

Sir Barnabus Corridge

<u>Might</u>	d4+d6
<u>Patter</u>	2d6
<u>Skill</u>	d6+d8

Stored assists

You Should Listen To Me
Deliver a long speech, explaining why you know the right way to go about a particular task. Bring in previous occasions where your wisdom and experience have been invaluable. Roll Patter+d6.
For each success pick one:
- An NPC does things your way.
- An NPC respects your expertise.
- A character can benefit from your assistance in a related future task, even if you are not present.
- Prepare to face a Monster.
- You gain the benefit of Stored assistance 2.

Sense of Direction
Lead a group through a sewer, hedge maze or some other confusing, maze-like place. Keep talking so everyone can follow your voice. Roll Skill+d8. For each success pick one:
- You emerge from the maze exactly where you intended to. This may count as preparing to face a Monster.
- You also help out someone else who was lost.
- You find an interesting object while travelling.
- Seize the role of Navigator.
Your first failure consequence must be:
- You get lost.

Scars

Advancement

Menace 3+
Might: d4+d8
Patter: 2d6
+1 Scar
You Should Listen To Me

Menace 4+
Might: d6+d8
Skill: 2d8
Stored assistance: 4
I've Got Your Back

Menace 5+
Patter: d6+d8
Skill: d6+d10
+2 Scars

Stored assistance: 5
Menace 6+
Might: 2d8
Skill: d8+d10
Stored assistance: 6
Sense of Direction

Menace 7+
Might: d6+d10
Patter: 2d8
Stored assistance: 7
The Patented Corridge Photon Ray

The Boundaries of Engineering
Spend at least an hour in a workshop of some kind, with tools and raw materials, attempting to make a useful weapon, machine or trap. Roll Skill+d6. For each success, pick one:
- Inflict an Injury on a monster.
- Capture a monster, removing its threat for at least a while.
- A single successful operation of the machine you built.
- What you built is still in a usable condition afterwards.

I've Got Your Back
Follow someone else into combat. Roll Might +d6. For each success pick one:
- You knock out an NPC.
- You can assist another character and take an action yourself next round.
- If the character you were backing up used a standard action, any success outcome from that action.

The Patented Corridge Photon Ray
Fire your pride and joy, this experimental weapon. Roll Might+d10. For each success pick one:
- Signal over a long distance.
- Heat something, hot enough to be able to weld if necessary.

- Blind a Monster, reducing its difficulty by 2 for the next attack on it.
With two successes:
- Injure a Monster.

Crises

Physical

Mental