

Guillame Gavroche / Marcin

MOTIVATIONS

[IDEAL] Social Justice +d10

[BOND] Hungry

Brotherhood +d6

[SELF] Respect +d8

METHODS

Cunning +d8

Eloquence +d10

Force +d4

Grace +d6

Knowledge +d6

Will +d6

SKILLS

Academics (Medicine) +d8

Athletics +d6

Bureaucracy & Law +d6

Combat (Close) +d8

Combat (Ranged) +d8

Craft (Locks) +d6

Etiquette

Drive & Pilot +d

First-Aid

Observe & Search +d8

Perform (Impersonate) +d6

Persuade +d6

Repair

Sneak +d6

Survive +d6

Trick +d6

DISTINCTIONS +d8/DP

[ORIGIN] An impoverished person from Illium-Trampya Caravan, who lucked out as a herb merchant

[TWIST] Actually, an initiate of Hungry

Brotherhood

TALENTS +d8/DP or exrt

#1 Vouchsafe (People who can hide you) [Eloquence]

#2 Network of whispers

[Hungry Brotherhood]

#3 Vanish in a crowd [Grace]

#4 Taste of Poison

[Knowledge]

ASSETS (RATED)

Purse +d4

Blowgun +d8

Portable shop of herbs and chemicals +d6

PROPS (CARRIED)

scribe tools, lodging, credit notes, disguise kit, umbrella, drink making set, id document, torchlight

DRAMA POINTS

3

STAMINA POINTS

14

CONDITIONS & COMPLICATIONS

Highly illegal samples of roaches +d10

Reputation in Hungry

Brotherhood +d8

EXPERIENCE

4

PATH OF THE NIGHT

THIEF

(xp 1) Take something that does not belong to you. (xp 2)

Risk your life or something greater to take something that does not belong to you.

PATH OF DECEIVER

(xp 1) Deceive another character. (xp 2) Deceive another character against substantial evidence.

