

Nephilim



POWER FACTS: Ancient parasitic spirits with access to memories stretching over eons, able to heal body from most any damage given enough time, can perform evocative magic (fire, water, air, spirit, and earth), tend to slowly ‘burn out’ their hosts, terrifying but vulnerable when outside a body. The Sword of Eden is a mysterious artifact from the dawn of time.

ATTRIBUTES

Srength +1
Prowess +5
Tenacity +2
Grace +1
Cunning 0
Lore +3

ASPECTS

Concept: **Emo-Punk Nephilim of House Dakar**
Trouble: Still Developing My Host Connection
School: My Host Is the Chancellor’s son
Other: Ancient Knowledge and Secrets
Other: Wielder of the Sword of Eden
Secret:

STUNTS

- Because I am an *Emo-Punk Nephilim of House Drakonus*, I get +1d to Tenacity to Overcome Obstacle when recovering from a Consequence
- Because I am an *Emo-Punk Nephilim of House Drakonus*, once per session I can show my true self and all must fall back from my *Terrible Visage*
- Because *My Host Is the Chancellor’s Child*, I get +1d to Style to Create Advantage when I threaten to involve my ‘father’
- Because I have *Ancient Knowledge and Secrets*, I get a +1d to Lore to Overcome Obstacle when I have time to connect to my inner self
- Because I *Wield the Sword of Eden*, I get +1d to Prowess to Attack a lawbreaker

DAMAGE

Mild (1) [] [] []

Moderate (2) [] [] []

Severe (3) [] [] []

FATE: 3

REFRESH: 1