

## **Rose** (1 Refresh)

- High Concept: Dangerously Clever Girl
- Trouble: Cynical and Conceals Her True Feelings
- Imaginative and Thinks Laterally
- More Dedicated To Her Friends Than She Admits to Herself
- Stoic and Calm... Mostly.

+3 (Good): Clever

+2 (Fair): Careful, Sneaky

+1 (Average): Flashy, Forceful

+0 (Mediocre): Quick

- Because **My mind is a savage, harnessed engine**, I get +2 to **Cleverly attacking** when using magic.
- Because **I am patient and watchful**, I get +2 to **Carefully creating advantages** in response to what I learn.
- Because **I refuse to play by unfair rules**, once per session I can completely change the context of a problem.
  - o (Designed to cover moments like discovering that the game session is impossible to win, where she obliterated ‘necessary’ game elements to try and find another way forward)
- Because **I am comfortable with being manipulative**, I get +2 to **Sneakily overcoming obstacles** when concealing part of the truth.
- Because **sarcasm is a sharp, all-purpose tool**, I get +2 to **Cleverly creating advantages and attacking** in conversation.

Stress: ()()

Consequences:

Mild (2):

Moderate (4):

Severe (6):