

# Professor Amber

is a Learned Speaker who Talks Too Loudly

# HINT

Tier 1	Effort 1	XP												
<table border="1"><tr><td>8</td><td>0</td></tr><tr><td>Pool</td><td>Edge</td></tr></table>	8	0	Pool	Edge	<table border="1"><tr><td>11</td><td>0</td></tr><tr><td>Pool</td><td>Edge</td></tr></table>	11	0	Pool	Edge	<table border="1"><tr><td>17</td><td>1</td></tr><tr><td>Pool</td><td>Edge</td></tr></table>	17	1	Pool	Edge
8	0													
Pool	Edge													
11	0													
Pool	Edge													
17	1													
Pool	Edge													
<b>Might</b>	<b>Speed</b>	<b>Intellect</b>												

Recovery Rolls	Damage Track
<input type="checkbox"/> 1 Action	
<input type="checkbox"/> 10 Minutes	
<input type="checkbox"/> 1 Hour	<input type="checkbox"/> Impaired
<input type="checkbox"/> 10 Hours	<input type="checkbox"/> Debilitated

## Skills

### Trained

3 areas of knowledge of your choosing  
Higher mathematics

### Specialized

### Inability

Charm, Persuasion, Etiquette

### Attacks:

Walking stick (light weapon)

### Equipment:

Calculator, 2 books of your choosing,  
Walking Stick

## Special Abilities

### Babel

After hearing a language spoken for a few minutes, you can speak it and make yourself understood. If you continue to use the language to interact with native speakers, your skills improve rapidly, to the point where you might be mistaken for a native speaker after just a few hours of speaking the new language. Enabler.

### Enthrall (1 Intellect point)

While talking, you grab and keep another creature's attention, even if the creature can't understand you. For as long as you do nothing but speak (you can't even move), the other creature takes no actions other than to defend itself, even over multiple rounds. If the creature is attacked, the effect ends. Action.

### Shout it Out Loud (1 Intellect Point)

You shout an opinion about a subject louder than an appropriate volume convincing an intelligent creature that can hear you to take one reasonable action in the next round. A reasonable action must be agreed upon by the GM; it should not put the creature or its allies in obvious danger or be wildly out of character. Action.

### Understanding (1 Intellect point)

You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

### Well Actually (3 Intellect Points)

You describe something about the current situation (within a short distance) that is not true but could reasonably be true, and the situation is altered to conform to your description. If the description directly impacts another creature you must succeed on an intellect roll against their level or the alteration fails.

