

Lovelace

Height 6'4" **Age** 20s/30s? **Weight** Lovelace is strange and spindly, but still pretty heavy thanks to augments **Demeanor** slightly too loud, slightly too close, and looking everywhere but your face with great and attentive interest :)
Role Surgeon **Background** AdMech **Homeworld** Hollerith 271 (Forge World)

tell:

- finish XP
- figure out appearance/augments
- sort out specific desires/hatreds

Wounds 10/10 **Insanity Points** 3 **Init** 1d10 + 3
Fatigue 6/6 **Corruption Points** 0 **Fate** 3/3

Divination: Suffering is an unrelenting instructor (Lower toughness by 3. The first time that this character suffers any damage each session, he gains a +20 bonus to the next test he makes before the end of his next turn.

+++ Attributes +++

WS	BS	S	T	A	Int	Per	Wp	Fel	Inf
25	31	26	33	36	55	42	34	31	32

Hand cannon 1d10+4 AP 0

Optical mechatendrite

Imperial robes

2 vials of sacred unguents

+++ Skills +++

General
Fieldcraft
Intelligence
Knowledge
Strength
Tech
Toughness
Perception

Acrobatics (Ag)		
Athletics (S)		
Awareness (Per)	Trained +10	52
Charm(Fel)		
Command(Fel)		
Commerce(Int) (check this)	Trained +10	65
Common Lore(Int) (AdMech)	Trained +10	65
Common Lore(Int) (Imperium)	Trained +10	65
Deceive(Fel)		
<i>Dodge (Ag)</i>		
Forbidden Lore(Int)		
...		
Inquiry(Fel)		
Interrogation(Wp)		
Intimidate (S or Per)		
Linguistics(Int)		
...		
Logic(Int)	Trained +10	65
Medicae(Int)	Trained +30	85
Navigate (Int)	Trained +10	65
...		
Operate(Ag)	Known +0	36
...		
<i>Parry (Ws)</i>		
<i>Psyniscience (Wp)</i>		
Scholastic Lore (Int)		
...		
Scrutiny (Per)		
Security (Int)	Known +0	55
Sleight of Hand (Ag)		
Stealth (Ag)		
Survival (Per)		
Tech-Use (Int)	Trained +10	65
Trade (Int)		
...		

+++ Talents/Traits +++

- Technical knock
- Mechadendrite Use
- Weapon Training (solid projectile)
- Takedown

- Mechanicus implants

Leadership

Text

Attack

Text

Defence

Text

Utility

Text

Weapon Training

Text

Peer

Text

Enemy

Text

Hated

Text

+++ Bonus +++

Role Bonus:

Dedicated Healer: In addition to the normal uses of Fate points (pg 293), when a Chirurgeon character fails a test to provide First Aid, he can spend a Fate point to automatically succeed instead with the degrees of success equal to his Intelligence bonus.

Homeworld Bonus:

Omniissiah's Chosen: A Forge World character gains the Technical Knock or Weapon-Tech Talent.

Background Bonus:

Replace the Weak Flesh: An Adeptus Mechanicus character counts the Availability of all cybernetics as two levels more available (Rare items count as Average, Very Rare items count as Scarce, etc.). Starting Trait: Mechanicus Implants (pg 137).

+++ Upgrades +++

0 - 4,000

4000 spent

Upgrade Name	Cost	Notes
Int +5	100	35 -> 40
Int +5	250	40 -> 45
Int +5	500	45 -> 50
Int +5	750	50 -> 55
Medicae	100	Known
Medicae	200	+10
Medicae	300	+20
Medicae	400	+30
Tech use	200	+10
Logic	200	+10
Perception +5	100	37 -> 42
Awareness	100	Known
Awareness	200	+10
Commerce	100	Known
Commerce	200	+10
Common Lore (Imp)	100	Known
Common Lore (Imp)	200	+10
Common Lore (AM)	200	+10
Navigate	100	Known
Navigate	200	+10

Wishlist

I use this to track stuff I want

+++ Notes +++

- Born on Hollerith 271, a forge world, to indentured workers in the textile mill

