***Nightmist***

Faye Diamond

***Characteristics***

Background: Law Enforcement

Power Source: Cursed

Archetype: Sorcerer

Personality: Inquisitive

***Principle of the Detective***

During Roleplaying: You can always tell when an important piece of information is being left out or obscured, though you might not know exactly what it is.

Minor Twist: What important clue did you miss?

Major Twist: What major secret was just revealed that you would rather have stayed hidden?

***Principle of Magic***

During Roleplaying: You are attuned to an otherworldly force, and can feel the mystical energies of the area.

Minor Twist: What weird curse is now following you around?

Major Twist: What mystical backlash has changed your life?

***Powers***

Absorption D6

Infernal D12

Intangibility D10

Precognition D6

Teleportation D8

***Qualities***

Investigation D8

Occult Investigator D8

Self-Discipline D10

***Status Dice & Health Ranges***

Green: D6, 29-23

Yellow: D8, 22-11

Red: D10, 10-1

***Green Zone Abilities***

* **Attunement (Inherent):** Whenever you roll a 1 on one or more dice, you may reroll those dice. You must accept the result of the reroll.
* **Heedless Lash (Attack Action):** Attack using Infernal and use your Max die.
* **Planar Banishment (Hinder & Attack Action):** Hinder using Teleportation. Use your Max die. If you roll doubles, also Attack using your Mid die.
* **Principle of the Detective (Overcome Action):** Overcome to learn hidden information and use your Max die. You and each of your allies gain a hero point.
* **Principle of Magic (Overcome Action):** Overcome against a mystical force and use your Max die. You and each of your allies gain a hero point.

***Yellow Zone Abilities***

* **Master of Magic (Recover Inherent):** When you would take damage from Infernal, you may Recover that amount of Health instead.
* **Mist-Fueled Recovery (Boost & Recover Action):** Boost yourself using Intangibility. Then, either remove a penalty on yourself or Recover using your Min die.
* **Scouring Mists (Attack Action):** Attack multiple targets near each other using Infernal.

***Red Zone Abilities***

* **Misty Reformation (Hinder & Recover Action):** Hinder yourself using Intangibility. Use your Min die. Recover Health equal to your Max+Mid dice.
* **Oblivion (Attack Action):** Attack up to three targets one of which must be you using Infernal. Assign your Min, Mid, and Max dice as you choose among those targets.

***Out Ability***

Choose an ally. Until your next turn, that ally may reroll one of their dice by using a Reaction.