

Winston | 1 | Jakub

HUMAN ANCESTRY

10 | +0 **STRENGTH**

12 | +2 **AGILITY**

12 | +2 **INTELLECT**

9 | -1 **WILL**

5 **Speed**

1 **Size**

12 **Defense**

14 **Health**

Damage: __

SKILLS & PROFESSIONS

Unskilled -1

Profession (Marine) +0

Athletics +1

Bureaucracy & Law +__

Drive & Pilot & Ride +__

Gather Intelligence +__

Observe & Search +1

Persuade & Deceive +__

Sneak & Hide +1

Survive & Forage +__

Academics:

- **Research** +1

Craft ()

Etiquette & Contacts ()

Perform ()

NOVICE PATHS: Rogue

Cunning Dodge

Whenever you dodge, increase the number of boons granted to your Agility roll by 1 or the number of banes imposed on the

roll made against your Defense or Agility by 1.

Trickery

You can use this talent to make an attribute roll with 1 boon.

When you use this talent to roll to attack with 1 boon, your attack deals an extra 1d6 damage. When you use this talent in combat, you lose access to it until the start of your next turn. If you use this talent outside of rounds, you lose access to it for 1 minute or until a combat begins.

EXPERT PATHS

MASTER PATHS

ARMOR & SHIELD

name | defense

Leather armor | 12 or +1

WEAPONS

name | to-hit | boons & banes | damage | hands | properties

Dagger | +2 | __ | 1d6 | 1h | Light

(class bonus dmg -1d6, min +1d6), Nimble (Str or Agi),

Thrown 5

Quarterstaff | +2 | __ | 1d6 | 1h | Light

(class bonus dmg -1d6, min +1d6), Nimble (Str or Agi)

EQUIPMENT

Normal set of clothes, backpack, waterskin, provisions (7 days), 5 torches, and a tinderbox, rope & grappling hook

2 blank books, writing kit, 3 poultices

TRADITIONS

talents & spells

BACKGROUND

You have short arms. You prefer to let others do the talking. You think about what people say and consider every viewpoint before offering an opinion. You try to be conscientious, but sometimes fall short. You strive to be a positive, upbeat person. You look for the good in all things and hope for the best. You are willing to try new things, just not all the time. You know some people are bad, but believe most aren't, so you try to give other folks the benefit of the doubt. You know the gods exist but lack commitment to any religion (the Old Gods).

You study criminal techniques to bring lawbreakers to justice.

LANGUAGES

Common and Hand Signs.

ALLIES