

BACKGROUND: Mechanic

When you succeed in a test to build or repair a machine, you may add a unique, but simple, additional function to the machine.

HINDRANCE: Young

You are a teenager. Your Force cannot be raised higher than 0 and you start the game with 2 less trained Skills.
People will treat you like the child that you are.

NAME: Ollie

GOAL: I'm going to go to space!

COMMUNITY: Space Dust Speedway

BELIEFS: People like me best when there's something nice that I can do for them.

APPEARANCE: Short, scrawney and covered in grease and dirt. Her hair is an absolute mess and the pockets on her oversized mechanics apron.

Portrait

ATTRIBUTES

Force

0

Fortitude

-1

Finesse

0

Sense

+1

Reason

+1

Willpower

+1

Social

-1

Luck

-1

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
- Tech Savant
-
-
-
-
-

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

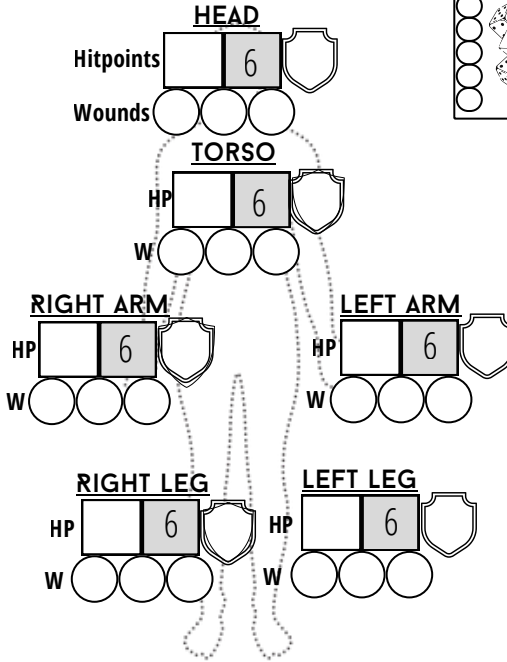
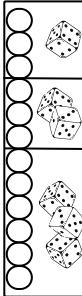
SIZE

0

HEIGHT

10

STRESS



CONDITIONS

PROTECTIVE GEAR

DESCRIPTORS

Lurker

You can squeeze into spaces up to three sizes smaller than yourself. When you do so you gain a +1 to Stealth tests.

Luminous

A beacon of light to all. You can spend a Grit token to let an Ally reroll a Test, remove all penalties and gain a **Boon**.

LUCK POINTS

Max	
1	

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

Pepper Spray

Traits & Flaws:

Close Range, Tactical (No penalty for being engaged), Persistent (continues to deal damage at the end of each round.)

Damage: 1d6 + Sense

Ammo: 12

Traits & Flaws:

Damage:

Ammo:

Traits & Flaws:

Damage:

Ammo:

EQUIPMENT

Pepper Spray -----

L

Toolbox (Asset for tests with machines) -

3

Cool Shoes (Asset for Leadership tests on kids) -----

L

PMS card (access to public transit)-----

—

umbled Bag of Novelty Pins -----

L

Pet rock -----

1

Old issue of *SpaceFarer's Digest* -----

—

LEGACY

Level 1

advancement

advancement

advancement

advancement

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

ARTIFACT

TITLE:

DESCRIPTION:

FIRST AWAKENING

SECOND AWAKENING

THIRD AWAKENING

Max Heft:

10

ARCANE ORIGIN:

Tech Savant (Spellwright)

The Tech Savant learns Powers through study and research, sometimes these can go wrong. When the Tech Savant generates a failure while casting a Power they gain 1 wound to a random arm or leg.

ENERGY

8

RECOVERY

☐ 1 minute ☐ 2 hours

☐ 1 hour ☐ 4 hours

RECOVERY DIE

d6

Fabricate

Reason

Mana: #

Change

Medium Range

Continuous

Description:

Spend any amount of mana and make a Reason(Arcane Origin) test. The number of successes gained on the test will allow you to create larger, more complicated objects. **Your successes and mana are combined into build points** which can be spent to define the object.

- Spend Build Points equal to the object's Value Level
- Spend Build Points equal to the object's Size +2 (minimum of 0).

The object will have no magical properties, it is a mundane recreation of an object and will function exactly as intended. You can create multiple copies of an object if you have the build points available to pay for each copy. You can only create a number copies of a 0 build point costing object equal to the number of build points available.
At the end of the duration, the objects disappear, leaving behind no trace or remains.

Animate

Social

Mana: 3

Change

Close Range

of Scenes

Description:

You bring an inanimate object to life under your control. Make a Social(Arcane Origin) test, the object will be under your control and animated for **one scene per success**. When animated you can issue a simple command, additional commands may be made once per turn at no action cost.

Animated Object:

size: Based on Object, HP: 8 +/- Size

Str: 0, Fort: +1, Dex: 0, Sns: 0, Int:-1, Wil:0, Soc:0, Lck:0

Skills: All

Attacks: Strike | light melee | 1d6 physical damage

Abilities: none

Flare(1): grant your Ally two of the following abilities:

- Amphibious - can survive in water and land
- Flying: gain **Fly**
- Helpful: gains a **Boon** when assisting you on tests.
- Mounted: can be ridden as a mount.
- Leveled: apply three +1's to separate attributes.
- Powerful: Strike gains two weapon traits.
-

Flare(2+): animate one additional, similar object. It gains the same abilities.

Harm

Reason

Cost: #

Attack

Range: Short

Instant

Description:

make an Reason attack test against a target within range. The attack deals 1d6 Normal damage per 1 Energy spent to a maximum damage of 3d6.

Flare(1+) : increase the range by 1 zone

Blacksmith

Reason

Cost: 1

Change

Range: Touch

Limited

Description:

you empower the next attacks made by a number of objects or weapons. Make an Reason(Arcane Origin) test to affect a number of objects equal to the successes gained. Those objects can now be used as Light weapons and use your Reason as the attribute for the attack test, even when used by others. These objects will only function for one attack, hit or miss, and will lose their magic after the attack.

Additional Effect (1): the empowered objects gain a weapon trait.

Substitution (3): the empowered objects are instead Heavy weapons.

Substitution (5): the empowered objects are instead Powerful weapons.

Empower

Reason

Cost: 2

Change

Range: Touch

Limited

Description:

Make an Reason(Arcane origin) test and for each success, the next damage roll made by the target of this Power becomes penetrating damage.

Shield

Fortitude

Cost: 2

Change

Range: Touch

Limited

Description:

make a Fortitude(Arcane Origin) test to have a creature you touch gain 1 armor to all of their limbs per success. This armor stacks with existing armor values but not other Powers.

Flare(1+): add an armor trait to the armor.