

## Setsuna Blaine, unstable murderd sports star

*"I'm just too fast—even for you."*

Setsuna Blaine was a promising young shock boxing star from Verces who trained with skilled Kasatha martial artists. After a few years of success, he slowly began to lose out to more and more cybernetically enhanced challengers. Before long, the crowds stopped attending his matches and instead sought the excitement provided by the cybernetically augmented combatants. To save his career and remain competitive, Setsuna opted to undergo a series of drastic cybernetic enhancement surgeries himself.

Soon after his recovery, Setsuna was forced to begin working with a crooked fight promoter to gain the additional financial support he needed to pay off the debt left over from his many surgeries. Setsuna again found success. He rose through the ranks and eventually won the right to challenge the Pact Worlds' shock boxing champion.

During the final match of Setsuna's athletic career, seconds before he was about to deliver the fatal blow to the reigning champion, his cybernetic heart shut down, killing him. Setsuna's corrupt fight promoter had traded his own fighter's life for a sure bet on the championship fight. An advanced electronic virus, designed to shut down all his vital systems, had been secretly implanted in Setsuna's cybernetic systems during his final surgery.

One of Setsuna's trusted friends carried his body offstage and attempted to resuscitate him. When that failed, he discovered and managed to isolate the deadly virus, restoring Setsuna's cybernetic systems back to normal. Still clinically dead, Setsuna was then rushed to the nearest hospital and resuscitated. The doctors and medical androids managed to revive the young shock boxer, but at a terrible cost. Setsuna's doctors had taken too long, and he suffered massive brain damage as a result. Though his life was saved, Setsuna forever lost much of what still made him human.

Setsuna now relies on a new cybernetic implant; an artificial processor and exocortex that interacts with and augments his biological brain's functions, allowing him to continue to stay alive. Merely a shadow of what he once was, and thought dead by most members of the public, Setsuna is now shadowed by a 24-hour caretaker whose job is as much to keep him out of trouble as it is to keep him alive.

The debilitated sports star one day hopes to uncover the mystery behind his downfall, and try to regain all he once had. To that end, he has taught himself as much as he can about computers and computer viruses. This has ultimately allowed him to weaponize the very computer virus that killed him, using it to disrupt nearby technological systems. However, between his newfound inability to feel emotions, frequent migraines, heavy drinking, and violent outbursts, such a second chance for this fighter may prove quite impossible. His friends and caretaker, in the meantime, ceaselessly struggle to keep him from landing an extended stay in prison.



## SETSUNE BLAINE

Male human icon soldier 1/mechanic 8

CN Medium humanoid (human)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

### DEFENSE

**SP** 73   **HP** 59   **RP** 10

**EAC** 27; **KAC** 29 (armor +13/+15, Dex +3, insight +1)

**Fort** +10, **Ref** +11 (may reroll), **Will** +4

**Defensive Abilities** electrostatic field (1d6 E), hyperclocking, overclocking; **Resistances** electricity 5

### OFFENSE

**Speed** 50 ft. (10 squares)

**Melee** unarmed strike +13 (2d6+24 B) or

aurora polarity gauntlets +13 (2d6+10 E; operative, polarize 1d6, powered)

**Ranged** tactical infinity rifle +10 (1d6+9 F; boost 1d6)

**Offensive Abilities** combat tracking, miracle worker, overload (DC 15)

### STATISTICS

**Str** 22 (+6); **Dex** 16 (+3); **Con** 14 (+2); **Int** 12 (+1); **Wis** 10 (+0); **Cha** 13 (+1)

**Skills** Acrobatics +14, Athletics +20 (+28 to jump), Computers +15, Culture +7, Engineering +12, Perception +14, Profession (athlete) +14; **Armor Check Penalty** –1

**Feats** Improved Unarmed Strike, Mobility<sup>B</sup>, Sidestep, Skill Focus (athletics<sup>B</sup>), Step Up, Step Up and Strike, Versatile Specialization

**Languages** Common, Kasatha, Vercite

**Other Abilities** artificial intelligence (exocortex), bypass +2, celebrity, custom rig (datajack), exocortex mods (speed), expert rig (security I), memory module, nightvision processor, primary fighting style (blitz), rapid response, remote hack (DC 23), theme knowledge, visual data processor, weapon specialization, wireless hack

**Combat Gear** spare ammunition (battery); **Other Gear** advanced armored keikogi (as iridishell, see below; upgrade: Mk I electrostatic field), aurora polarity gauntlets (weapon accessory: *inertial dampener*), clothing (everyday, professional, travel), credstick (31 credits), hygiene kit, personal comm unit, *ring of slams* (as *ring of fangs*, but see below), tactical infinity rifle; **Augmentations** cardiac accelerator, prosthetic limbs (2 arms), standard datajack, synaptic accelerators (Strength Mk II, Dexterity Mk I)

**Encumbrance Limits** unencumbered 0 - 11, encumbered 12 - 22, overburdened 23+; **Current Bulk** 5.3

### SPECIAL ABILITIES

**Bypass (Ex)** You are skilled at getting inside computer systems and electronic devices. You gain a +2 insight bonus to Computers and Engineering skill checks (included above).

