

# Beloved Fortress

*Pronouns: he/him*

## Background / Bio

*Add a description of your character and their backstory here*

## Stats

- **Species:** Ziline
- **Class:** Specialist
- **XP:** 3
- **Background:** Researcher

## Abilities

Rank 1: Specific Toolset

Specialists cannot leave well enough alone, and inevitably find themselves tinkering with what they know. Outside of direct combat, Specialists can apply their expertise to attempt to tinker with something - to bend its purpose or create something new. This can be dangerous, and often has side effects for the Specialist themselves.

Specialists have a base 6 hits

Specialist Abilities grant a number of uses per encounter and reset at the end of the encounter.

With 30s of uninterrupted roleplay, Specialists may recover all of their hits.

Rank 1: Tinkering

Three times per Mission, out of combat, Specialists may attempt to improvise work on something they've found.

Inform the GM that you are attempting some Tinkering.

They will present you with the Tinkering Deck to determine the success and power of your Tinkering in time for the next encounter.

Blind Steal

Utility Ability

Once per Tinkering - yours or someone else's - you may choose to Draw 3, Pick 1 for the next draw.

The character Tinkering gets to pick.

## Hacker

### Utility Ability

You have extensive general knowledge of computer systems and software.

You may apply this in a freeform manner by discussion with the GM.

Example uses would be to open locked doors, hack into computer systems, or to speed up hacking-based encounters.

## First Aid

Three times per encounter you may immediately call HEAL 4.

The target must be within reach.

## Factions

- 3 Starting Clout TBD

## Missions

- [Menagerie Project](#)
- [Sightseer](#)

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