

ZAHIRI

AHMIR SEKTIOUJ BRINKER SECURITY SPECIALIST

MOTIVATIONS: **+Asceticism** • **+Brinker Interests** • **+Protect Transhumanity**

LANGUAGES: **Arabic** • **English**

EGO TRAITS: **Pain Tolerance (Level 1)** • **Stalwart (Level 1)**

BACKGROUND: **Isolate**

CAREER: **Soldier**

INTEREST: **Paramedic**

FACTION: **Brinker**

GENDER: **Neuter**

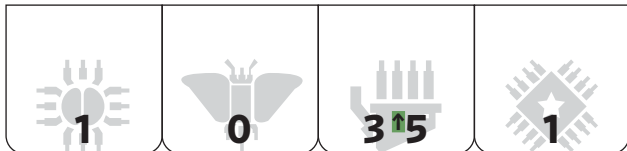
SEX: —

MUSE: **Nasr**

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

DAMAGE TAKEN WOUNDS TAKEN RECHARGE [Per 24 hrs]

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



INSIGHT [COG, INT] MOXIE [SAV, WIL, REP] VIGOR [REF, SOM] FLEX

11 **55** **110** **1**

WOUND THRESHOLD DURABILITY DEATH RATING EGO FLEX

Movement Rate: Hopper 4/12 • Thrust Vector (Gas Jet) 8/40 •

Walker 4/20 • Wheeled 8/40

Ware: Access Jacks, **RGF** Anti-Glare, Cortical Stack, Cyberbrain,

RGF Enhanced Vision, **RGF** Industrial Armor, Lidar,

Magnetic System, Mesh Inserts, Mnemonics,

RGF Neurachem, Pneumatics, Puppet Sock, Retracting Limbs

Morph Traits: Exotic Morphology (Level 3)

Notes: Medium Frame (Armor 8/6)

ARACHNOID

SYNTHMORPH

APTITUDES & DERIVED STATS

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

Initiative: **7** • Lucidity: **30** • Trauma Threshold: **6** • Insanity Rating: **60**

REPUTATION

@-rep 40

∞ | □□□□□□

c-rep 40

∞ | □□□□□□

i-rep 20

∞ | □□□□□□

GEAR

Firewall Pack	Comp/GP
Anti-Glare	Min/1
Anonymizer	Min/1
Fake Ego ID	Maj/R/3
Industrial Armor AV +6/+4	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
TacNet App	Mod/2
VPN App	Min/1

Soldier Pack	Comp/GP
Assault Rifle Railgun	Mod/R/2
Enhanced Vision	Mod/2
Fixer Swarm	Mod/2
Neurachem	Maj/3
Weapon Mount	Min/R/1

Soldier Pack Mods	Comp/GP
Weapon Mount	Min/R/1

ARMOR RATING

14/10

ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	☞60
Fray	☞70
Free Fall	☞60
Guns	☞80
Hardware: Demolitions	☞55
Infiltrate	☞40
Kinesics	☞50
Know: Brinker Interests	☞45

Skill	Total
Know: Conflict Zones	☞45
Know: Habitat Ops	☞65
Know: Emergency Services	☞45
Know: Religion	☞65
Know: Security Ops	☞75
Medicine: Paramedic	☞65
Melee	☞50
Perceive	☞50 ☞60
Persuade	☞50
Pilot: Space	☞40
Survival	☞45



I'm a seeker. I've given myself 1,001 days to practice turning inner excellence into righteous deeds.

Firewall seems a good place to study.

Your family took work as indentured labor in space before the Fall to escape poverty on Earth. When one of the asteroids they'd mined was exhausted, the company, trying to cut costs, offered to let indentures remain on the dug-out rock. Many chose freedom with an uncertain future over

indenture. Survival was difficult, and young people like you were sent out to freelance. You've specialized in security work. You were recruited by Firewall as an extra gun for an assault on an exhuman Kuiper Belt outpost. You're asexual and a bit of an ascetic.

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BRINKER SECURITY SPECIALIST



TRAITS

Exotic Morphology (Level 3)	-30 on Integration Tests.
Medium Frame	Armor 8/6
Pain Tolerance	Ignore 1 wound modifier.
Stalwart	+10 to WIL Checks vs. fear.

WARE

Access Jacks	External sockets for direct interface with mesh inserts/cyberbrains.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking attacks.
Enhanced Vision	Tetrachromatic vision, better focus. +10 vision Perceive.
Lidar	Use reflected laser light to image and judge range and speed.
Magnetic System	+30 SOM Checks to cling to ferrous materials and objects.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Neurachem	Enhanced synapses and neurotransmitters. +2 Vigor.
Pneumatics	Soft actuators. +10 Athletics, +1d6 DV melee.
Puppet Sock	Allows morph to be remote controlled.
Retracting Limbs	Limb retracts, can hold 1 small item.

GEAR

Anonymizer	Masks your mesh ID.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Fixer Swarm	Repairs 1d10 damage per hour or 1 wound per day for 4 days.
Industrial Armor	AV +6/+4

Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.
Weapon Mount	Hardpoint holds one static/swiveling/articulated weapon. Concealable.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 80
Rail Assault Rifle	DV 2d10 + 2, SA/BF/FA, Ammo 90 + 1, Range 150, armor-piercing, no point-blank, two-handed	Use Skill: Guns 80
Unarmed	DV 3d6	Use Skill: Melee 50

FIREWALL RIMWARD OPS

Killjoy ▶ Anarchist Troubleshooto ▶ An investigator of rare talent, but you wish you could help her with her inner turmoil.

Njál ▶ Titanian Hacker ▶ A trickster—and a strangely entertaining one.

Chi ▶ Mindhacker & Networker ▶ Self-centered and reckless with their mental hacks, but maybe they just need to find their true self.

