

Jana Ridah

Excellent (+5): Magic

Great (+4): Notice, Fight

Good (+3): Shoot, Athletics

Fair (+2): Physique, Investigate, Lore

Average (+1): Survival, Empathy, Ride, Will, Provoke

Aspects:

Battlefield Ace - High-Concept

Mentally Refurbished - Trouble

Artillery-Crafting Mechanist

Prefers Quiet

Conduit of the Crystal

Physical Stress 0/1 0/2 0/3

Mental Stress 0/1 0/2 0/3

Fate Points: 3

Consequences

Mild (-2):

Moderate (-4): /Chrome-Plated Moustache Nightmares/

Severe (-6):

Weapon Stunts (Pugilist)

Dirty Fighter - Gain +3 instead of +2 when invoking an enemy Consequence on a Fight attack.

Greased Lightning - +1 to Fight against enemies you successfully damaged since the beginning of your last turn.

Personal Stunts

Aetheric Resistance - Jana can defend against enemy Magic attacks using her own Magic stat.

Head for an Eye - Upon taking stress, Jana gains the /Retribution/ boost.

Levin Trance - Once per scene, Jana can activate her Trance state by spending a Fate point and gain +2 to all Magic rolls until it ends. For a cost of mental stress she may maintain Trance to the next turn. (This doesn't give Jana the /Retribution/ boost.)

Levin Strikes - Jana's Trance can be used with Fight type attacks. She doesn't have to spend a Fate point to activate it again when switching between skills.

Final Levin - Once per scene for the price of 1 FP, Jana can attack using her combined Magic and Fight scores. This is treated as a Fight attack by the target.

Inactive Stunts:

Blood Washes Blood - +2 to her next combat roll when she kills an enemy in combat, +1 when an ally makes an enemy kill.

Full Glamour - Jana may use Magic in place of Deceive for the purpose of disguising herself.

Battlefield Instincts - Advantages Jana creates using Notice count as +3 instead of +2.

Traveled Soldier of Fortune - Jana can use Fight in place of Empathy when speaking with soldiers and mercenaries.

Plunging Fire - +2 to cannon rolls against ships when at long range.

Air-Burst Shell - +2 to cannon rolls when trying to create an advantage by targeting the crew at close range.

Handgonne-er - Can lead a portion of the crew in making ranged attacks without leaving their ship instead of taking a boarding action.

Very High-Angle Guns - Allows Jana to make Shoot attacks against aerial targets from a surface ship's cannons.