

**Walter White** {As of end of Season 1 Pilot episode} (1 Refresh)

- High Concept: Suburbanite Chemistry Wizard
- Trouble: A Death-Sentence Can Be Liberating
- Still Water Conceals Undercurrents of Repressed Rage
- Watchful, Patient and Unassuming
- Devoted To His (Obnoxious) Family

+4 (Great): Lore

+3 (Good): Will, Notice

+2 (Fair): Deceive, Empathy, Rapport

+1 (Average): Drive, Investigate, Resources, Shoot,

- **Methodical:** Gain a +2 bonus to Lore for overcoming obstacles when working without time pressure.
- **World's Least Likely Criminal:** +2 bonus to Deceive when Creating Advantages or Overcoming Obstacles involving people who already know who I am.
- **Chemistry is Dangerous:** Can use Lore to attack in circumstances where chemicals are in play.
- **Academic Experience:** Use Lore in place of another skill during a challenge, allowing you to use Lore twice in the same challenge.
- **Creative Problem Solver:** +2 bonus to Create Advantage attempts using Lore when in danger.

Physical Stress: (1)(2)

Mental Stress: (1)(2)

Consequences:

Mild (2):

Moderate (4):

Severe (6):