

BACKGROUND: Athlete

Once per scene game a boon to a Climbing, Running or Might test made while unencumbered.

HINDRANCE: Hard of Hearing

Make all Sense tests related to hearing Tricky(-2).
The GM can introduce an Escalation related to you not hearing something important.

NAME: Richard Arleen

GOAL:

COMMUNITY:

BELIEFS:

APPEARANCE:

Portrait

ATTRIBUTES

Force

1

Fortitude

0

Finesse

0

Sense

-1

Reason

-1

Willpower

1

Social

-1

Luck

1

Spec Train

- Adroit
- Advanced Tech.
- Argument
- Art
- Brawl
- Climbing
- Courage
- Crafting
- Deft
- Discipline
- Fate
- Fortune
- Guile
- Health
- History
- Impression
- Initiative
- Leadership
- Martial
- Medicine
- Might
- Morale
- Navigation
- Personal
- Running
- Searching
- Shooting
- Stamina
- Stealth
- Swimming
- Tracking
-
-
-
-
-
-

SKILLS

ADVANCEMENTS



- +1 to an Attribute
- + Gain 2 Trained skills
- + Specialize 1 skill
- +2 max luck points
- + Personal Descriptor
- + Combat Descriptor
- + Interaction Descriptor
- + Arcane Descriptor

LEVEL

1

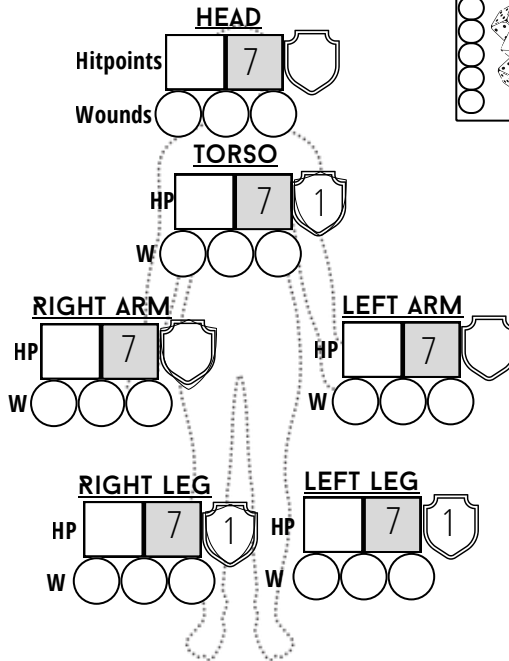
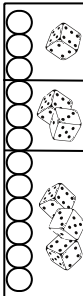
SIZE

0

HEIGHT

13

STRESS



CONDITIONS

PROTECTIVE GEAR

- Disguised** - Sense tests to notice the armor take a bane
- Grieved** - covers legs
- Resistant** - Applies to Energy damage

DESCRIPTORS

Martial Artist

Your unarmed attacks are treated as light, non-lethal weapons

Wealthy

You have a luxurious lifestyle and money coming in. At the start of a Struggle you test Luck(Personal) and on a success you gain currency equal to an Expensive item. You may not have immediate access to the funds or they may be in a bank, but they should be able to be accessed relatively easily.

LUCK POINTS

Max	
4	

Spend 1 Luck point to....

- Lucky Break** - Reroll a test you just made
- But First** - Take your turn in a Fight immediately
- Consider This** - Add a detail to the current scene
- Opportunity Strikes** - Use Luck(Fortune) for a test.
- Lucky Find!** - Test Luck(Fate) to gain an item.

WEAPONS				
Kick & Punch (unarmed)			Level 1	advancement
Traits & Flaws: Non-Lethal (If dealt an injury to the Torso or Head, knock the target unconscious instead.)				advancement
Damage: 1d6+Force -		Ammo:		advancement
				advancement
Traits & Flaws:			Level 2	
Damage:		Ammo:		
Traits & Flaws:			Level 3	
Damage:		Ammo:		
EQUIPMENT			Level 4	
Two Man Tent (adequate comfort)-----		2		
Good Luck Charm (Fortune Asset) -----		L		
Armored Duster -----		1		
Traveler's Backpack (+3 to Max Heft) --		1		
2x Trail Rations -----		L		
			Level 5	
			Level 6	
Max Heft: 16			Level 7	
ARTIFACT				
TITLE:				
DESCRIPTION:				
FIRST AWAKENING				
SECOND AWAKENING				
THIRD AWAKENING				

ARCANE ORIGIN:

MANA

Max

RECOVERY

☐ 1 minute

☐ 2 hours

☐ 1 hour

☐ 4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

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Description:		

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