

# IKARI DARASTO

**Species:** Crespallion

**Sex:** Male

**Background:** Celebrity

**Height:** 6' 2" (1.88 m)

**Hair:** Dark blue

**Temporal Origin:** Dorza IV, 2462 CE

**STR:** 18 +4

**DEX:** 12 +1

**CON:** 18 +4

**INT:** 12 +1

**WIS:** 13 +1

**CHA:** 16 +3

**Class/Level:** Protector 3 (Sentinel)

**Concept:** Hologrid Music Critic

**Age:** 31

**Weight:** 192 lbs. (87.1 kg)

**Eyes:** Yellow

**Proficiency Bonus:** +2

**Initiative:** +1

**Plot Dice:** 3d10 + 12

**Passive Wisdom (Perception):** 13

**Size:** Medium

**Speed:** 30 ft.

**AC:**

15 / 16\*

**PP:**

34

\* AC when dual wielding or grappling an opponent.

**Tech Level:**

6

**Inspiration:**

**Experience Points:**

1,025

## PROFICIENCIES

**Armour:** All armour and shields

**Weapons:** Simple weapons, martial weapons

**Tools:** Disguise kit, vehicles (surface)

**Saving Throws:** Strength +6, Constitution +6

<b>SKILLS:</b>	<b>Bonus</b>	<b>Ability</b>	<b>SKILLS:</b>	<b>Bonus</b>	<b>Ability</b>
Acrobatics	+1	DEX	Medicine	+1	WIS
Animal Handling	+1	WIS	Perception*	+3	WIS
Athletics*	+6	STR	Performance*	+5	CHA
Deception	+3	CHA	Persuasion*	+5	CHA
Engineering	+1	INT	Science	+1	INT
History	+1	INT	Sleight of Hand	+1	DEX
Insight	+1	WIS	Stealth*	+3	DEX
Intimidation*	+5	CHA	Survival	+1	WIS
Investigation	+1	INT			

\* Proficiency bonus included.

## TRAITS AND FEATURES

**BACKGROUND FEATURE: FACADE.** He mingles well in high society and he can usually score an invitation to a local society event.

**CRISPALLION SPECIES TRAIT:** Keen senses.

**DUAL WIELDER.** He has mastered fighting with two weapons, gaining the following benefits:

- He gains a +1 bonus to AC while he is wielding a separate melee weapon in each hand.
- He can use two-weapon fighting even when the one-handed melee weapons he is wielding aren't light.
- He can draw or stow two one-handed weapons when he would normally be able to draw or stow only one.

**SECOND WIND.** He has a limited well of stamina that he can draw on to protect himself from harm. On his turn, he can use a bonus action to regain 1d10 + 3 Plot Points. Once he uses this feature, he must finish a short or long rest before he can use it again.

**UNARMoured DEFENCE.** While he is not wearing any armour, his Armour Class equals 15. He can use a shield and still gain this benefit.

**IN YOUR FACE.** He knows how to hold his own in combat, and have more of an impact when he's up close and personal with an opponent. He gains the following benefits:

- When he is within 5 feet of a creature he may add his Strength modifier to all damage dice he roll against that creature, including damage from Quips.
- Whenever he successfully hits with an unarmed strike he can choose to deal no damage and instead move the target up to 10 feet in any direction, or cause them to fall prone.
- Whenever he is grappling an opponent his Armour Class increases by 1.

**ACTION SURGE.** He can push himself beyond his normal limits for a moment. On his turn, he can take one additional action. Once he uses this feature, he must finish a short or long rest before he can use it again.

**PERCUSSIVE MAINTENANCE.** He believes he can convert kinetic energy to technological expertise — which in effect means he hits machines to make them work. Instead of making an Intelligence (Engineering) check, he can make a Strength (Athletics) check. After using this feature, he must finish a long rest before using it again.

**SHIELD.** He can interpose himself to protect his friends. If an enemy attacks a creature within 5 feet of him, he may use his reaction to make the attack target him instead.

**ARCHETYPE:** Sentinel.

**SENTINEL STARE.** He can lock eyes with an opponent when defending his allies, shaking their faith with his selfless actions. Whenever he use his Shield ability, he deals 1d6 emotional damage to the creature that made the attack.

**Cantrip Quips:** Emotional argument, logical argument, parley, and protective plea.

**Quip Bonus:** +6

**Class Saving Throw:** DC 14

## ACTIONS:

**Emotional Argument Quip:** Cha DC 14, 1d8 Emotional damage.

**Logical Argument Quip:** Int DC 14, 1d8 Logical damage.

**Protective Plea Cantrip Quip:** Cha DC 14, 1d4 emotional damage.

**Punch:** Unarmed Melee Attack. +6 to hit, reach 5 ft., one target. Hit: 5 (1 + 4) bludgeoning damage.

**Escrima Stick:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.



## BACKGROUND

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**Birthplace:** Attura City, Dorza IV, 2431 CE

Ikari Darasto is a Crespallion who was born in the city of Attura (located on the largest southern continent on Dorza IV). His family came to Dorza IV over three generations ago. Initially they came to work the farms before they became fully automated. Now there are only a handful of Crespallions that still work at the farms but now they maintain the machinery that keeps the farms running. The Crespallions who lost their jobs due to the automation of the farms either found other employment in the local growing cities or they left Dorza IV all together.

Growing up, Ikari was always fascinated by two subjects: traditional Crespallion martial arts and music. After secondary school graduation, Ikari got the offer to train at a traditional Crespallion monastery on Cheven II (several star systems over from the Dorza system). The Monks of Cheven II have a long and honourable history of training some of the best Crespallion martial artists. Ikari flourished in his studies. Ikari would remain on Cheven II for fifteen years.

He left Cheven II and returned home to Dorza IV. He highlighted his martial arts training in the hopes of landing a job in holovids, first as a stunt man and then as an actor. He had some initial success as a b-movie action hero, but things really took off when he started his own holovid show, called Darasto's Musik Krypt, where he showcased the hottest of bands that travelled the various intergalactic music circuits.

Ikari initially joined the anarchist hacker collective known as InSiDiOuS as a way to boost his holovid show and himself in the process. He had only planned on using InSiDiOuS for a bit of controversy, but he hadn't realized that he would end up becoming friends with some of his fellow members. He sees his friends as his extended family and he feels protective towards them.

He was with his friends that night at Zante's Inferno nightclub when Zogan hacked footage that no one was meant to see. He is on the run along with his friends as they try to make sense of what's happening to them. Ikari is used to fighting, but will it be enough to defeat the Cybermen menace that threatens his world.

## PERSONALITY

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**Motivation:** Guardian.

**Personality Trait:** Ikari is generally happy and fun to be around; he takes everything in his stride. He has a habit of recording himself for his personal holovid series when things get quiet.

**Ideals:** Duty. He has pledged himself to the aid of his friends in InSiDiOuS.

**Bonds:** He has come to see the entire group as his charges.

**Flaws:** He's not the easiest person to get along with; he is very demanding. He has lived a structured life studying the martial arts; he hasn't learned to adapt to some of his friends' chaotic tendencies.

**Short Term Goal:** To ask Tonesa Rynnt out on a date.

**Long Term Goal:** He wants to interview the band, Last Planet Standing, on his holovid show.

## EQUIPMENT

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Datapad (Wondrous item, common) – primary tool for recording his holovids

Mobile phone

A pair of escrima sticks