



Faith **Dice**

Devotion **3**

Chapter **Σ VII**

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

- Technological Genius CONCEPT
- Easily Bored TROUBLE
- Machine Legacy of Dr. Carnacki DISCIPLINE
- Dynamic Thinker DISCIPLINE
- Boundless Energy DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

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- XXXXXXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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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.

