

BACKGROUND: Worker
You gain a Boon on all tests to recover from a Wound

HINDRANCE: Bad Driver
When you drive anything, you will be offered an escalation related to your terrible driving skills. You can spend luck points to refuse this escalation.

NAME: Sasha
GOAL: Buy a loft up in the Risers for my family
COMMUNITY: Juniper's Chop Shop
BELIEFS: Can't do this alone, but nobody can be trusted. Family is all we really have.

APPEARANCE: Big, bold and wild. Got a big head of dyed green hair and asthetic cybernetics alongisde the more practical additions. Link jacks are raised and prominent along their body.

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
- Cyberlink
-
-
-
-
-

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

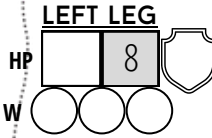
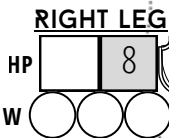
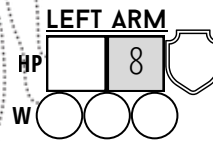
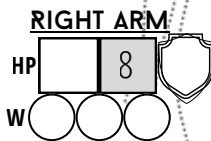
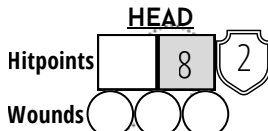
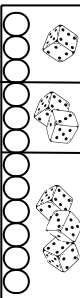
SIZE

0

HEIGHT

10

STRESS



CONDITIONS

PROTECTIVE GEAR

DESCRIPTORS

Ferocious

When you make a melee attack you may take a point of damage to one of your limbs to deal two additional points of damage on your attack.

LUCK POINTS



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

Jackhammer Bat		Level 1	advancement
<i>Traits & Flaws:</i> Utility (Asset when destroying walls/floors)			advancement
<i>Damage:</i> 3d6 + Force	<i>Ammo:</i>		advancement
			advancement
<i>Traits & Flaws:</i>		Level 2	
<i>Damage:</i>	<i>Ammo:</i>		
<i>Traits & Flaws:</i>			
<i>Damage:</i>	<i>Ammo:</i>		
EQUIPMENT		Level 3	
Jackhammer Bat -----	3		
Walk Clipper (asset for breaking physics in the walk) -----	-		
Link Access Card (Real)-----	-		
Subdermal Armor (head) -----	1		
Cigarettes -----	L		
Blood Scanner -----	L		
		Level 4	
		Level 5	
<u>Max Heft:</u> 10		Level 6	
ARTIFACT		Level 7	
TITLE:			
DESCRIPTION:			
FIRST AWAKENING			
SECOND AWAKENING			
THIRD AWAKENING			

ARCANE ORIGIN:

Augmented

the Augmented learns a single Potence Power. The Augmented cannot learn Strike or change Powers. Potence Powers used by the Augmented do not cost any energy to activate. When using an Flare for a Potence Power the Augmented instead expends a recovery roll to activate it.

ENERGY

-

-

RECOVERY

☐ 1 minute ☐ 2 hours

☐ 1 hour ☐ 4 hours

RECOVERY DIE

Magnetic Riser

Finesse

no cost

Potence

Range-Self

Continuous

Description:

You have a limited ability to fly. When you are near metallic surfaces, you can use this power to move in 3 dimensions while within the same zone as the metallic surgace. when you take the move or run action you may ignore terrain but must end your movement on the ground or else fall.

Flare (1 recovery): As an action, gain **Flying** for one scene.

Name

Attribute

Cost

Type

Range

Duration

Description:

Name

Attribute

Cost

Type

Range

Duration

Description:

Name

Attribute

Cost

Type

Range

Duration

Description:

Name

Attribute

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