

ZOGAN MORZ

Species: Human (Dorzanian)

Sex: Male

Background: Hacker

Height: 5' 10" (1.78 m)

Hair: Blue with red fringe

Temporal Origin: Valdor City, Dorza IV, 2462 CE

STR: 14 +2

DEX: 16 +3

CON: 12 +1

INT: 15 +2

WIS: 14 +2

CHA: 13 +1

Class/Level: Trickster 3 (Hacker)

Concept: Hacker/Political Activist

Age: 27

Weight: 172 lbs. (78 kg)

Eyes: Brown

Proficiency Bonus: +2

Initiative: +3

Plot Dice: 3d8 + 3

Passive Wisdom (Perception): 14

Size: Medium

Speed: 30 ft.

AC:

13

PP:

21

Tech Level:

6

Inspiration:

Experience Points:

1,025

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons

Tools: Computers, investigator's tools, security tools

Saving Throws: Dexterity +5, Intelligence +4

SKILLS:	Bonus	Ability	SKILLS:	Bonus	Ability
Acrobatics	+3	DEX	Medicine	+2	WIS
Animal Handling	+2	WIS	Perception*	+4	WIS
Athletics*	+4	STR	Performance	+1	CHA
Deception*	+3	CHA	Persuasion**	+5	CHA
Engineering*	+4	INT	Science	+2	INT
History	+2	INT	Sleight of Hand	+2	DEX
Insight	+2	WIS	Stealth*	+4	DEX
Intimidation	+1	CHA	Survival	+2	WIS
Investigation*	+4	INT			

* Proficiency bonus included. **Expertise bonus included.

TRAITS AND FEATURES

Background Feature: Codebreaking. As long as he has an hour to spare, he can break any encryption without the need for an ability check. This includes non-electronic coded messages as well.

Human Species Trait: Keen Senses. Proficiency in the Perception skill.

Deep Pockets: He always seems to have something in his pockets that is useful to his current situation. As long as a mundane item can fit into his pocket, he may pull it out as if he had it all along. At the Gamemaster's discretion, he may draw a common or uncommon Gadget, but only one such item may be drawn per long rest. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Trickster Expertise: Tricksters are a varied bunch that use all manner of skills to achieve their goals. His proficiency bonus is doubled for any proficiency check you make that uses Computers or Persuasion.

Sneak Attack: +2d6 damage. He may use his sneak attack with the Tricky Argument quip.

Cunning Action: His quick thinking and agility allows him to move and act quickly. He can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Distraction: He can momentarily distract people with his quick wit and agility, causing them to question themselves or observe things that aren't there. As an action, he may try to distract a target. The target must make a Wisdom saving throw against your Class Saving Throw DC. If they fail the saving throw, they are Stunned for 6 seconds (or until the start of your next turn if you are in an Encounter). He may choose to make this distraction damaging, dealing an amount of damage equal to your Tricky Argument. If they succeed on the saving throw, they take half damage from this ability. Once he uses this feature, he may not use it again until he finishes a short or long rest.

Trickster Archetype: Hacker

Hacker's Hustle: He is skilled in the basic element of his trade — cracking into and modifying all technology. He gains the Engineering skill. Additionally, he can choose to ignore Tech Level when he makes an ability check. He regain all uses of this ability when he completes a long rest.

Cantrip Quips: Emotional Argument, Logical Argument, Tricky Argument

Quip Bonus: +5

Class Saving Throw: DC 13

ACTIONS:

Emotional Argument Cantrip Quip: Cha DC 13, 1d8 emotional damage.

Logical Argument Cantrip Quip: Int DC 13, 1d8 logical damage.

Tricky Argument Cantrip Quip: Int DC 13, 1d6 emotional damage.

Punch: *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 + 2 bludgeoning damage.

BACKGROUND

Birthplace: Valdor City, Dorza IV, 2435 CE

Human colonists had long left earth and now humanity can be found throughout the stars. Around one of these stars is the planet, Dorza IV. It was colonized in 2298 CE. The colony started small but quickly expanded as it thrived. What started as a simple agricultural colony grew into a major trading hub.

