

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 2	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 ∞	10 ∞	20 ∞	10 ∞	20 ∞	10 ∞

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

REPUTATION

c-rep 60	i-rep 15	x-rep 30
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GEAR

Gatecrashing Pack	Comp/GP
Anti-Glare	Min/1
Electronic Rope	Min/1
Industrial Armor AV +6/+4	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
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	\clubsuit 40
Fray	\clubsuit 40
Free Fall	\clubsuit 40
Guns	\clubsuit 50
Hardware: Aerospace	\clubsuit 65
Hardware: Industrial	\clubsuit 65
Hardware: Robotics	\clubsuit 55
Know: Asteroid Mining	\clubsuit 60
Know: Engineering	\clubsuit 70
Know: Flight Crew Ops	\clubsuit 50
Know: Hypercorps	\clubsuit 55

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

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.

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TRAITS

Common Sense	Once per session, may ask GM for best advice.
Exotic Morphology (Level 2)	-20 on Integration Tests.
Medium Frame	Armor 8/6 [†]
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.

WARE

Access Jacks	External sockets for direct interface with mesh inserts/cyberbrains.
Anti-Glare	No glare modifiers.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking, Psi attacks.
Enhanced Hearing	Hear high, low frequencies. +10 [†] hearing-based Perceive.
Enhanced Vision	Tetrachromatic vision, better focus. +10 [†] vision Perceive.
Medicines	Ignore 1 wound, heal faster, drug/toxin effect/duration halved.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 [†] Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Puppet Sock	Allows morph to be remote controlled.
Retracting Limbs	Limb retracts, can hold 1 small item.

GEAR

Dwarf Bot	Large quadruped equipped for excavation, tunneling, and construction.
Electronic Rope	Controllable rope.
Industrial Armor	AV +6/+4 [†] .
Mission Recorder	Backs up all mission data.
Pocket Lab	Analyze gases, liquids, materials, Know: Chemistry 60.
Portable SolArchive	Enable Research Tests related to one Know skill while isolated from mesh.
Servitor	Common helper/cook/janitor bot.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 2d6	Use Skill: Melee 20 (defaulting to SOM)

GATECRASHING OPS

Your team is competent and easy to work with.

- Jinx** ▶ Uplift Recon Specialist ▶ Talented pros who saw the value in your skill set and recruited you into Firewall.
- Whisper** ▶ Async Scientist Explorer
- Shrike** ▶ Security Contractor & Drone Operator ▶ 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.

