





Name Jefferson Albrecht

Description

The Albrechts are known around the world as skilled and deadly hunters, and Jefferson Albrecht coasted through the Brotherhood Academy on his family's reputation. He hadn't earned it, but he was given command of an Epsilon Chapter straight out of the academy. It got his team killed. He was the lone survivor of a wereworld fattack he should have prevented. He got the antivirals in time to keep him from going full-wolf, but just barely. He hardly recognizes the angry, feral face in the mirror anymore. Unable to trust himself around other people, he retreated to a remote cabin in the forests of Montana until RM showed up to put him back to work. He's not the leader anymore, but he figures it's just a matter of time until Gabriel screws up big enough. All he has to do is wait.

Aspects

Wolf in Man's Clothing

Barely Keeping it Together

Crack Shot

Amazing Senses

My Folks Are Famous

Approaches



Disciplines

d6	COMBAT & TACTICS
\rightarrow	
d10	COVERT OPS
\rightarrow	
d4	MYSTIC ARTS
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d4	RESEARCH & DEVELOPMENT
\searrow	
d4	SOCIALENGINEERING
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d8	FRINGE Werewolf
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Conditions

IVILD (UP I O 5 HIIS)	
MODERATE (UP TO 10 HITS)	sut -

SEVERE (UP TO 15 HITS)

TROUBLE

Stunts

Lycanthropic Viral Load: Because I have a lycanthropic viral load, once per game session I can roll my approach die twice for an attack or defend action if I have marked off a mild condition related to being hungry, angry, or injured.

Man's Best Friend's Best Friend: Because I am man's best friend's best friend, I gain a +2 when I Cleverly create advantages or overcome obstacles with canines.

Peerless Hunter: Because I am a peerless hunter I get a +2 when I Quickly create advantages when tracking or pursuing my quarry.