

Character Name: Kaitlyn Janestine Quinn

Gender: Female

Campaign: d20future

Age: 26

Profession: Transporter

Eyes: Blue

Height: 5'11"

Character Class(es): Charismatic (4)

HP: 28

AP: 7

Armor Class: 14 (+1 Class, +3 Dex)

Reputation: +3

Initiative: +3

Base Attack: +2

Grapple: +2

Movement: 30'

EXP: 6,000

Attacks: Concussion Rifle - +6 (+7 in 30ft)/2d10+5 foot knockback/5 damage | Pistol - +7 (+8 in 30ft)/2d4

Skills:

Bluff - 7 ranks (+10)

Computer Use [Cross Class] - 2 ranks (+4) (+6 to use a Starship onboard computer)

Diplomacy - 6 ranks (+11)

Drive - 1 ranks (+3)

Gather Information - 3 ranks (+8)

Intimidate - 4 ranks (+7)

Knowledge (Current Events) - 2 ranks (+4)

Knowledge (Pop Culture) - 1 rank (+3)

Knowledge (Technology) [Cross Class] - 3 ranks (+5)

Navigate - 1 ranks (+3) (+5 when plotting a course through space)

Pilot - 6 ranks (+9) (+11 when piloting a starship) (Class Skill via Transporter)

Profession (Transporter) - 2 ranks (+1)

Repair - 7 ranks (+9) (Class Skill via Transporter)

Feats:

Starship Operation (1st Level) (Ultralight Ship)

Personal Firearms Proficiency (1st Level)

Point Blank Shot (Bonus Feat)

Simple Weapons Proficiency (Class)

Spacer (Profession)

Starship Gunnery (Feat Implant)

Trustworthy (Bonus Feat)

Double Tap (Level 3)

Talents:

Charm (Chosen Gender: Female :3)

Favour

Attributes:

Str 10 (+0)

Dex 16 (+3)

Con 12 (+1)

Int 14 (+2)

Wis 8 (-1)

Cha 17 (+3)

Saving Throws:

Fort: +3

Ref: +5

Will: +0

Special Notes:

Languages: English, Gaelic

Possessions:

Collapsible Concussion Rifle (d20 Future pg72, 2d10+5 foot knockback/5 damage)

Metal case for Concussion Rifle (Worn on back)

Projectile Deflector (Compact, belt buckle)

Masterwork Mechanical Repair Kit

Highpowered notebook computer

Universal Communicator

Benelli MP95 (2d4, 6 rounds 40ft range) Weapons

Locker pg16

Mutations:

Unnatural Hair [Cosmetic] - Fluctuates depending on mood

Cybernetics:

Targeting Optics (+1 on all ranged attacks)

Feat Implant – Starship Gunnery (No penalty on attacking with starship weapons)

Nicknames:

"Unknown" - **Dee**

Sissy - **Àilean** (Green)

Jenki - **Allm**(harach) (Foreign)

Tessalee – (speu)**Clair** (Spectacles)

Alexis – **Mea**(isín) (Machine)

Dr. Gatter – **Doc**

Nadine – **Gáirisiúil** (blue)

Background:

Reckless. Irresponsible. Wild. These are words often used to describe Kaitlyn Janestine Quinn, self proclaimed pilot and transporter extraordinaire. A woman of Irish decent, Kaitlyn had always show promise as a pilot, even from the first time her mother let her use a remote controlled plane. Ever since she was young she had longed to fly a ship across space, seeing everything there was to see in the sea of stars. In her late teens she was finally able to begin piloting lessons, her natural knack for piloting immediately shining through, and before long finally set out to live her dream.

She spent several years working under a pilot named Toshiro before finally earning enough money to start transporting and piloting on her own. It was a short time after this that she first came across what appeared to be a woman, but after talking to the woman, Kait's original intentions faded as she discovered that the "woman" was in fact a certain memory challenged Bioreplica. Giving her the nickname "Dee", a poke at one of the more prominent features of the Bioreplica's design, Kait took Dee with her, effectively making the Bioreplica her partner, second in command, and constant source of eye candy, at least for now.

Kaitlyn has several distinctive physical and personality traits, the most prominent of which is her genetically mutated hair that constantly fluctuates in colour, usually reflecting her current mood, though sometimes it just changes because she wills it so. The enhancement is one Kait sometimes regrets and pokes fun at, as it can make it hard for her to pursue some of her stronger interests without it being painfully obvious. She is also known for giving nicknames to people, often totally disregarding their actual name. These nicknames vary in type and meaning, but are often rooted in Gaelic and usually reflect something about the person in question. Along those lines, she also rarely cares about what name she is called by, and has different times gone by different parts of her own name, including Kaitlyn, Kait, Lyn, Jane, Janestine, and Quinn.

On missions, in combat, and even just when living her life, Kait is often reckless and quick to act without thinking. She jumps at the opportunity to take a job, regardless of protests or danger, sometimes not even bothering to hear out the entire payment offer before agreeing, depending on how exciting the job sounds. When the need to fight rolls around, Kait is quick to adapt to the situation and jump into combat, either making use of a collapsible Concussion Rifle she keeps with her in a metal case on her back, or if engaged in combat with another ship, will rely on her ability to pilot and mislead the enemy so that she can make use of her less refined shooting abilities to take them out of the sky. In every day life, she often acts as reckless as ever, never thinking before making a bet, or hitting on someone.

