

Chachan Fate-14 v2.1

Superb (+5): Trades

Great (+4): Rapport

Good (+3): Physique, Empathy

Fair (+2): Will, Athletics, Fight

Average (+1): Notice, Contacts, Resources, Ride, Provoke

Aspects:

Pacifistic Heir of a Legendary Smith - *High-Concept*

Childish Protector of "Everyone" - *Trouble*

Seneschal of House Dentra

Doma-Inspired Fear of Loss

Pure Cinnamon Roll

Physical Stress: 0/1 0/2 0/3 0/4

Mental Stress: 0/1 0/2 0/3

Fate Points: 3

Consequences:

Mild (-2):

Moderate (-4):

Severe (-6):

Style Stunts:

Rampart

+1 to defending against attacks when using a shield

Hallowed Ground

Once per scene and for an FP completely ignore the damage from the next attack that successfully hits you. This effect ends at the start of your next turn.

Player Stunts:

Smith's Eye

To a Gengenji, a sword or shield is an open book - if only you take the time to read it.

When seeking to identify details about weapons, armor, and/or the tools or materials that would go into their construction (ex. ore, ingots, leather), Chachanji can use his Trades skill instead of Notice for his rolls.

Usagenji Ironworks

Nestled amongst the buildings of the Goblet lies a little smithy of Doman design...

+2 to Overcomes when using Trades to craft arms or armor.

Gegenji Folded Steel

A closely guarded technique passed down through the Gegenji family line, armor is made harder and weapons sharper.

When someone invokes an aspect created by equipment crafted by Chachanji (created aspect, not adding invokes to existing equipment unless the equipment was also made by him), they gain a +3 bonus with that invoke instead of a +2.

Never-Fail Design

"Your strength will fail you before something made by a Gegenji." - Gegenji family motto

When Chachanji works on someone's armor - whether creating an aspect or adding invokes to an existing one - as long as he successfully adds an invoke, he adds an additional one (2 on normal success, 3 on crit).

The No-Kill Blade

Break their weapons, shatter their shields, hinder their motion, and the fighting ends.

In combat, if Chachanji has access to his hammer, he can perform an attack using Trades instead of Fight to break weapons/armor or otherwise nonlethally handicap an opponent. This attack does no damage but, on success, applies the aspect /Harelaine Fracture/ that can be invoked against the target.

Spare Stunts:

Usaguard

When an ally in the same zone suffers a crit, you can make a Defense roll instead and suffer the results. This may be used a number of times equal to your Physique score.

RP Advantages:

/Respected/ by Jotun (Primevil)