By the mid-25th century, Dorza IV has become a thriving technological society where most of the agricultural work is mechanized and automated. The human populace run the world bureaucracy while the machines do all



the work. The world is controlled by the Council of Seven which consist of descendants of the original seven families that first colonized Dorza IV. These seven families control everything on Dorza IV – from the harvesting and shipment of martian wheat to the illegal side deals involving drugs and other illicit pursuits. If someone was making a profit on Dorza IV, one of the seven families will be getting their cut of the action. Zogan Morz's dad is actually Bachur Umves, a high-ranking member of the Council of Seven. Zogan has taken the name Morz to distant himself from his dad and what he stands for.

While the planet is covered with massive mechanized farms, it does have three major metropolitan cities that are thriving hubs of commerce and all other activities humans get up to. The cities are policed by the Colonial Police Division (a relic of the colony's original days) who maintain a strict rule. There is a small underground network of illegal ravers, hackers, hedonists, music enthusiasts, and others who rebel against society's strict expectations. These diverse groups often would come together and mingled producing new and interesting groups and ideas that flare intensely before disappearing in obscurity. One such group that formed from these gatherings was a small anarchist hacker collective known as InSiDiOuS. Their mission was to expose the corruption and lies of the Dorzanian government. They view the corruption as originating from Earth and should be left there. InSiDiOuS argues that Dorza IV should be independent.

Zante's Inferno is a hot nightclub located in Valdor City's entertainment district (Valdor City is the major city on the planet) . The place was popular with a wide clientele. It was also the place to be for the latest in intergalactic bands. Zogan and his friends where there to see the newest band. They were there to see the Mondasian Blues Incursion – only the hottest Blues/Thrash/Industrial/Jazz band in the sector. Zogan hacked the ticket machine and scored some free tickets to the opening show. He and his friends made it to the club and were having a great time when something caught Zogan's eye.

He saw the band's manager, a Mr. Severin in his trademark white suits, take some fans backstage. When they came back out, they were all wearing strange metallic headbands and glasses. The fans were now walking with a slow and stiff gait. It was like all of their exuberance had been completely ripped from their bodies. They now moved like the walking dead from the popular holo-vids.

Zogan watched as the zombie-like fans left the club. Zogan knew something was up. He used his datapad to hack into the club's security to see what had happen to those fans from the internal sensors. What he found shocked him. He saw footage showing the fans being seized and subjected to cruel, invasive, and incredibly fast surgeries on their heads and limbs. The fans were changed into something not human. In fact, they had become Cyberdrones (a quick and dirty cyber-conversion to create a temporary cyber-force to establish a foothold on a world so the "real" cyber-army can show up and finish the assimilation process). Zogan snagged copies of the data, grabbed his friends, and left the club post haste. He knew he had stumbled on something big here.

Unknown to them, Mr. Severin had detected Zogan's intrusion into the club's sensor systems and he wanted to know what Zogan had seen. He instructed a squad of cyberdrones to locate and apprehend Zogan and his friends. They were able to escape the cyberdrone ambush and get away to a safe-house. Mr. Severin reported Zogan and his friends to the Colonial Police (the world civilian police force). Zogan and his friends are now wanted for charges of terrorism. Mr. Severin won't allow some kid punk and his pathetic friends ruins his plans for ultimate power.

PERSONALITY:

Motivation: Runaway. Before Zogan was on the literal run because of the footage he stole from Zante's Inferno's internal sensors, he was running from the responsibilities of having a father on the Council of Seven.

Personality Trait: He enjoys taking the air out of someone's ego, especially when it is an authority figure. He has an instinctual loathing of those in positions of authority.

Ideals: Loyalty. His friends will protect him, and he honours that loyalty by showing it to others.

Bonds: There is one person worth losing his chance at freedom for and that is Ema Yvor.

Flaws: He's a sucker for a sob story and perhaps too naive when dealing with people. Women can easily manipulate him (with him being oblivious to it).

Short Term Goal: To embarrass the Council of Seven and their hypocrisy. Even better, if it embarrasses his father and his rigid, suffocating social structure he lives in.

Long Term Goal: He wants to marry Ema Yvor. She says she loves him but she isn't ready for marriage but to keep asking because one of these days she will say yes. At least, that's what she tells him.

EQUIPMENT:

Datapad (Wondrous item, common)

Mobile phone

Small and sturdy folding knife (used to pop covers open to gain access to the computer systems held within)