Name Tricia "Sparky" Carnacki

Description
Sparky gets machines. They've just always made sense to her. It's a trait that runs in her family. Her grandfather, Thomas Carnacki, was a pioneer in the electrical arts, and put those talents to use as a ghost hunter for the Brotherhood (Electricity has a nasty habit of not playing nice with ectoplasm). He passed away recently, leaving his estate to his granddaughter—along with his legacy. Adapting his turn of the century gadgetry for the modern world, Sparky's put her technomantic talents to work, battling Evil and pwning n00bs for the Brotherhood.

Aspects

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Approaches

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Disciplines

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

Conditions

**MILD (UP TO 5 HITS)**
- ✔️
- ✔️
- ✔️
- ✔️
- ✔️

**MODERATE (UP TO 10 HITS)**
- ✔️
- ✔️

**SEVERE (UP TO 15 HITS)**
- ✔️

Stunts

**Infectious Energy**: Because I have infectious energy, once per game session I can turn an ally's mild condition into a positive aspect as part of a defend or create an advantage action involving that ally.

**Mad Skillz**: Because I have mad skillz, I gain a +2 when I Flashily create advantages with technology.

**Pwn N00bs**: Because I can pwn n00bs, I gain a +2 when I Forcefully attack minions or unnamed targets using gadgets I've created or assembled.