Name Wolf

Description
Wolf is a war veteran. EVERY war. There hasn't been a battle in recorded history that Wolf hasn't fought in, escalated, or outright started. There's even a cave painting in France that depicts a pretty remarkable likeness of Wolf mowing down Neanderthals with a Gatling gun. The Brotherhood had long hoped to get Wolf signed on full-time, but nobody wanted to work with him. He's not what you'd call a "team player." Only Gabriel was brave foolish and desperate enough to give him a shot.

Aspects
Warrior of the Ages
Violence Junkie
Walking War-Zone
Bullet Sponge
Weaponry Savant

Approaches
CAREFUL d4 d8 QUICK
Clever d6 d10 FORCEFUL
SNEAKY d6 d8 FLASHY

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

Conditions
MILD (UP TO 5 HITS)

MODERATE (UP TO 10 HITS)

SEVERE (UP TO 15 HITS)


Stunts
Embodiment of Mega-Violence: Because I am the embodiment of mega-violence, once per game session I can make something explode when I throw it.

Superhumanly Strong: Because I am superhumanly strong, I gain a +2 when I Forcefully overcome a physical obstacle.

Unkillable: Because I am unkillable, I can take one additional mild and moderate condition.