



Faith **Dice**

Devotion **3**

Chapter **Ω XV**

Name **Silent Jim**

Description

Silent Jim is more archetype than man. Most agents don't like working with him, citing "an ever-present sense of impending doom." But he and Gabriel struck up an instant camaraderie, like they'd known each other for years. Fighting side by side, they're an unstoppable team. Silent Jim was counted among the dead following the Vancouver Disaster. He's since reappeared, giving no explanation for his absence, and nobody else is brave enough to ask about it. Some say it's not the first time he's pulled this resurrection trick. It probably won't be the last, either.

Aspects

- More Archetype Than Man CONCEPT
- Super Creepy TROUBLE
- Two-Fisted Gunslinger DISCIPLINE
- Teleporter DISCIPLINE
- Unconventional Relationship with Reality DISCIPLINE

Approaches

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

Disciplines

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

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

Exists Outside of Time: Because I exist outside of time, once per game session I can die in some horrible fashion instead of taking any number of hits, and then come back in the next scene healed of all conditions.

Shiny Pair of Guns: Because I have a shiny pair of guns, I gain a +2 when I Flashily attack an opponent with these pistols.

Teleporting Badass: Because I am a teleporting badass, I gain a +2 when I Sneakily defend against somebody who hasn't successfully attacked me in the current conflict.