

Khena Ridah

Great (+4): Gathering

Good (+3): Shoot, Lore

Fair (+2): Rapport, Athletics, Resources

Average (+1): Survival, Investigate, Notice, Will

Aspects:

Secluded Naturalist - High-Concept

Allergic to Adventure - Trouble

Hidden Stash

Former Poacher

Elder Sister's Shadow

Physical Stress 0/1 0/2

Mental Stress 0/1 0/2 0/3

Fate Points: 3

Consequences

Mild (-2):

Moderate (-4):

Severe (-6):

Weapon Stunts (Bow and Arrow)

Quick Nock - Attack all enemies in a zone adjacent to you without splitting your die pool. This can be done a number of times in a scene equal to your Shoot.

Shadowbind - You may oppose enemy movement between zones with Shoot. This can be done a number of times in a scene equal to your Notice, and has a range of three zones.

Personal Stunts

Handy With a Hatchet - It's got a blade made for chopping wood! Can use Gathering as a combat skill against enemies armed with weapons made mostly out of wood (spears, macuahuitl(!)) or wooden defenses (shields, as well as barricades or doors).

Knows the Woods - While not naturally stealthy, Khena knows how to use the backdrop of the forest to conceal herself. Can use Gathering in place of Stealth when trying to hide, but only in the forest of the Black Shroud.

Knows the Theory - Khena doesn't have too much real-world experience, but she's probably read about it in a book. Can use Lore in place of any other skill by spending a Fate point, limited to once per event.