

Autumn Dream

"We all wear masks Professor Harper. Some of us just choose to wear them on the outside."



---Initializing Connection to Executor Net---

---Authenticating---

---Identity Confirmed---

Welcome to Executor Net, Sparkle Innovations

Representative Hault (Client Id: 3292-02-Class A)

Please select from the following menu the type of personnel you wish to contract, and the duration...

Security

Transportation

Secretarial

Customer Service

>Special Services (Confirm Selection)

Autumn Dream
Spirit of Laughter

Sex: Female

Age: 24

Race: Pegasus

Cutie Mark: Masquerade Mask

Profession: Corporate Subterfuge

Specialties: **Cleaning** (Removal of evidence/Crime scenes) and **Face Mare** (Disguises/Infiltration under aliases)

Affiliation: Sparkle Innovations

Religion: Cult of Discord

Alignment: Chaotic Neutral, leaning towards Good

Merits:

Cleaner – Up to 3 times a day, you may clean up the scene of a crime, be it a virtual or real one, restoring a scene as if you had not even been there. Surveillance footage shows you were never there, records are completely clean and the walls sparkle.

Difficulty is based on how much there is to clean, from a minor busted door from a forced entry, to the aftermath of an entire pitched battle. DC set by DM, with Thievery being rolled by the player.

Surveillance Drones – Out of combat, your imaginary friends are physically present as robotic spiders that are linked to a HUD in your goggles, or to a watch. You may give them orders, and receive transmissions up to 50 yards away. If communication is blocked or distance exceeded, they will shut down.

Face Mare – For being so memorable, you are easily forgotten. Up to 3 times per day, you may attempt a roll on a pony you have met. The roll is Bluff vs the target's Perception. If you succeed, you are instantly forgotten to the point the target will not only deny your existence, but actively seek to mock those who claim you were real.

Discordian – You are the house of a dozen personalities, masked as one pony. After an extended rest, you may change personas, and pick 3 new skills to be trained in. You may not pick the same 3 skills two days in a row.

The DM may assign you a mental disorder for the day, which changes when your persona does. The DM may not repeat the same mental disorder two days in a row.



Equipment:

Executor Pistol – Magazine (6 shots)

Range 8 squares

Damage 1d10 + Integrity

Special: May fire an explosive round that consumes the entire magazine. Burst 3, deals weapon damage and 2 fire damage a turn (Save ends).

Masquerade Mask – A communications device that covers the face, appearing like a masquerade mask, and applies a HUD connected to Autumn Dream's ship that constantly feeds information. May use Streetwise to gather info on targets and situations per DM approval.

Jester's Suit - +2 Ac, +6 Health, -1 skill check.

Special: Once per day, may create a static invisibility field that aids in stealth (+5) for 3 rounds.

Biography:

Autumn Dream originally sailed the stars as a part of a traveling troupe dedicated to bringing now-ancient plays by the famous poet, Hoofington the Third, to new audiences. Life was simple, and she enjoyed reciting lines to large audiences in the various hive-ships hovering above planets all while wearing a mask. For her milky-white eyes revealed she was entirely blind; a trait that ponies found unnerving, especially for a pegasi.

This served as the perfect cover for the ulterior motives of the massive corporation Sparkle Innovations to reach out and contact Miss Dream to see if she was interested in becoming a member of a new pilot program designed to correct visual problems for those who could not afford cybernetic implants.

Eagerly, the pegasi agreed to let them implant a chip into the base of her neck that would relay information directly to her brain, giving her that much-sought after sight she had missed all her life. Unfortunately, it also brought to the forefront the multitude of personalities Autumn had memorized from her plays, creating one of the most severe cases of Multiple Personality Disorder Sparkle scientists had ever witnessed.

Now she works for the mega-corp, cleaning up after contracts and bringing in bounties. Well, when her more law-abiding personalities are at the forefront...



Autumn Dream
Character Name

3
Level

Female
Gender

Widdle Wuna
Player

Ability Scores

Racial Bonus Base Modifier

1		Strength
6		Integrity
3		Knowledge
6		Friendship

Morale Points

Max HP 21

10
1/2 hp

5
1/2 hp

10
Surges/day

Surges Used

Action Points 1

Action Point Effects

Current Morale Points

Second Wind ☐

Death Saving Throws ☐ ☐ ☐

Conditions

Reactions

13 Initiative (1/2 level + Integrity)

5/6 Speed (Base + Armor + Misc)
Special Movement

Passive Insight

Passive Perception

Immunities, Resistances, etc.

Defenses

Light Armor

Armor Class 20 + 1 + 6 + 3

Temporary Effects

Feat/Enhancement

Misc

Magic Points

Max Magic Points

Spent Magic Points



Basic Attacks

10 = 9 + 1 + 3

To Hit Primary Stat + 1/2 level Profic Feat/Enhancement Misc

Damage

1d4 + 1/4 primary stat + 1/2 level



Other Combat Modifiers

Opportunity Attacks

Combat Advantage

Misc

Combat Notes

Skills

Trained	Bonus	1/2 Level + Ability	Armor Penalty	Racial	Skill Modifiers, Notes, etc.
Acrobatics	<input type="checkbox"/>	9	(Integ)		
Arcana	<input type="checkbox"/>	6	(Know)		
Athletics	<input type="checkbox"/>	4	(Str)		
Bluff	<input checked="" type="checkbox"/>	14	(Friend)		
Diplomacy	<input checked="" type="checkbox"/>	14	(Friend)		
Dungeoneering	<input type="checkbox"/>	6	(Know)		
Endurance	<input type="checkbox"/>	9	(Integ)		
Heal	<input type="checkbox"/>	6	(Know)		
History	<input type="checkbox"/>	6	(Know)		
Insight	<input type="checkbox"/>	6	(Know)		
Intimidate	<input type="checkbox"/>	4	(Str)		
Nature	<input type="checkbox"/>	9	(Friend)		
Perception	<input type="checkbox"/>	9	(Friend)		
Religion	<input type="checkbox"/>	6	(Know)		
Stealth	<input type="checkbox"/>	9	(Integ)		
Streetwise	<input type="checkbox"/>	9	(Friend)		
Thievery	<input checked="" type="checkbox"/>	14	(Integ)		

Trained Skills receive +5 to bonus

Race Features

M Size

Zippy - +4 to Initiative Rolls

Air Superiority - 3x crit in Flight

Eagle Eyes - Size up Enemies

Class Features

Other Notes