

Background

From the comfy divot in her sofa, her cheese powder covered fingers tapped across her iPad screen to create the perfect warrior for the cyberpunk RPG she planned to dominate. Mara Hawk is a cyber soldier. She is the antithesis of her creator, Tabitha Whittenmouse.

Tabitha's heroes are Motoko, Balsa and Minsc. Mara isn't nuanced, so to make up for that, she is direct, focused, disciplined, and a master of combat. "You point, I punch!"

Mara was designed to inhabit a high-tech world. She is part cyborg and capable of tolerating extreme conditions and performing feats of strength and speed. Her strength and stamina are capable of overcoming her mass of 300 pounds and enable her to make giant leaps to gain advantage in battle.

Tabitha had never taken such a risk before to make such a specialized character, but with a well defined virtual world to inhabit, what could go wrong?

Appearance

Prefers neutral clothing
Short, easy care hair
"Comfortable shoes"

Other Notes

Age = 40, Cyborg Arms, Legs, Spine and ribs. Solar to charge tissue repair nanites
Tranform mode=high hand-eye coordination for mechanical field repair.

CHARACTER PORTRAIT



Mara Hawk

CHARACTER NAME

Ceci Land

PLAYER NAME

ABILITIES

+3 Armored
+1 Vigorous
+1 Tough
+1 Attack
+2 Strong
+3 Combat Expert
+2 Quick
+2 Evade
+2 Transform
+3 Dexterous
-3 Slow
+4 Combat Exp
-2 Weak
+2 Attack

WEAKNESSES

-1 Arrogant
-2 Code of Conduct
-1 Compulsion (teatime!)
-2 Inept (cooking)
-1 Overconfident
-1 Oblivious
-2 Dependent (Sun)
-2 Unique Weakness (weight)
-1 Loner
-2 Bizarre Appearance
(only after battle if no sun)

COMBAT NOTES

Specialized in
Dual pistols,
hand-to-hand
or smashing
large objects
over heads
Std stats
atk=5 dx=6
Tatk=9 Tdx=6
Generic Ability
Leap

DAMAGE,
COMPLICATIONS, ETC

Combat Stats

	roll	dx	end
Overwhelming (no defense roll?) Punishing Flurry	5	6	15
Effective, Ranged, Ammo, Multi Weapon, Redirect, Strikethrough Piercing Rain req Transform	roll 9	dx 7	end 10
Stunning, Barrier Bust, no damage, Accurate x2 Total Tank	roll 7	dx -	end 5
Str Range, Paralyzing(1/2 health), Accurate, weapon Liquid Nitro Whip	roll 6	dx 7	end 15
defense	health	endurance	tv
6/3	50	50	

Character Record