



Faith Dice
 Devotion 3

Chapter
 VII

Name Ned, Undead

Description

It's rare for a recruit to die during basic training, but it happens. It's unheard of for them to come back for a second try, but that happened too. Thanks to some quick thinking on Harkadian's part, a fist through the skull didn't mark the end of Ned's tenure with the Brotherhood. He's back, and he's better than ever! "Un"Ned is a much more useful asset in the field these days, now that he's upgradeable with new, more lethal bodyparts. Not to mention he's virtually unkillable. Don't get me wrong, he's still freaking NED. But now you can throw him at a monster to distract it without feeling too guilty about it. Don't worry, he loves it! This is his destiny. His undead, patchwork destiny.

Aspects

- Enthusiastic Undead Accountant CONCEPT
- Turbodork TROUBLE
- Mathlete DISCIPLINE
- Cannon Fodder DISCIPLINE
- Can't Kill What's Already Dead DISCIPLINE

Approaches

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

Disciplines

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

Conditions



MILD (UPTO 5 HITS)

-
-
-
- XXXXXXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

-
-
- XXXXXXXXXXXXXXXXXXXX

SEVERE (UPTO 15 HITS)

-

Stunts

Upgradeable: Because I am upgradeable, once per game session I can turn a moderate condition into a positive aspect by grabbing replacement body parts from corpses.

Head for Numbers: Because I have a head for numbers, I gain a +2 when I Quickly try to overcome a math- or number-related problem.

Spotted Eagle Strike: Because I know the Spotted Eagle Strike move, I gain a +2 to Flashy attacks when I engage in hand-to-hand combat.