

Human – Age 18 – Chaotic Good – 5’6” tall, 120 lbs

STR	14	+2	FORT	+2	
DEX	18	+4	REF	+5	
CON	15	+2	WILL	+2	
INT	17	+3	MELEE	+2 Dagger (1d4+2)	
WIS	10	+0	RANGED	+4 Zinger (see below)	
CHR	15	+2	AC	14	
Hit Points	8 (d6+2)		Physical Description: Steam punk dressed woman, very pretty. Talks with a strong accent.		
Speed	30 feet				
Initiative	+8				
Languages	Common				
Feats	Improved Initiative				
Skills:	Appraise 4, Craft (gadgets): 4, Disable Device: 5, Fly: 5, Knowledge (engineering): 4, Perception: 1, Sleight of Hand: 5, Use Magic Device: 3.				

Gearhead Abilities

You can create Gadgets and Contraptions that do miraculous and fun things.

How it Works (For the Player)

Kitty needs to gather ‘stuff’. Anything she can get her hands on. You then use the stuff to create something. You must declare she is fashioning her ‘stuff’ into a gadget or contraption that does something simple and specific. You can try to make ANYTHING (only limit is really your imagination). The more imaginative you are trying to create something, the more entertaining it will be and the higher the chance of success.

A gadget or contraption takes 1-3 rounds to make, longer if the judge feels it is really complex. Some simple things should work automatically, but if the item is complex, or does damage, then the DM will assign a DC to the effect. You will have to roll above the DC or better for the item to succeed. Failure means it turns into scrap, and you have to start over.

Locked Up Possessions: Toolkit, glasses, coat, clothing, boots, dagger, pouch of 20 slugs, 4 silver slugs, and the Zinger.

The Zinger is a spring-powered, forearm-mounted, hand-cranked slug-thrower of Kitty’s own design, and her pride and joy. The damage depends on how long is spent cranking the springs:

Rate of fire	Base damage	Misfire
1 per round	1d4+1	On a roll of a 1
1 per 2 rounds	2d4+2	On a roll of 1 - 2
1 per 3 rounds	3d4+4	On a roll of 1 - 4

A misfire means the Zinger is reduced to scrap and needs to be rebuilt – a process that will take 20 minutes.

Cute geek girl who lives in a fantasy land of cosplay and steampunk. She’s a whiz with gadgets, has many different personalities that love to be the center of attention.

Autobiography: (Accent: British) Well 'ello there! I bet you never seen a woman like me before, have you? I've been told my accent is so cute... I bet you wonder if it's real, huh? Well I assure you sweetheart, I'm the real deal, sometimes, though you know how it is... each day I wake up and essentially have to decide who I want to be today! My personality is like my outfits, they change daily!

I love mechanical things. Something about them gets my gears going. You know what I mean?

I was raised by my father, who's a mad scientist and always cooking up weird strange concoctions; he's like an alchemist with a touch of necromancy thrown in. Yet, as much as I love my father, he recently says I got to go hunting with him, and he talks to me about how I got a problem. Me? Yeah, he says, you always need to be the center of attention with all your different personalities. Well we went hunting and we make our way through storm and darkness and we found a deep, dark, cave. After that... I don't remember thing darling, just woke up on the boat with pink eyes and met these 5 new friends.

Favorite Accents: English, Jamaican; Irish, Australian, German, French, whatever you do well

Goals/Motivations

- Get out of the Asylum
- Figure out why my eyes are pink
- Make some fun contraptions

INTERACTIONS:

In the time since you were incarcerated, you have formed the following brief impressions of the 5 other people locked up with you:

- Doc – Now this fellow is interesting, but a little too into himself. Kind of handsome in a rugged way.
- Shorty – Little man is cute, and makes me laugh. But he's always fighting for attention, and it's like, he's got a serious problem needing to be seen.
- Gothika – She's beautiful! You can tell all that darkness is an act, she just tries to get noticed.
- Thombold – Now this handsome man is someone I would like to spend more time with, but you can tell he thinks he's all that. But dang, maybe he IS all that!
- Taylor – Hard to figure out if this creature is a him or a her; definitely not human. Got to be a her, now that I think about it. Mumbles incoherent words something terrible, but at least she keeps quiet, most of the time. I hate people who always try to hog the spotlight, don't you?