

CHARACTER



CHARACTER: Agile (Gracious Eagle)

ARCHETYPE: Warmaker

CAREER: Light Anointed

SETTING: All

PLAYER: D

ATTRIBUTES

WOUNDS 15 15 <small>THRESHOLD CURRENT</small>	STRAIN 14 14 <small>THRESHOLD CURRENT</small>	SOAK VALUE 3	DEFENSE 0 0 <small>MELEE RANGED</small>
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CHARACTERISTICS

3 BRAUN	5 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
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SKILLS

General

Skill	Career	Rank	Dice Pool
Alchemy (INT)			♦♦
Astrocartography (INT)			♦♦
Athletics (BR)	✓		♦♦♦
Computers (INT)			♦♦
Cool (PR)	✓		♦♦
Coordination (AG)			♦♦♦♦♦
Discipline (WILL)	✓	1	♦♦♦
Driving (AG)			♦♦♦♦♦
Mechanics (INT)			♦♦
Medicine (INT)			♦♦
Operating (INT)			♦♦
Perception (CUN)			♦♦
Piloting (AG)			♦♦♦♦♦
Resilience (BR)			♦♦♦
Riding (AG)			♦♦♦♦♦
Skulduggery (CUN)			♦♦
Stealth (AG)	✓	1	♦♦♦♦♦
Streetwise (CUN)			♦♦
Survival (CUN)			♦♦
Vigilance (WILL)	✓	1	♦♦♦

Magic

Arcana (INT)			♦♦
Divine (WILL)			♦♦♦
Primal (CUN)			♦♦
Runes (INT)			♦♦
Verse (PR)			♦♦

Combat

Skill	Career	Rank	Dice Pool
Brawl (BR)	✓	2	♦♦♦
Gunnery (AG)			♦♦♦♦♦
Melee (BR)			♦♦♦
Melee (Heavy) (BR)			♦♦♦
Melee (Light) (BR)			♦♦♦
Ranged (AG)			♦♦♦♦♦
Ranged (Heavy) (AG)	✓	2	♦♦♦♦♦
Ranged (Light) (AG)			♦♦♦♦♦

Social

Charm (PR)			♦♦
Coercion (WILL)			♦♦♦
Deception (CUN)			♦♦
Leadership (PR)	✓	3	♦♦♦
Negotiation (PR)			♦♦

Knowledge

Knowledge (INT)			♦♦
Knowledge			♦♦
Adventuring (INT)			
Knowledge Forbidden (INT)			♦♦
Knowledge Geography (INT)			♦♦
Knowledge Lore (INT)			♦♦

350
TOTAL XP

0
AVAILABLE XP

MOTIVATIONS

CHARACTER IMAGE

STRENGTH

Idealistic: What ideals your character believes in are up to you, but to your character, those ideals are nothing short of sacred. Your character may feel that everyone should live up to those same ideals (and may be disappointed when people don't), or they may be content to meet the standards they have set for themself.

FLAW

Ignorance: Your character lacks a basic knowledge base or understanding of a society's norms. This may be due to your character's upbringing or their recent travel to another area of the world. This could be more than just being "uneducated"; at some level, your character may be willfully ignorant.

DESIRE

Safety: Your character values peace and comfort above all else. Perhaps they seek shelter, a steady source of food, or other material necessities, or they might seek emotional security in a place free from oppression and abuse.

FEAR

Failure: Most people dislike failure, but some actively fear it. That fear may drive them to try to become absolutely perfect, or it may crush them into inaction. Maybe it does both.



CHARACTER DESCRIPTION

GENDER: Female
AGE: 23
HEIGHT: 5'10"
BUILD: Leggy
HAIR: Brunette
EYES: Blue
NOTABLE FEATURES: Youthful and supple form. She has large breasts which she is self-conscious about.

GEAR

MONEY: 3000

Encumbrance: 5/8

Weapons:

CARRIED	CRAFT	NAME	DAM	CRIT	RANGE	SKILL	ENCUM	QUAL	DICE
✓		Anti-Material Sniper	12	2	Extreme	Ranged (Heavy)	5		⬢⬢⬢⬢⬢

CRITICAL INJURES

CRITICAL	DESCRIPTION
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TALENTS

Swift				
Finesse	Lucky Strike			
Shapeshifter	Shapeshifter (Improved)	Cavalier		
Second Wind	Second Wind	Animal Companion	Animal Companion	
Grit	Heroic Recovery	Field Commander	Field Commander (Impr	Dedication
inactive	inactive	inactive	inactive	inactive
inactive				

TALENT LIST

Talent	Ranks	Activation	Type	Description
Animal Companion	2	Passive		See CRB page 77, for more details.
Cavalier	1	Active	Maneuver	See ROT page 90, for more details.
Dedication	1	Passive		See CRB page 81, for more details.
Field Commander	1	Active	Action	See CRB page 78, for more details.
Field Commander (Improved)	1	Passive		See CRB page 80, for more details.
Finesse	1	Active	Incidental	See ROT page 84, for more details.
Grit	1	Passive		See CRB page 73, for more details.
Heroic Recovery	1	Active	Incidental	See ROT page 88, for more details.
Lucky Strike	1	Active	Incidental	See CRB page 76, for more details.
Second Wind	2	Active	Incidental	See CRB page 74, for more details.
Shapeshifter	1	Passive		See ROT page 84, for more details.
Shapeshifter (Improved)	1	Active	Incidental	See ROT page 89, for more details.
Swift	1	Passive		See CRB page 75, for more details.

NOTES