

Aria Joie

Cool: 1 Edge: 1 Meat: 0 Mind: -1 Style: 2 Synth: 0

Shining Eyes Alluring Face Toned Body
Asian Skin Military/Menswear Inspired Magical Girl Looks

Personal Directives:

When you value heroism over the mission, mark experience.

When your desire for fame draws unwanted attention to the mission, mark experience

Vision:

The people of Counterweight deserve a better home

Links:

+1 Mako Trig, +2 AuDy, +2 Cassander

Contacts:

Paisley Moon (Well known fixer, Affectionate), Jamil Quartz-Noble (Journalist, Trusting), Wes (Security/Merc recruiter), Caleb (Antiques specialist), Tea Kendridge (Queen's Gambit, shares vision)

Gear:

SigNET: LuxEdition: A thin, gold bangle with a concealed hologram projector [Linked, Simsense recording equipment]

BANG!: A heavy pistol designed for intimidation [Holdout Pistol | 2-harm hand/loud]

Gatcha-Gotcha: A retractable whip for that won't make you sacrifice style for harm [Laser Stun Whip | S-harm, area, close]

Vehicle:

The Regent's Brilliance (Minerva Rook Custom), Entertainment Rigger

Power: 1 (Flexible) Armor: 1 Looks: 2 (Flashy, Sleek) Weakness: -1 (Fragile)

Weapons: Jace's White Blade, [5 Harm, Hand, Armour-piercing], Starling Shotgun [3 Harm, close/near, loud, messy, reload]

Cyberware:

RIGSYS-82: Neural Interface w/ Remote Control Module

Reason: Career Cost: Hardware Decay

C-ROME Arm: A metallic replacement limb designed for quick fixes, long term use not recommended

Reason: Medical Cost: Substandard

Moves:

Driven: When you begin a mission that furthers your vision, roll Edge.

10+: gain 3 hold 7-9: gain 1 hold

You may spend 1 hold before rolling any other move to take +1 or -2 forward to the move.

Vision Thing: When you have time and space for an emotional connection with someone and you passionately advocate for your vision, roll Style.

10+: gain 2 hold 7-9: gain 1 hold

Spend 1 hold to have the targeted NPCs:

- give you something you want
- do something you ask
- fight to protect you or your cause
- disobey an order given by someone with authority or leverage over them

When you use this move on a PC, spend your hold to help or interfere as if you had rolled a 10+. If you miss against a PC, they gain 2 hold against you which they can use in the same way.

Reputation: When you meet someone of consequence who might have heard of you, roll Edge. On a hit, say what they know about you. On a 10+, take +1 forward with them. On a miss, the MC will decide what they've heard about you, if anything. Either you or the MC can say whether someone is "of consequence", but once you've made the reputation move on someone, they're "of consequence" and will be a recurring part of the story.

Hot Shit Driver: When you're driving a cyber-linked vehicle in a high-pressure situation, roll Edge.

10+: gain 3 hold 7-9: gain 1 hold

You may spend 1 hold to do one of the following:

- Avoid one external danger (a rocket, a burst of gunfire, a collision, etc)
- Escape one pursuing vehicle
- Maintain control of the vehicle
- Impress, dismay or frighten someone

One Million Points Of Light: When you successfully advocate for your vision with vision thing, ask one of the following questions. You may spend 1 hold to ask one of the following questions:

- What do you wish I'd do?
- How are you vulnerable?
- Are you telling the truth?
- What do you intend to do?
- How are you connected to the current events?
- What do you most desire?