**Celebrity** You are famous enough that pretty much everyone has either heard of you or can quickly find information about you (it's a DC 10 Culture check to recognize your name and a DC 20 Culture check for someone to recognize you out of context from your appearance alone). Among those who follow your iconic profession, you've built up both fans and detractors due to your celebrity. If you're looking for a generic person like "a doctor who can treat this disease," you can almost always find one who's a fan and whose attitude starts as friendly or helpful to you; this takes 2d4 hours. At the GM's discretion, fans might give you services (although not goods) for a discount or even for free.

**Combat Tracking (Ex)** Your exocortex provides you with enhanced combat ability, granting you proficiency with heavy armor and longarms. You also gain weapon specialization in longarms just as if your class granted proficiency. As a move action during combat, you can designate a foe for your exocortex to

track. As long as that target is in sight, the exocortex feeds you telemetry, vulnerabilities, and combat tactics, allowing you to make attacks against that target as if your base attack bonus from your mechanic levels were equal to your mechanic level. Designating another target causes you to immediately lose this bonus against the previous target.

**Custom Rig (Ex)** While using this rig, you always count as having the appropriate tool or basic kit for any Computers or Engineering skill check you attempt. In addition, you can use your custom rig as a personal comm unit. If your custom rig is damaged, destroyed, lost, or stolen, you can kitbash a new one from any engineering kit, hacking kit, or other technological toolkit, reconfiguring the materials into a new custom rig with 1 hour of work. You can have only one custom rig at a time. If you create a new custom rig, your old one functions as a normal toolkit of whatever type you made it from and can no longer be used with your mechanic tricks.

**Exocortex Mods (Ex)** Your land speed increases by 10 feet (included above).

**Expert Rig (Ex)** Whenever you use your custom rig to successfully hack into a computer, you can also disable one countermeasure installed in the system (except firewalls). In addition, your custom rig can now be used as any engineering or hacking specialty kit of item level 6th or lower, and it has the features of a computer with a tier equal to half your level with the artificial personality, hardened, or security I upgrade module. It also has an audio/video recorder. You can add extra modules or countermeasures to your custom rig at the normal prices. You can also use your custom rig to communicate over an encrypted channel with your ship, allowing you to access your ship's downloaded data sets and transponder at a range of 5 miles. If you have a drone, you can issue commands to or directly control your drone at the same range.

**Hyperclocking (Ex)** You gain a +1 insight bonus to AC (included above). In addition, whenever you fail a Reflex saving throw, you can spend 1 Resolve Point to reroll the saving throw and take the higher result.

**Memory Module (Ex)** You can use your exocortex's memory module to enhance your own knowledge. Once per day, as a reaction while not in combat, you can reroll a failed skill check to recall knowledge. In addition, your exocortex grants you the Skill Focus feat as a bonus feat. You can't use your exocortex's memory module while combat tracking is activated. Every time you gain a mechanic level, you can rebuild your exocortex's memory module, replacing the exocortex's bonus Skill Focus feat with Skill Focus in a different skill.

**Miracle Worker (Ex)** As a move action, you can repair damage to a starship's systems or modify a suit of armor or weapon to function more efficiently. To use this ability, you must be able to handle the item affected without impediment. You can use this ability once per day. The exact effect of this ability depends on the object or system you are modifying.

*Armor:* You grant a +2 enhancement bonus to a suit of armor's EAC and KAC for 1 minute.

*Weapon:* You grant a +2 enhancement bonus to a weapon's attack and damage rolls for 1 minute.

*Damaged Ship:* You restore a number of Hull Points equal to the starship's base frame HP increment. If this raises the ship's HP over a multiple of its Critical Threshold, you can repair critical damage to one system per multiple, reducing its severity by one step. Using this ability during starship combat is your action for the turn, and you can do it only during the engineering phase.

**Nightvision Processor (Ex)** Your visual data processor allows you to see better in conditions of poor lighting, granting you low-light vision and darkvision to a range of 60 feet.

