotics	55
Know: Asteroid Mining	60
Know: Engineering	70
Know: Flight Crew Ops	50
Know: Hypercorps	55

Skill	Total
Know: Nanofabricing	55
Know: Physics	65
Know: Xeno-Archeology	70
Medicine: Paramedic	45
Perceive	50 60
Pilot: Air	55
Pilot: Ground	40
Pilot: Space	65
Program	55
Research	40
Survival	50

GATECRASHING OPS

Your team is competent and easy to work with. Jinx and Whisper are talented pros who saw the value in your skill set and recruited you into Firewall. **Shrike** is a badass right out of an action sim; you're glad she's on your side, even if she's not the easiest to relate to.

Sure, we can drill into that radioactive alien burial mound. But if we don't stabilize those upper earthworks first, she's gonna shoot a 20-meter plume of fissile particulate. No skin off me, I've got a synth.

You were born into a clan of doomsday preppers in the Main Belt, mining asteroids and comets. When the Fall came, you couldn't hide away while your species went extinct. So you left your family behind, egocast to Mars, and volunteered to help refugees. You put yourself through school at CalTech-Mars with corporate sponsorships, majoring in archeology

and engineering, then freelanced for various hypercorps exploring through the Martian Gate. Your broad scientific background makes you an invaluable asset whether you are erecting a new colony, surveying alien ruins, or troubleshooting a mission's gear. You're also a decent pilot. Your handle is the name of a naga sage from Hindu myth.