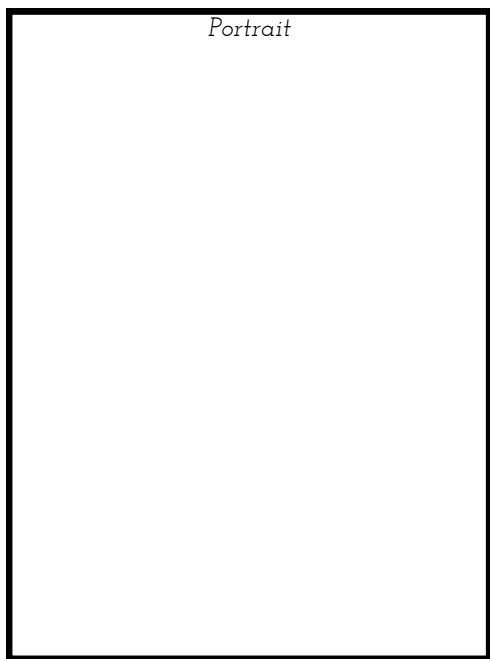


BACKGROUND: Inheritor
create a set of beliefs or actions that your inheritance demands of you. When you take significant steps to embody your inheritance, you gain a Luck point.

HINDRANCE: Addiction
Every day you must consume something or perform some action. For each day that you do not, you become **Distracted** until you can sate your addiction.

NAME: Sammy "Greenie" Obirus
GOAL:
COMMUNITY:
BELIEFS:
APPEARANCE:



Force

0

Grit

Fortitude

-1

Grit

Finesse

1

Grit

Sense

1

Grit

Reason

0

Grit

Willpower

-1

Grit

Social

1

Grit

Luck

-1

Grit

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

LUCK POINTS

Max

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.

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

STRESS

HEFT

10

HEAD

Hitpoints

6

Wounds

TORSO

HP

6

W

RIGHT ARM

HP

6

W

LEFT ARM

HP

6

W

RIGHT LEG

HP

6

W

LEFT LEG

HP

6

W

CONDITIONS

PROTECTIVE GEAR

DESCRIPTORS

Close Quarters Combatant
When making a ranged attack with a Close or Short range weapon, you ignore the penalty applied to ranged attacks when engaged.

Fabulist
When telling a lie you may attempt to weave a complicated and unbelievable tale. If you do so, your Social(Guile) test to lie gains a Boon, but if you fail, you gain 1 additional failure.

WEAPONS

Dueling Pistol		Level 1	advancement
<i>Traits & Flaws:</i> close ranged, Quick (draw with no action), Dueling (+1 damage per 2 successes)			advancement
<i>Damage:</i> 1d6+Sense	<i>Ammo:</i> 12		advancement
Blackpowder Bomb			advancement
<i>Traits & Flaws:</i> Expendable (destroyed on use +1d6 dmg), Blast (applies to zone), Throwing (short range)		Level 2	
<i>Damage:</i> 4d6+Finesse	<i>Ammo:</i> 1		
<i>Traits & Flaws:</i>			
<i>Damage:</i>	<i>Ammo:</i>	Level 3	
		Level 4	
		Level 5	
		Level 6	
		Level 7	

ARCANE ORIGIN:

MANA

Max

RECOVERY

☐ 1 minute ☐ 2 hours

☐ 1 hour ☐ 4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		

Name	Attribute	Cost
Type	Range	Duration
Description:		

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Type	Range	Duration
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