

# Blind Rising

*Pronouns: they/any*

## Background / Bio

Blind Rising was a guard in [Fableland](#). They decided they wanted to see the world and maybe experience what this 'technology' stuff is all about. King Valiant wasn't exactly in support, but gave them his blessing and sent them off with a promise that they could return home as soon as they got it out of their system.

## Stats

- **Species: Human**
- **Class: Commando**
- **XP: 4** (+2 to spend from missions)
- **Background: Explorer (Favoured Terrain: Forest)**

## Abilities

- Base Hits: 14
- Field Medic: Cost: 3 Hits - Call HEAL immediately on an unconscious character within reach.
- Kinetic Recovery: For every 3 hits you block with your shield, gain a use of PARRY. You may only store one use of PARRY in this way.
- Melee Weapon Prowess, Bladed Weapon: Cost: 2 Hits - call PING when you block a strike with an effect call
- Sweeping Strike: Cost: 3 Hits - Call YOU LOT: STRIKEDOWN with a melee blow.

## Factions

- +3 clout with Spacefarers Guild
- +1 Clout with Muse IX passengers/crew
- +1 Clout with Fableland and King Valiant
- [2 Clout banked]

## Missions

- [Beneath The Surface](#)
- [Mayday](#)
- [Terms Of Service](#)

[pc, blind rising](#)

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