



Faith Dice 
 Devotion 

Chapter 

Name Wolf

Description

Wolf is a war veteran. EVERY war. There hasn't been a battle in recorded history that Wolf hasn't fought in, escalated, or outright started. There's even a cave painting in France that depicts a pretty remarkable likeness of Wolf mowing down Neanderthals with a Gatling gun. The Brotherhood had long hoped to get Wolf signed on full-time, but nobody wanted to work with him. He's not what you'd call a "team player." Only Gabriel was brave foolish and desperate enough to give him a shot.

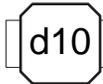
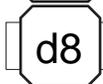
Aspects

- Warrior of the Ages CONCEPT
- Violence Junkie TROUBLE
- Walking War-Zone DISCIPLINE
- Bullet Sponge DISCIPLINE
- Weaponry Savant DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UPTO 5 HITS)

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- xxxxxxxxxxxxxxxx

MODERATE (UP TO 10 HITS)

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SEVERE (UPTO 15 HITS)

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Stunts

Embodiment of Mega-Violence: Because I am the embodiment of mega-violence, once per game session I can make something explode when I throw it.

Superhumanly Strong: Because I am superhumanly strong, I gain a +2 when I Forcefully overcome a physical obstacle.

Unkillable: Because I am unkillable, I can take one additional mild and moderate condition.