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 body parts. 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  
- Turbdork  
- Mathlete  
- Cannon Fodder  
- Can't Kill What's Already Dead

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

-  
-  

MODERATE (UP TO 10 HITS)

-  
-  

SEVERE (UP TO 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.