

## NAME &amp; PRONOUNS

Nine (she/her)

## MODEL

Ghost

## CHARGE



## CURRENT



## CIRCUIT



## INNATE ABILITY

## SHADOW.

You turn invisible at will, and are undetectable by sight. This ends if you choose to attack someone, though you can remain invisible during combat so long as you do not use any offensive abilities on your turn.

## AUGMENTS

## SPEED BURST

NAME

## DESCRIPTION

For this turn, you can move to anyone or anything involved in the battle, regardless of distance

## WEAPONS

## HEAVY

DAMAGE: 2  
RANGE: CLOSE  
CHARGE: +1 TO DAMAGE WHEN USING CHARGE

## MOD

## SHARP

DAMAGE: 1  
RANGE: CLOSE/MID  
CURRENT: +1 TO DAMAGE WHEN USING CURRENT

## MOD

SLICE & DICE. You can use this weapon to attack twice in one Action. Roll separately for each attack.

## LONG

DAMAGE: 1  
RANGE: MID/FAR  
CIRCUIT: +1 TO DAMAGE WHEN USING CIRCUIT

## MOD

## HEALTH

HEAD:  
Lose use of all Augments.

ARM:  
Reduce one  
technique  
by 1.

BODY:  
Dead.

ARM:  
Reduce one  
technique  
by 1.

LEGS:  
Lose all movement.

ENERGY  
CELLS

## METTLE



## WIRE SLICE

NAME

## DESCRIPTION

You target an enemy's weak points with extreme precision. Deal an additional 3 damage on all attacks this turn.

## SURPRISE EXPLOSION

NAME

## DESCRIPTION

You stealthily drop a mine which detonates at the beginning of the GM's turn, dealing 4 damage to everyone nearby.

## CHARACTER DESCRIPTION

1. Aesthetic: Dark
2. Personality: Brash
3. Bond: Pet
4. Flaw: Angry
5. Personal Ideal: Revolutionary
6. Greater Ideal: Freedom

## INVENTORY AND NOTES