

# FAST CHARACTER



**TIER**  
**1**

Effort 1  
XP 0

**MIGHT**  
**Pool**  
**9**  
**Edge**  
**0**

**SPEED**  
**Pool**  
**9**  
**Edge**  
**0**

**INTELLECT**  
**Pool**  
**16**  
**Edge**  
**1**

**ARMOR**  
**1**

+ Ward

**CYPHERS**  
**3**

draw from  
cypher deck

## DUVAEN HINTEN

ELEMENTALIST /  
ELEMENTAL MAGE

A CLUMSY ADEPT WHO RIDES  
THE LIGHTNING IN A FANTASY  
WORLD

You belong to a secretive social club that gathers monthly to drink and talk. But that was before everything changed for you.

You control electricity. Not only can you create and discharge electrical power, but you can eventually learn to use it to transport yourself.

There's more to you than just that. Graceless and awkward, you were told that you'd grow out of it, but you never did. You often drop things, trip over your own feet, or knock things (or people) over. Some people get frustrated by this quality, but most find it funny and even a little charming.

You've recently been drawn into an unusual situation with a group of people (the other PCs in this adventure). You were in the right place at the right time. You have a particular connection to the character of the player sitting on your right. He has the worst luck with electrical devices of anyone you've ever met. You want to help him, but you aren't sure how or even whether he will be open to your assistance.

### Clumsy (*descriptor abilities, p. 68*)

**Inelegant:** You have a certain lovable charm. You are trained in all pleasant social interactions when you express a lighthearted, self-deprecating manner.

**Dumb Luck:** The GM can introduce a GM intrusion on you, based on your clumsiness, without awarding you any XP (as if you had rolled a 1 on a d20 roll). However, if this happens, 50% of the time, your clumsiness works to your advantage. Rather than hurting you (much), it helps, or it hurts your enemies. You slip, but it's just in time to duck an attack. You and the GM should work together to determine the details. (The GM can use GM intrusions based on your clumsiness normally, awarding XP, if she desires.)

**Skill:** You've got a certain bull-like quality. You are trained in tasks involving breaking things.

**Inability:** The difficulty of any task that involves balance, grace, or hand-to-eye coordination is increased by one step.

### Adept (*type abilities, p. 29*)

**Magic Training:** You are trained in the basics of magic and can attempt to understand and identify its properties (including the operation of magic artifacts and cyphers).

**Ward:** You have a shield of protective energy around you at all times. You gain +1 to Armor.

**Onslaught:** You attack a foe within short range using energies that assail either his physical form or his mind. In either case, you must be able to see your target. If the attack is physical, you emit a force blast: a ray of force that inflicts 4 points of damage. If the attack is mental, you focus your mental energy into a mindslice that disrupts the creature's thought processes, inflicting 2 points of Intellect damage (ignores Armor). Some creatures without minds (such as robots or zombies) might be immune to a mindslice. Action required to use.

**Scan (1 Intellect point):** You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level (a measure of how powerful, dangerous, or difficult it is). You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. Many materials and energy fields prevent or resist scanning. Action required to use.

### Rides The Lightning (*focus abilities, p. 159*)

**Electrical Abilities:** If you use special abilities that would normally use force or other energy, they instead use electricity. For example, a force blast is a blast of lightning. This alteration changes nothing other than the type of damage and the fact that it might start fires.

**Shock.** Your hands crackle with electricity, and the next time you touch a creature, you inflict 3 points of damage. Alternatively, if you wield a weapon, for 10 minutes it crackles with electricity and inflicts 1 additional point of damage per attack. Action for touch; enabler for weapon.

**Charge (0+ Intellect points).** You can charge an artifact or other device (except a cypher) so that it can be used once. The cost is 1 Intellect point plus 1 point per level of the device. Action required to use.

**Minor Effect (natural roll of 19):** The target is dazed by electricity for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment. Electricity can also shut down an android, robot, or other automaton for one round.

**Major Effect (natural roll of 20):** Devices filled with electrical power explode. You can target and destroy an artifact that a foe is holding or wearing.

### Equipment (*p. 240*)

Appropriate clothing. You have a bag of miscellaneous batteries and power cells (if appropriate to the setting). Whenever you find a new device that operates on batteries or cells (GM discretion), there is a 75% chance that the bag contains one that will power the device if it depletes. **Cash:** 303 gold pieces as spending money.