

Fortune Brav0
Human Female Super

Derived
Pace: 6
Parry: 11
Toughness: 10
RATN: 8

Powers (40)
5 Toughness
Your character's Toughness improves by +1/level.
Trappings: Ace of Pentacles projects an invisible force field

4 Parry
Your character's Parry increases by +1 each time this power is taken, to a maximum of +5. This stacks with any other bonuses to Parry from weapons or abilities.

4 Dodge
Direct ranged attacks (Shooting and Athletics (throwing)) subtract 1 for each point in this power, to a maximum of -5 for 5 Super Power Points. *Dodge* stacks with any other abilities that subtract from ranged attacks, to a maximum penalty of -10. It offers no protection from area effect attacks.

3 Healing
-2 Requires Touch
Your helpful hero can heal herself or another within touch reach. This takes a Focus roll as an action and heals one Wound with a success, or two with a raise.
One Shot: The *healing* power may only be attempted once per "set" of Wounds (Wounds taken in one attack), and only within the "golden hour" after the Wounds are received.
Trappings: Ace of Cups materializes with elixir of health

2 Melee Attack (+1d6)
Adds 1d6 to any melee damage + Str (d8) + 1d6 (Martial Artist, Martial Warrior) + 1d6 (Melee Attack)

2 Special Weapon (sword + 1d6)
Damage with sword: STR (1d8) + Sword (1d8) + Melee Attack (1d6) + M. Artist (1d4) + special weapon 1d6 for 1d4 + 2d8 + 2d6
Trappings: Ace of Swords

3 Mind Reading
-2 Requires Touch

Mind reading allows a character to read another's surface thoughts and perhaps even peer into her past memories.

To read someone's mind, the super chooses a target within 6" (12 yards) and makes a Focus roll. If he's successful, the target makes a Smarts roll to resist (at -2 with a raise on the Focus roll).

If the mind reader fails his Focus roll, the subject knows something's up" further attempts to read her mind are made at -2 for the rest of this encounter.

A Critical Failure means the psychic can no longer read this subject's mind this encounter. If the target successfully resists, there's no further effect and the mind reader can try again when he wants. If the target resists with a raise, she senses something is happening and adds +2 to further resistance attempts for the rest of the encounter.

If the mind reader is successful and the target fails to resist, the psychic can detect her surface thoughts and emotions. A raise reveals more information. Success against someone who's lying to the super, for example, means he knows she's lying. A raise might give her a better idea what general topic she's lying about. It won't reveal the lie itself though—that requires a Deep Dive,

Deep Dive: It's much easier to navigate the complex human mind when the target is sedated, unconscious, or asleep. Each attempt against such a victim takes 10 minutes of time but greatly increases the information gleaned.

Success acts as a raise and a raise generally gleans everything the psychic wants to know. Failure just wastes the psychic's time—he can try again. A Critical Failure shuts the victim's mind down and no further progress can be made this encounter.

Trappings: Queen of Swords

1 Mind Shield

The hero's mind is particularly difficult to tamper with for some reason. *Mind reading* and *mind control* attempts against her are made at -2.

Trappings: King of Swords

2 Object Reading

The hero has the ability to "read" an object and sense certain details about its past use or important events that happened in its presence.

To read an object, the super chooses a target within 6" (12 yards) and makes a Focus roll. If he's successful, he gets a vague impression of the information he's looking for. With a raise, the information is more clear.

An object reader can only try to read an important object, or the general mundane objects, in an area once. If he fails, he can't attune to those items.

Objects carry hazy and obscure impressions. They rarely convey details or the specific identities of their users. The power provides clues but rarely ruins the mystery. A significant relic, such as Cortez's sword or the coat Lincoln was wearing when he died, might have far more vivid impressions—perhaps due to the psychic energy impressed upon it by some momentous event.

-1 Requires Touch

1 Speak Language

Your hero can speak any language. If it's one he's never heard before, he becomes conversational in minutes and fluent in a few hours.

Trappings: The World

4 Super Attribute (boosts Strength by 2 dice)

Trappings: Strength

4 Super Edge (Martial Artist, Martial Warrior)

Martial Artist: The fighter has trained in basic martial arts. Her fists and feet are weapons so she's always considered armed. She adds +1 when striking with them and causes Strength + d4 damage.

Martial Warrior: Increase the warrior's Fighting bonus to +2 and her damage die an additional step.

Unarmed attacks:

Fighting: d8 + 2

Damage: Str (d8) + d6

Trappings: 5 of Wands

6 Super Skill (Fighting +3, Shooting +3)

Trappings: Justice,

4 Super Sorcery

Requires Occult skill of d10 or higher

Trappings: The Magician

Hindrances

Poverty (minor)

Vengeful (major)

Young (minor)

Attributes 6 points (4 Young hindrance + 2 super attribute)

Agility 0 d4

Smarts 0 d4

Spirit 3 d10

Strength 2 d8

Vigor 1 d6

Skills 18 points (10 Young hindrance + 2 minor hindrances + 6 Super Skill)

Athletics (Ag) core 0 d4

Fighting (St) 4 d10 (3 from super skill)

Focus (Sp) 4 d10

Notice (Sm) Core 0 d4

Occult (Sm) 4 d10

Persuasion (Sp) Core 0 d4

Shooting (Ag) 4 d10 (3 from super skill)

Stealth (Ag) Core 0 d4

Taunt (Sm) 2 d6

Edges (1 from human, 1 from Major Hindrance)

Luck

Extra Luck