**Overclocking (Ex)** You gain a +2 insight bonus to initiative checks and Reflex saves (included above).

**Overload (Ex)** As a standard action, you can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. Overload doesn't cause a locked door, safe, or other device to open, but it prevents anyone from opening it for 1 round. You can use this ability on any electronic device within range of your exocortex's wireless hack. If you use overload on an item or armor upgrade in someone's possession, the owner can attempt a Reflex saving throw to negate the effect (DC = 10 + half your mechanic level + your Intelligence modifier). Overload doesn't affect

androids, cybernetics, drones, powered armor, robots, or creatures with the technological subtype (all of which have shielding against this sort of attack), or items larger than Medium. Once a device has been successfully overloaded, a residual static charge prevents that device from being overloaded again for 1 minute.

**Rapid Response (Ex)** You gain a +4 bonus to initiative checks and increase your land speed by 10 feet (included above).

**Remote Hack (Ex)** You can use your custom rig to attempt Computers and Engineering skill checks at a range of 40 feet. A target of this ability (or a creature attending or observing your target) can attempt a Perception or Sense Motive check (DC = 10 +  $1\frac{1}{2} \times$  your mechanic level + your Intelligence modifier) to determine that you are the origin of this activity.

**Theme Knowledge** When attempting a Profession or Culture check to recall knowledge about other icons of your profession or details about your profession's cultural aspects, decrease the DC by 5. You gain a +1 bonus to checks with your chosen Profession skill. Culture also becomes a class skill for you.

**Visual Data Processor (Ex)** You notice even the smallest shifts in movement, temperature, and vibration, gaining the insight bonus from your bypass class feature to Perception skill checks (included above).

**Weapon Specialization (Ex)** You gain the Weapon Specialization feat as a bonus feat for each weapon type with which the Mechanic class grants you proficiency.

**Wireless Hack (Ex)** Instead of combat tracking, your exocortex can access another computer system within 20 feet, allowing it to attempt a Computers check against that computer each round, using your skill bonus. This counts as a standard action for the purpose of the Computers skill. You must remain within 20 feet of the computer system for the entire time your exocortex is interacting with the computer. If the task requires multiple actions (or even rounds) to accomplish, you can spend your actions to work in concert with your exocortex, counting both your action and the exocortex's effective standard action toward the total time required.

## GEAR DESCRIPTIONS

---

**Armored Keikogi** A keikogi is a martial arts training uniform that originated among the many martial arts traditions of ancient Tian Xia. It comprised primarily of three parts that were usually cut from different fabrics: a very heavy jacket, lighter canvas pants, and a cotton belt. Though like the shorter styles of kimono, a keikogi was invariably made from heavy-weight cotton or cotton blend. Due to the nature of martial arts practice, they commonly had heavier stitching and double-layered knee patches to provide durability. An armored keikogi is not meant for training however, but for war, and has been upgraded with modern high-tech fibers, concealed fortified plates, contingent force fields, and rebreathers to protect the wearer in hostile environmental conditions. It is statistically identical to iridishell armor and uses the same naming conventions for its quality rating (basic, advanced, or superior).

**Cardiac Accelerator** This implant plugs directly into your heart and can be triggered to overclock the performance of your heart and circulatory system. When you run, charge, or take a move action to move, you can spend 1 Resolve Point to increase your speed (in the relevant mode of movement) by 20 feet for that action. This extra movement is treated as an enhancement bonus (and thus does not stack with the 20-foot land speed boost granted by your speed suspension implant). Alternatively, you can spend 1 Resolve Point as a reaction when you attempt a Reflex saving throw to gain a +1 enhancement bonus to your roll.

**Custom Rig** Your custom rig is installed as a cybernetic augmentation system in your brain, exists as part of your exocortex, and is easily accessible via datajack. It has the features of a computer with a tier equal to half your mechanic level with the security I upgrade (tier 4 computer, DC 30 to hack) and lockout (one attempt) and wipe countermeasures (one attempt, wipes any stored audio/visual recording data).

**Professional Clothing** Your professional clothing consists of a vibrant robe and a pair of athletic shorts meant to be worn during shockboxing matches or, at times, during press conferences. The uniform is also commonly worn with protective headgear, a mouth guard, arm wraps, and a pair of polarity gauntlets.

**Ring of Slams** When you wear this ring, your arms become far denser, giving you a powerful slam attack. You can choose to have your unarmed attacks deal lethal bludgeoning damage, and if you are 3rd level or higher, you automatically gain a special version of the Weapon Specialization feat that adds double your level to the damage of these unarmed attacks (rather than adding your level). Usage of such items during shock boxing matches is grounds for immediate disqualification.