

NAME: Constance DANGER

PLAYER: _____

CONCEPT: Artificière TechnophileARCHETYPE: The Quartermaster

SKILLS

☒ AIM:	● ○ ○ ○ ○	☐ INTEGRITY:	● ○ ○ ○ ○
☐ ATHLETICS:	○ ○ ○ ○ ○	☐ LARCENY:	● ○ ○ ○ ○
☐ CLOSE COMBAT:	○ ○ ○ ○ ○	☐ MEDICINE:	○ ○ ○ ○ ○
☐ COMMAND:	○ ○ ○ ○ ○	☐ PERSUASION:	● ○ ○ ○ ○
☒ CULTURE:	● ● ○ ○ ○	☒ PILOT:	● ○ ○ ○ ○
☐ EMPATHY:	○ ○ ○ ○ ○	☒ SCIENCE:	● ● ● ○ ○
☒ ENIGMAS:	● ○ ○ ○ ○	☒ SURVIVAL:	○ ○ ○ ○ ○
☒ HUMANITIES:	● ○ ○ ○ ○	☒ TECHNOLOGY:	● ● ● ○ ○

ATTRIBUTES

FAVORED APPROACH	Mental (Primary)		Physical (Tertiary)		Social (Secondary)	
☒ FORCE	INTELLECT	● ● ● ● ○	MIGHT	● ● ○ ○ ○	PRESENCE	● ● ● ● ○
☐ FINESSE	CUNNING	● ● ● ○ ○	DEXTERITY	● ● ● ○ ○	MANIPULATION	● ○ ○ ○ ○
☐ RESILIENCE	RESOLVE	● ● ● ○ ○	STAMINA	● ● ○ ○ ○	COMPOSURE	● ● ● ○ ○

PATHS

ARCHETYPE: quartier-maître ● ○ ○ ○ ○

ORIGIN: 1ère de la classe rebelle ● ○ ○ ○ ○

COVER: Ingénieur sécurité ● ○ ○ ○ ○

ASPIRATIONS

SHORT: Faire exploser un truc

SHORT: Fournir une fenêtre d'action à l'équipe

LONG: Devenir le chef quartier-maître du S.E.R.U.M

CONNECTIONS

S.E.R.U.M (Service Européen de Résolution d'Urgence Mondiale)Section Midway du S.E.R.U.MCercle underground de hackers

TRADEMARKS

(O) Un problème plusieurs solutions ! - resolve(C) Ca va faire BOUM ! - technology(Q) Ne touchez pas ça ! - presence(Q) J'ai apporté des modifications explosives - technology

QUIPS

(Q) TI have something for exactly this occasion.(Q) The possibilities are endless(Q) Give me a minute. Almost... there...

TROPES

(Q) Answer to Everything(Q) The Chewing Gum(A) Always Blue

FAVORED STUNTS

(Q) Simple : Bypass(Q) Flashy : Cobbled Together(Q) Daring : For Every Occasion

☐ Just a Flesh Wound	○○○	+1 Archetype Die
☐ That'll Leave a Scar	○○○	+2 Archetype Dice
☐ Last Ditch Effort	○○○	+2/+3 Archetype Dice
☐ Don't Forget Me	○	+3 Any Dice Pool
☐ Death Scene		

RELATIONSHIPS: _____

EQUIPMENT: _____

GROUP REWRITE POOL: _____

EXPERIENCE: _____