

BACKGROUND:

Doctor

Gain the Medicine skill. You may choose to gain a stress to gain a Boon on a Medicine test.

HINDRANCE:

Absent Minded

Once per Struggle the Archivist can give you an Escalation that you cannot refuse and you do not gain Grit Tokens from. It causes you to misplace an important item.

NAME: Doctor Melinda Ashande

GOAL:

COMMUNITY:

BELIEFS:

APPEARANCE:

Portrait

ATTRIBUTES

SKILLS

Spec Train

- Adroit
- Advanced Tech.
- Argument
- Art
- Brawl
- Climbing
- Courage
- Crafting
- Deft
- Discipline
- Fate
- Fortune
- Guile
- Health
- History
- Impression
- Initiative
- Leadership
- Martial
- Medicine
- Might
- Morale
- Navigation
- Personal
- Running
- Searching
- Shooting
- Stamina
- Stealth
- Swimming
- Tracking
- Gifted

ADVANCEMENTS



- +1 to an Attribute
- Gain 2 Trained skills
- Specialize 1 skill
- +2 max luck points
- +Personal Descriptor
- +Combat Descriptor
- +Interaction Descriptor
- +Arcane Descriptor

LEVEL

1

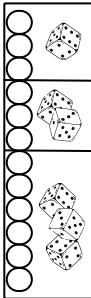
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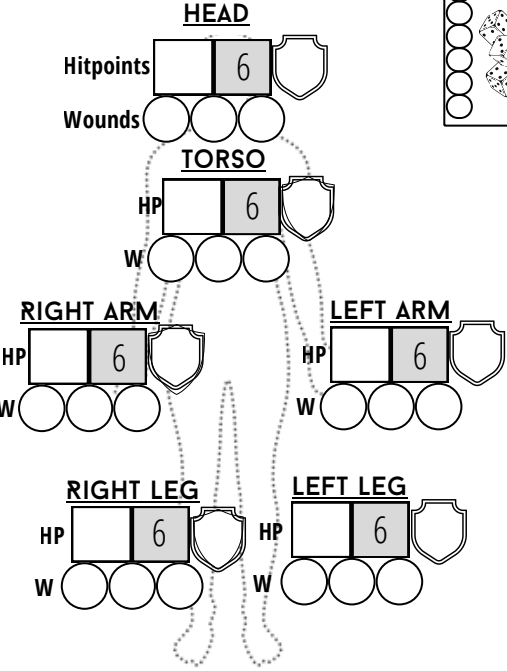
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STRESS



CONDITIONS

PROTECTIVE GEAR



DESCRIPTORS

Wealthy

You have a luxurious lifestyle and money coming in. At the start of a Struggle you test Luck(fate) and on a success you gain currency equal to a Spendy(3) item. You may not have immediate access to the funds or they may be in a bank, but they should be able to be accessed relatively easily.

LUCK POINTS

Max 4

Spend 1 Luck point to....

- Lucky Break** - Reroll a test you just made
- But First** - Take your turn in a Fight immediately
- Consider This** - Add a detail to the current scene
- Opportunity Strikes** - Use Luck(Fortune) for a test.
- Lucky Find!** - Test Luck(Fate) to gain an item.

WEAPONS				
Hidden Knife Traits & Flaws: Disguised (Bane to notice when hidden), Quick (no action to draw), Bleeding (apply 1 Bleeding per success on hit) Damage: 1d6+FinesseAmmo: Traits & Flaws: Damage:Ammo: Traits & Flaws: Damage:Ammo:			Level 1	advancement advancement advancement advancement
			Level 2	
EQUIPMENT Surgical Kit (Medicine Asset)-----2 Formal Outfit -----1 Hidden Knife -----L Briefcase -----1 Papers (blank) ----- Inkpen ----- Max Heft: 9			Level 3	
			Level 4	
			Level 5	
ARTIFACT TITLE: DESCRIPTION: FIRST AWAKENING SECOND AWAKENING THIRD AWAKENING			Level 6	
			Level 7	

ARCANE ORIGIN:

Gifted

the Gifted learns a single Static spell. The Gifted cannot learn non-static spells. Static spells used by the Gifted do not cost any mana to activate. When using an additional effect for a static spell the Gifted instead expends a mana recovery roll to activate it.

MANA

RECOVERY

-

Max

☐ 1 minute ☐ 2 hours

☐ 1 hour ☐ 4 hours

RECOVERY DIE

-

Emergency	Sense	2 Mana
Static	Self	Continuous

You gain a *Triggered Ability* - When you would be successfully attacked by a ranged attack, you may move yourself to any location within close range. If the attack can no longer target you, it misses.

Additional Effect(2): as an Action, change the trigger to "When you would be successfully attacked by a melee attack" until the end of the scene.

Additional Effect(2): as an Action, change the trigger to "When you would be successfully attacked by a spell attack" until the end of the scene.

Name	Attribute	Cost
Type	Range	Duration

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