

<b>Name</b> Patricia "Hush" Welker				<b>Campaign:</b> StarCraft			
<b>Species:</b> Human		<b>Profession:</b> Combat spec/talent		<b>Career:</b> Ghost			
<b>Level:</b> 1		<b>Total APs:</b> 0		<b>APs/NL:</b> 6		<b>Stored SPs:</b> 0	
<b>Max Last Resorts:</b> 4		<b>Current:</b> 4					

Ability	Score	Untrain	Res Mod
STR	11	5	+1
DEX	12	6	+1
CON	9	4	--
INT	10	5	--
WIL	12	6	+1
PER	8	4	--

<b>Action Check</b>	
[M + 15 / O 14 / G 7 / A 3 ]	Die: +d0
<b>Actions per round:</b> 2	

<b>Move</b>			
<b>Sprint</b> 22	<b>Run</b> 15	<b>Walk</b> 4	
<b>E. Swim</b> 2	<b>Swim</b> 4	<b>Glide</b> --	<b>Fly</b> --

Durability	Max	Total penalties
<b>Stun</b>	5 / 4	½ Stun = +1 step penalty All stun = unconscious Extra point Stun = +1 Wound
<b>Wound</b>	5 / 4	½ Wound = +1 step penalty All wound = unconscious Extra point Wound = +1 Mortal
<b>Mortal</b>	5	Each Mortal = +1 step penalty
<b>Fatigue</b>	5	Each Fatigue = +1 step penalty

Attack Forms	Score	Acc	Mode	Range	Type	Damage (O/G/A)	Clip	Hide
Power Martial Arts	[ 12 / 6 / 3 ]	--	--	personal	HI / O	d6+1s/d6+2s/d4+1w	--	--
C-10 Cannister Rifle	[ 15 / 7 / 3 ]	-1	F	50/ 100/ 300	HI / O	d8w/ d8+1w/ d4+1m	30	--
- explosive rounds	[ / / ]				HI / O	+d6-3w		
- lockdown rounds	[ / / ]				En/G	d4+2s/ d6+2s/ d8+2s		
Combat Knife	[ 12 / 6 / 3 ]	--	--	personal	LI / O	d4+2w/d4+3w/d4+4w	--	+3

Armor	Skill	AP	Type	Li	Hi	En	Hide
Hostile E-suit	--	--	O	d6+1	d6	d6-1	+4

Skill	Rank	O	G	A
Athletics		[ 11 / 5 / 2 ]		
Melee Weapons		[ 11 / 5 / 2 ]		
- blade	1	[ 12 / 6 / 3 ]		
Unarmed attack		[ 11 / 5 / 2 ]		
- power martial arts	1	[ 12 / 6 / 3 ]		
Ranged Weapons, Modern		[ 12 / 6 / 3 ]		
- rifle	3	[ 15 / 7 / 3 ]		
Stealth		[ 12 / 6 / 3 ]		
- hide	1	[ 13 / 6 / 3 ]		
- sneak	1	[ 13 / 6 / 3 ]		
Vehicle Operation		[ 12 / 6 / 3 ]		
Stamina		[ 9 / 4 / 2 ]		
Knowledge		[ 10 / 5 / 2 ]		
- computer operation	1	[ 12 / 6 / 3 ]		
- language: Terran	3	[ 13 / 6 / 3 ]		
- politics	1	[ 11 / 5 / 2 ]		
Awareness		[ 12 / 6 / 3 ]		
- perception	1	[ 13 / 6 / 3 ]		

Skill	Rank	O	G	A
Security		[ 10 / 5 / 2 ]		
- security devices	1	[ 11 / 5 / 2 ]		
- protection protocols	1	[ 11 / 5 / 2 ]		
Interaction		[ 8 / 4 / 2 ]		
		[ / / ]		
		[ / / ]		
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		[ / / ]		
Telepathy		[ 8 / 4 / 2 ]		
- cloak	1	[ 9 / 4 / 2 ]		
- illusion	1	[ 9 / 4 / 2 ]		

**BONUS**

**SITUATION DIE STEPS SCALE**

**PENALTY**

-2d20	-d20	-d12	-d8	-d6	-d4	d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20
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Date: 1/4/2023



## Background / Campaign Notes

Patricia Welker collects memories. Every morning she takes out her notebook and works through the litany of the places she's been, the people she's met. From the smell of Georgina's bake shop on 429 Smith street, to the last light of a day sparkling on the spire of the Voight Corp building on the first day of spring - she has a host of memories from the last 3 months and cherishes each one as she takes careful notes about each thing she discovers. The light of dawn, the overheard snippets of conversation in the main square, the look on young lovers faces as they get lost in each other on a monorail platform. Sights, sounds, smells, tastes, and touch. Everything gets noted and everything gets remembered. Memories are not to be taken for granted, especially after you've been mind wiped.

Patricia suffered a headwound somewhere, sometime, and she was found wandering the backstreets of Mar Sara City. A kindly citizen took her to the emergency room where they stitched her up. They extracted a computer chip from her head wound and attributed her memory loss to feedback from the damaged chip. At her insistence a friendly doctor arranged for her to not be turned over to the authorities. As far as she can piece together she's a ghost, an assassin for the Terran Dominion. She has all the equipment, and as one traveller who wouldn't take "back off" as an answer found out, she has the skills. She's only vaguely interested in finding out about her past life, all she can discover about the ghost program gives her doubts about returning to that life. Even her name is a new creation, the only thing she knows from her past life is that her call sign was "Hush"

She travelled to Backwater Station to see the sunrise and sunsets over the badlands. When the protoss "glasses" the planet, unique crystalline structures were formed and resulted in glorious views among the canyons.