





## Name Jefferson Albrecht

# Description

The Albrechts are known around the world as skilled and deadly hunters, and Jefferson Albrecht coasted throug the Brotherhood Academy on his family's reputation. He hadn't earned it, but he was given command of an Epsilon Chapter straight out of the academy. It got his team killed. He was the lone survivor of a werewolf attack he should have prevented. He got the antivirals in time to keep him from going full-wolf, but just barely. He hardly recognizes the angry, feral face in the mirror anymore. Unable to trust himself around other people, he retreated to a remote cabin in the forests of Montana until RM showed up to put him back to work. He's not the leader anymore, but he figures it's just a matter of time until Gabriel screws up big enough. All he has to do is wait.

## Aspects

# Wolf in Man's Clothing

CONCEPT

TROUBLE

# Barely Keeping it Together

# Crack Shot

# Amazing Senses

DISCIPLINE

# My Folks Are Famous

# **Approaches**

CAREFUL	d4	] [	d8	QUICK
	$\succ \prec$		$\succ \prec$	
CLEVER	d6		d8	FORCEFUL
	$\succ \prec$	'	$\succ \prec$	
SNEAKY	d10		d6	FLASHY

## **Disciplines**

d4

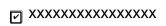
] d6	COMBAT & TACTICS
$\succ \prec$	
d10	COVERT OPS
$\supset$	
d4	MYSTIC ARTS
$\supset$	
d4	RESEARCH & DEVELOPMENT
$\supset$	

#### FRINGE Werewolf d8

**SOCIAL ENGINEERING** 

#### **Conditions**

MILD (UP TO 5 HITS)	



V	XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

L	J			
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SEVERE (UP TO 15 HITS)

## Stunts

Lycanthropic Viral Load: Because I have a lycanthropic viral load, once per game session I can roll my approach die twice for an attack or defend action if I have marked off a mild condition related to being hungry, angry, or injured.

Man's Best Friend's Best Friend: Because I am man's best friend's best friend, I gain a +2 when I Cleverly create advantages or overcome obstacles with canines.

Peerless Hunter: Because I am a peerless hunter I get a +2 when I Quickly create advantages when tracking or pursuing my quarry.