

# 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: 13**
- **Background: Explorer (Favoured Terrain: Forest)**

## Abilities

- Base Hits: 14

Commando abilities:

- 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.
- Portable Cover: Cost: 2 Hits - You gain one use of your shield as portable cover for yourself, provided you are stationary for 3s first. Gain 3 uses of MISS before you must move again.
- Triage: Cost: 2X Hits - Call HEAL: X to a target within reach.
- Shield Prowess: You may call PING against effect calls that strike your shield, except for BREAK.
- Combat Roll: Cost: 2 Hits - Take a STRIKEDOWN in order to call PING to a single target effect call. You cannot do this if you are already under the effect of STRIKEDOWN.
- Hold the Line: Cost: 2 Hits - Call PING to PUSH or PULL.

General abilities:

- Exobiology - Can I Eat It?: Utility Ability - With inspection, you may generally identify whether or not something you have encountered is likely to be toxic or not. The substance need not be natural in nature. You may apply this ability with discussion with the Ref for further purposes.
- Exobiology - Animal Whisperer: You understand wildlife and how to read their body language and act in kind.

Gain 3 uses of EFFECT: CALM for use on non-Sapient organics per Encounter.

- Tough - Burly: +2 Max Hits
- Tough - Beefy: +2 Max Hits, +1 Strikedown

## 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](#)

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