



Faith Dice
 Devotion 3

Chapter
 Ω XV

Name Rigor Mortis (R.M.)

Description

She awoke cuffed to a heavy metal table across from an elderly Scottish man with kind eyes and a wry smile. He offered her two things: a glass of synthetic blood, and an opportunity. Come work for the Brotherhood. Use the powers she'd been cursed with to save others from monsters like the vampire who'd turned her. She liked the sound of that. It's been an uphill battle. She hears the things they call her behind her back. Drac. Vlad. Blood-Chugger. Rigor Mortis... Rigor Mortis. She likes that one. Maybe she'll keep it.

Aspects

- Blodsucking Amnesiac Assassin CONCEPT
- Recovering Addict TROUBLE
- Ninja Master DISCIPLINE
- Fierce Attitude DISCIPLINE
- Teeth and Fangs DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UPTO 5 HITS)

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- XXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXX

SEVERE (UPTO 15 HITS)

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Stunts

Vampiric Speed: Because I have vampiric speed, I can always choose to go first in a conflict or contest unless my opponent is also a vampire or supernaturally fast creature.

Vampiric Vitality: Because I have vampiric vitality, once per conflict I can spend a faith die & roll: on a 1-4, I clear a mild condition; on a 5-6, I clear a moderate condition.

Knows Ninjitsu: Because I know ninjitsu I gain a +2 when I Carefully attack from the shadows.