

TONESA RYNNT

Species: Human (Dorzanian)

Sex: Female

Background: Athlete

Height: 5' 7" (1.7 m)

Hair: Ginger

Temporal Origin: Dorza IV, 2462 CE

STR: 12 +1

DEX: 17 +3

CON: 16 +3

INT: 12 +1

WIS: 15 +2

CHA: 14 +2

Class/Level: Stalwart 3 (Defender)

Concept: Bodyguard

Age: 29

Weight: 138 lbs. (62.6 kg)

Eyes: Green

Proficiency Bonus: +2

Initiative: +3

Plot Dice: 3d8 + 9

Passive Wisdom (Perception): 14

Size: Medium

Speed: 30 ft.

AC:

14 / 15*

*AC while grappling

PP:

35

Tech Level:

6

Inspiration:

Experience Points:

1,025

PROFICIENCIES

Armour: All armour and shields

Weapons: Simple weapons

Tools: Computers, first aid kit, navigator's tools, vehicles (surface)

Saving Throws: Constitution +5, Charisma +4

SKILLS:	Bonus	Ability	SKILLS:	Bonus	Ability
Acrobatics	+3	DEX	Medicine	+2	WIS
Animal Handling	+2	WIS	Perception*	+4	WIS
Athletics*	+3	STR	Performance	+2	CHA
Deception	+2	CHA	Persuasion*	+4	CHA
Engineering	+1	INT	Science	+1	INT
History	+1	INT	Sleight of Hand	+3	DEX
Insight*	+4	WIS	Stealth	+3	DEX
Intimidation*	+4	CHA	Survival	+2	WIS
Investigation	+1	INT			

* Proficiency bonus included.

TRAITS AND FEATURES

Background Feature: Tactician: She can instantly assess an area for its tactical advantages. She knows where to position herself to best defend against enemies, what weaknesses need shoring up, and the best way of making a retreat.

Human Species Trait: Brave. She has advantage on saving throws against being frightened.

Martial Arts: Her practice of martial arts gives her mastery of combat styles that use unarmed strikes. She gains the following benefits as long as she isn't wearing medium armour or heavier, or using a shield:

- She can use Dexterity instead of Strength for the attack and damage rolls of her unarmed strikes.

- She can roll a d4 in place of the normal damage of her unarmed strike.

Encourage/Discourage: She has the ability to both encourage her allies to succeed and cause her enemies to question their actions. She can spend an Encouragement die, a d4, to roll that die and add or subtract the result from an ability check, attack roll, or saving throw made by another creature that can hear her. She may use this feature after the result is rolled but before any effects are applied.

She can use this feature a 3 times. Spent uses are replenished after a short or long rest.

Helping Hand: She can perform the Help action as a reaction when an ally within 10 feet makes an ability check or attack.

Wavelength Wizard: She intuitively understand others, especially her friends. When she is within 60 feet of an ally that can see her, she can use this ability to wordlessly communicate with them. She may trade basic messages back and forth, conveying what she wishes the other person to do — she can, for example, indicate to an ally that she wants them to pull a lever, but she cannot mentally project the contents of a conversation she previously had.

Additionally, whenever she encounters a creature or group of creatures, she can expend a use of this ability to get a reasonable read on their current mood and intentions toward her. She can use this ability 3 times. She regain all uses of this ability when she completes a short or long rest.

Embolden: She know what to say to lift her allies' spirits and help them shake off any setbacks. This manifests as a pool of healing power that replenishes when she takes a long rest. With this pool she can restore 15 Plot Points. As an action, she can talk to a creature within 5 feet of her to restore a number of Plot Points to that creature, up to the maximum amount remaining in her pool.

Reassuring Presence: Her stalwart presence alone is enough to reassure her companions and embolden them. Friendly creatures within 10 feet of her have advantage on saving throws against being frightened whilst she is conscious.

Stalwart Archetype: Defender

In Your Face: She knows how to hold her own in combat, and has more of an impact when she's up close and personal with an opponent. She gains the following benefits:

- When she is within 5 feet of a creature she may add her Strength modifier to all damage dice she rolls against that creature, including damage from Quips.
- Whenever she successfully hits with an unarmed strike she 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 she is grappling an opponent her AC increases by 1.

Cantrip Quips: Emotional argument, logical argument, parley, and stalwart statement.

Quip Bonus: +5

Class Saving Throw: DC 13



ACTIONS:

Emotional Argument Quip: Cha DC 12, 1d8 Emotional damage.

Logical Argument Quip: Int DC 12, 1d8 Logical damage.

Tricky Argument Quip: Int DC 12, 1d6 Emotional damage.

Punch: *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 bludgeoning damage.

BACKGROUND

Birthplace: Kelzny City, Dorza V, 2433 CE

Tonesa Rynnt is from Dorza V, Dorza IV's sister colony. While Dorza IV is covered in automated, mechanized agri-farms, Dorza V is an industrial sprawl – its primary industry is its shipyards. Many colonists from Dorza V look down at their "rural" cousins (even though its cities are as advanced as theirs, just not as many).

Tonesa Rynnt grew up in a poor home in Kelzny City's west-side. Tonesa always had a talent for getting into scraps. She was running with the local gang, the Arothan Sharks, by the age of fourteen. She was arrested by the age of fifteen. At that point, she had a choice – enlist in the Colonial Police or spend time at the Orbital Correction Facility (OCF). Tonesa enlisted. Her brawling nature got her through basic training. As it turns out, she was good at her job.

After her term of service ended, she was hired by a personal security firm, Starburst Services, to work as a bodyguard for their clients. This is how she found her way to Dorza IV. She was hired to watch her target, a Zogan Morz. She was hired by his father to keep an eye on him and keep him out of trouble. To further her mission, she has joined the same anarchist hacker collective as Zogan did.

What Tonesa didn't expect was she would end up becoming good friends with Zogan and her fellow InSiDi-OuS members. There was a genuine camaraderie that she wasn't expecting. She hates not being able to tell them that she is there on orders from Zogan's influential father (the Bachur Umves of the Council of Seven). She takes her professional duties very seriously. It breaks her heart that she has to spy on her charge and their friends.

She was with Zogan and the rest of the gang on that fateful night at Zante's Inferno nightclub. She saw Zogan's face go white when he viewed his tap of the club's internal sensors. Tonesa knew something was up. Once she saw the footage, she jumped into action. She gathered up her friends and left the nightclub immediately.

Tonesa decided it would be best if she took them to a safe house that she knew of. As they were about to leave in Tonesa's hovercar, they were jumped by nightclub patrons that had been turned into zombie-like cyber-drones. Through skill and a bit of luck she was able to get her friends away from the cyberdrones. Tonesa and her friends have to figure out what their next move is. Whatever they do, Tonesa will protect them to the best of her ability.

PERSONALITY:

Motivation: Guardian. She was hired by Zogan's father (Bachur Umves) to keep an eye on his son.

Personality Trait: She is the responsible one in the group, always making the mature decisions.

Ideals: Duty. She has pledged herself to her employer, a private security organization. She takes her duties seriously.

Bonds: She has come to see the entire group as her charges.

Flaws: She's not the easiest person to get along with; she is very demanding.

Short Term Goal: She is late on filing the latest upload report to Zogan Morz's father about Zogan's current activities.

Long Term Goal: She wants to work for herself by opening her own private security business.

EQUIPMENT:

Infrared glasses (Wondrous item, rare)

Heavy jacket (light armour)

Hovercar