

# FAST CHARACTER



TIER  
1

Effort 1  
XP 0

MIGHT  
Pool  
13  
Edge  
1

SPEED  
Pool  
15  
Edge  
0

INTELLECT  
Pool  
10  
Edge  
0

ARMOR  
0

CYPHERS  
2

draw from  
cypher deck

## JUSTAN WUTSEN

A SWIFT COMBAT-TRAINED  
EXPLORER WHO FIGHTS DIRTY  
IN A FANTASY WORLD

You served in the military with honor. But that was before everything changed for you.

You know one thing for certain: the only important element of a fight is who wins. Some might say you have no honor, no class, or some other foolish statement, but they're missing the point. You bite, scratch, kick, trip -- even carry a few hidden tricks up your sleeve. A knife in your boot? Poisoned needle in your ring? Handful of powder in a hidden pocket? Whatever it takes to come out on top.

There's more to you than just that. You move quickly, able to sprint in short bursts and work with your hands with dexterity. You're great at crossing distances quickly but not always smoothly. You are likely slim and muscular.

You've recently been drawn into an unusual situation with a group of people (the other PCs in this adventure). There is reward involved, and you need the money. You have a particular connection to the character of the player sitting on your right. In the past, she taught you a few tricks to use in a fight.

### Swift *(descriptor abilities, p. 86)*

**Skill:** You're trained in initiative actions (to determine who goes first in combat).

**Skill:** You're trained in running actions.

**Inability:** You're fast but not necessarily graceful. The difficulty of any task involving balance is increased by one step.

### Combat-Trained Explorer *(type abilities, p. 38, 59)*

**Practiced With All Weapons:** You can use any weapon.

**Danger Sense (1 Speed point):** The difficulty of your initiative roll is reduced by one step.

**Practiced in Armor:** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You can wear any kind of armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of armor of your choice.

**No Need for Weapons:** When you make an unarmed attack (such as a punch or kick), you can choose whether it is considered a medium weapon or a light weapon.

**Surging Confidence:** When you use an action to make your first recovery roll of the day, you immediately gain another action.

### Fights Dirty *(focus abilities, p. 125)*

**Taking Advantage.** When your foe is weakened, dazed, stunned, moved down the damage track, or disadvantaged in some other way, the difficulty of your attacks against that foe is decreased by one step beyond any other modifications due to the disadvantage.

**Liar.** You are trained in all forms of deception.

**Minor Effect (natural roll of 19):** You manage to make your foe trip and fall prone.

**Major Effect (natural roll of 20):** You tangle something around your foe's legs, and he not only falls down but also loses his next turn.

### Equipment *(p. 240)*

Appropriate clothing. A weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items. You have a weapon that is easily hidden and a dose of level 3 poison that inflicts 6 points of damage. **Cash:** 573 gold pieces as spending money.