

Munder: Crystal Hunter (Fjordstad)

Stats

Agility: d6  
Smarts: d8  
Spirit: d6  
Strength: d6  
Vigor: d8

Parry: 5      Toughness: 7(6)      Charisma:

Hindrances:

Mild Mannered  
*-2 to attempts at intimidation*  
  
Cautious  
*Reflects personal restraint and prefers extensive planning*  
  
Vow (Major)  
*Agent’s Code*

Edges:

McGuyver  
*Can improvise device creation with a successful repair roll*  
  
Crystal Power: Telemechanics  
*Can speak with machines as if they were people with a standard persuasion roll*  
  
Crystal Power: Smite  
*add +2 (+4 on a raise) damage to a weapon*

Skills

Crystal Chanelling: d6      Fighting: d6      Knowledge (Machines): d6      Notice: d8  
Persuasion: d8      Repair: d8      Stealth: d6

Crystal

Name

*Tinker*

Theme

*Constructive: all things can be improved upon*

Disposition

*Quirk: constructive criticism*

Casual Use

*Can instantly clean a person from grime/grease*

Background:

*You belong to a group of Syn Agents. You hail from Fjordstadd, the land of ice and storms, where the Eleven City-States fight each other over innovation and honor. Fjordstadians will act either behind your back, with highly trained spies engaging in industrial espionage, or in your face, with mad engineers who'll blow up their latest death ray. Fjordstadian nobles tend to dress in elaborate multi-layered suits with various hidden compartments, whereas commoners are more likely to be seen in overalls. All of them, regardless of social status, are known for being elitist and condescending, especially towards each other.*

*Gear*

*Syn Suit (Armor +1), Mechanic’s Tools, Large Wrench (str+1d4), Air-Pressure Pistol (Range: 10/15/20, 1d6)*