- The mill itself is a gigantic superstructure, providing weaving, cutting, dyeing, and manufacturing services to several star systems. It employs/houses hundreds of thousands of people — being born into a mill family means your profession and your world have been decided for you
- Lovelace's parents were the fourth generation of their family born in the mill and will in all likelihood die in the mill too. They were an arranged marriage (normal) between two of the weaving families (scandalously close to incest — normally you're expected to marry out to a family working in a different area of textile manufacturing)
- Lovelace was put to work early — the best way to learn is on the job, and what the younger members of the families lack in terms of strength and endurance, they more than make up for in agility and the ability to fit into small spaces.
- Incidentally, early child mortality is pretty high on Hollerith.
- Lovelace took to weaving like a duck to water. They loved the looms and loved being around them, and would regularly sneak out to tuck themselves into a little corner of the housing around the machines to watch the heddles churn rhythmically a scant six inches from their fragile little body
- In addition to learning the ins and outs of textile manufacturing, they also were put to work doing embroidery and needlepoint for various robes used by cheaper and less fancy members of the Ecclesiarchy, and for the vast and popular gift shop on Hollerith.
- Spending all their time with the giant, ancient machines gave them the ability to hear when bearings needed to be lubricated or when the brake needs to be cleaned and replaced
- ...which they started doing for themselves
- Which raised efficiency in their little area of the mill just enough for a tech priest to notice and pop by to see what had changed
- Lovelace was pretty sure they were going to get executed for tampering with the sacred machines but instead they got apprenticed! Hurrah!
- Unfortunately for Lovelace, despite their aptitude with the great machines, Hollerith has a lot of techpriests who are capable of repairing power looms, even if they aren't nearly as good at it, and not very many who are good at needlepoint. Lovelace's pretty good sewing skills meant they got shoved somewhat against their will into learning the surgeon's arts.
- They're a hard worker, they like to make things, and they love to take things apart and see how they tick, so it's not all bad — they can fix a degloving like you wouldn't BELIEVE, and it's always nice to see their work used — but flesh is squishy and messy and everybody's insides are so disorderly! They do think wistfully about the rhythmic mathematical beauty of their beloved looms
- Now that they have a relative amount of freedom to pursue their own interests, they have a variety of little looms of their own, some powered and some not; they also needlepoint various religious and devotional items to the Omnissiah. Many of these are essentially punch cards for jacquard looms or knitting machines, which are perhaps confusing and not very beautiful to anyone who wasn't raised on Hollerith, but was a pleasant and common activity for people both in and not in the cult.

- What about something like – the Inquisition was in the system while trying to flush out some heresy in the system; after tracking them to Hollerith they requisitioned a surgeon to deal with some minor injuries and Lovelace was the closest option. Thanks to their extreme nerd knowledge of fabric arts and familiarity with the way artisans on Hollerith sign their work, Lovelace was able to point the Inquisition in the right direction based on a couple of scraps of fabric left behind by an injured heretic after a fight, which they volunteered because their love of being right about a trivia question kind of outweighed their instinct to simply try to not be noticed by the Inquisition?

Appearance

- General vibe
 - What if a stick bug wore a cool robe
 - Tall and skinny; the "tall and skinny" part is most visually obvious at the top, while the size/weight of their clothes and boots add more weight/volume to their silhouette the further down you get
- Physical
 - Tall and spindly
 - Rounded/sloping shoulders, slightly stooped posture
 - Seven fingers on their right hand (full limb replaced by an augment), six on the left (one additional metal finger grafted onto their regular hand)
 - Difficult to really get much other information about their actual body because of how heavily covered up they are
- Fashion
 - Can't fight heresy if you don't look cute
 - Underwear: we'll get to it if we get to it lmao
 - Base layer: close-fitting long sleeve shirt (black), trousers (black) tucked into sturdy boots (black)
 - Next layer: red robes, heavily modified
 - Wrapped around them + secured with a black utility belt
 - Cape sleeves that fall to their fingers when their hands are by their sides
 - The skirt body of their robes bells out a little under the belt
 - The hem of their robes has been modified to something more like a long bubble skirt and falls to about mid-calf
 - Extra large and deep hood
 - "Theo how does this work as an actual object" listen don't worry about it. It's fine.
 - Final layers:
 - They never leave home without either a scarf or a neck gaiter pulled over the lower half of their face
 - Goggles
 - Gloves (black, custom for their fingies)

- Boots
- Black utility belt - holster + several small pouches containing both useful stuff (screw drivers and basic first aid supplies) and useful to Lovelace stuff (drop spindle, spare thread and needles, leather thimbles, a variety of little metal scraps)
- Optical mecadendrite

General notes

- Their parents are so proud :) They still work in the textile mill obviously, but Lovelace dutifully sends back part of their salary every time they get paid. Their mom's replacement fingers work even better than the ones that got caught in the ironing press a few years ago, and now she's even better at detail work :) and these are heat resistant :)
- An early childhood in the hearing-loss-guaranteed environment of a textile mill has left lasting marks. Among other things, Lovelace tends to talk slightly too loudly and they have a very hard time sleeping if there isn't sound. Despite being quite young they were already suffering some hearing loss when they got inducted into the machine cult. They have implants to help them hear, although they still have trouble when there are a lot of voices talking at once
- They often have some small project they're fiddling with at any given time, and if you hang out long enough they will probably start giving you various mechanical toys or fiber arts objects. Their in game idle animations include things like giving their drop spindle a few turns, a bit of needle point, adjusting the tension on a wind-up toy, etc

Relationship with Inquisitor

- When Lovelace knows something they tend to want to share all of it, because more knowledge is always useful and helpful; they really sincerely try to cut down what they tell the inquisitor to just the useful parts, they just. Fail.
- They have never referred to him as anything other than Inquisitor Casq in any communication, including their own private journal