

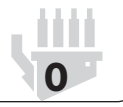








Short (1d6) Short (1d6) Long (full)

DAMAGE TAKEN WOUNDS TAKEN RECHARGE [Per 24 hrs]







[SPENT] [SPENT] [SPENT] [SPENT]

 2 INSIGHT [COG, INT]	 1 MOXIE [SAV, WIL, REP]	 0 VIGOR [REF, SOM]	 1 FLEX
5  6 WOUND THRESHOLD	25  30 DURABILITY	38  45 DEATH RATING	1 EGO FLEX

Movement Rate: Walker 2/8 • Winged 8/40
Ware: Biomods, Claws, Cortical Stack, Direction Sense,  Enhanced Hearing, Enhanced Vision, Mesh Inserts, Prehensile Feet, Wings
Morph Traits: Exotic Morphology (Level 3), Non-Human Biochemistry (Level 2),  Toughness (Level 1)
Notes: Beak/Claw Attack (DV 2d6), Small size ▶227

NEO-AVIAN UPLIFT

APTITUDES & DERIVED STATS


COG	INT	REF	SAV	SOM	WIL
10  ³⁰	20  ⁶⁰	20  ⁶⁰	15  ⁴⁵	20  ⁶⁰	10  ³⁰

Initiative: **8** • Lucidity: **20** • Trauma Threshold: **4** • Insanity Rating: **40**

REPUTATION

@-rep 40	i-rep 40	x-rep 60
∞ □□□□□□	∞ □□□□□□	∞ □□□□□□

GEAR








Explorer Pack	Comp/GP
Breadcrumb System	Min/1
Mission Recorder	Min/1
Pressure Tent	Mod/2
Saucer	Min/1
Viewers	Mod/2
Explorer Pack Mods	Comp/GP
Enhanced Hearing	Min/1
Scout Missile	Mod/2
Additional Gear 	Comp/Gp
Sniper Rifle (size modded)	Maj/3
Gnat Bot	Min/1









Gatecrashing Pack	Comp/GP
Autocook	Min/1
Electronic Rope	Min/1
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Healing Spray	Min/1
Portable Solarhive	Min/1
Standard Vacsuit	Maj/3
AV 8/6	
TacNet App	Mod/2

ARMOR RATING

8/6
ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	 80
Fray	 60
Guns	 70
Infiltrate	 70
Kinesics	 55
Know: Geology	 50
Know: Gatecrashing Rumors	 70

Skill	Total
Know: Mercurials	 40
Know: Surveying	 70
Know: Uplift Rights	 70
Medicine: Paramedic	 60
Perceive	 80  90
Pilot: Air	 40
Provoke	 55
Survival	 70



JINX

JINGXI AN ◀ UPLIFT RECON SPECIALIST

MOTIVATIONS: **+Career** • **+Exploration** • **+Mercurial Interests**
 LANGUAGES: **Mandarin** • **Skandinaviska**
 EGO TRAITS: **Danger Sense** • **Pain Tolerance (Level 1)**
 BACKGROUND: **Uplift**
 CAREER: **Explorer**
 INTEREST: **Survivalist**
 FACTION: **Mercurial**
 GENDER: **Female**
 SEX: **Female**
 MUSE: **Troody**

"Neo-Avian?" No, I'm a Titanian of dinosaur descent.

You're a veteran gatecrasher. You've been on 36 runs—including one that went weird and got you into Firewall. Your specialty is recon, but you're also a decent medic and sniper. You're a walking encyclopedia of exoplanet rumors,

conspiracy theories, and—occasionally—facts. You're a Titanian citizen, but your loyalty is to the mercurial movement. People think parrots are clowns because you're little and cute. Eff that. You're a cool professional, and you gatecrash like a boss.

JINX

JINGXI AN

UPLIFT RECON SPECIALIST



TRAITS & NOTES

Danger Sense	+10 ¹ to Perceive Tests to avoid surprise.
Exotic Morphology (Level 3)	-30 on Integration Tests.
Non-Human Biochemistry (Level 2)	-20 to Medicine Tests. Biomorphs only.
Pain Tolerance	Ignore 1 wound modifier.
Small Size	-10 ¹ to hit, -50% melee damage
Toughness	+5 DUR ¹ , also impacts WT ¹ and DR ¹ .

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Direction Sense	Innate sense of direction and distance.
Enhanced Hearing	Hear high, low frequencies. +10 ¹ hearing-based Perceive.
Enhanced Vision	Tetrachromatic vision, better focus. +10 ¹ vision Perceive.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Prehensile Feet	Can use feet as hands. -8 full move.
Wings	Enable flight if small or in low gravities.

GEAR

Autocook	Fab food and drink only.
Breadcrumb System	Leaves mote trail for meshing/positioning.
Electronic Rope	Controllable rope.
Gnat Bot	Surveillance rotorcraft. Small size.
Healing Spray	Heals 1d10 damage per hour for 12 hours.
Mission Recorder	Backs up all mission data.
Portable Solarhive	Enable Research Tests related to one Know skill while isolated from mesh.

Pressure Tent	Self-erecting shelter for 4, built-in breather.
Saucer	Spinning disc recon drone. Small size.
Scout Missile	Maps 5 km radius or 10 km one direction in 20 minutes, Perceive 60.
Standard Vacsuit	Protects from vacuum, 48 hours air, AV 8/6 ¹ .
TacNet App	Share tactical data in real-time.
Viewers	Long-range specs. 50x magnification, directional microphone. +10 Perceive.

ATTACKS

Claws/Beak	DV 1d6 (due to small size)	Use Skill: Melee 20 (defaulting to SOM)
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 70
Sniper Rifle	DV 3d10 + 10, SA, Ammo 9 + 1, Range 500, fixed, long	Use Skill: Guns 70

GATECRASHING OPS

Astika ▶ Survival Engineer & Xeno-Archeologist ▶ A rookie but has the skills, and is serious about proving himself.

Shrike ▶ Security Contractor & Drone Operator ▶ You respect her as a professional, but she's got that "I have dark secrets" vibe.

Whisper ▶ Async Scientist Explorer ▶ A good friend. He's the rare human who truly thinks outside his species's box.

