



Faith Dice
 Devotion 3

Chapter
 VII

Name Armageddon

Description

She was their Doomsday contingency. The Brotherhood's got a lot of those. Built from scratch; a genetic cocktail of the best warriors on the planet cloned ten thousand times over. Super soldiers, programmed with the combined combat knowledge of five thousand years worth of Hunters and put on ice to await the apocalypse. And then some idiot turned off the wrong switch. Ten thousand identical soldiers waking up, knowing only how to kill monsters, coming face to face with nine thousand nine hundred ninety nine doppelgangers. They found her the next morning; beaten, scarred, and bloody, but alive. The only survivor of project Armageddon. They scrapped the whole thing and stuck her in basic training--a mere formality of course. Don't worry, there are more contingency plans. Lots more.

Aspects

- Genetically Enhanced Super Soldier CONCEPT
- Cold-Hearted Killer TROUBLE
- Sole Survivor of Project Armageddon DISCIPLINE
- Fully-Strapped, Always Packed DISCIPLINE
- Destroy All Monsters! DISCIPLINE

Approaches

CAREFUL	d6	d10	QUICK
CLEVER	d6	d8	FORCEFUL
SNEAKY	d8	d4	FLASHY

Disciplines

- d10 COMBAT & TACTICS
- d8 COVERT OPS
- d4 MYSTIC ARTS
- d6 RESEARCH & DEVELOPMENT
- d4 SOCIAL ENGINEERING
- FRINGE

Conditions

MILD (UPTO 5 HITS)

-
-
-
-
- xxxxxxxxxxxxxxxxxxxx

MODERATE (UP TO 10 HITS)

-
-
-

SEVERE (UPTO 15 HITS)

-



Stunts

Five Thousand Years of Combat Knowledge: Because I have five thousand years of combat knowledge, I gain a +2 when I Quickly create advantages in a combat situation.

Overclocked DNA: Because I have overclocked DNA, I can take an additional mild and moderate condition.

Ready for the Apocalypse: Because I am ready for the apocalypse, once per game session I can re-roll my approach die, discipline die, or both when I defend against overwhelming or catastrophe-level attacks. I must keep the new result, whatever it is.