

NAME **Bill greensward**

LINEAGE **Fay touched**

6 SPEED      2 ACTION POINTS      1 STORY POINTS



**BODY** **WILL**

0 0

VITALITY 2

STAMINA 3      FOCUS 2

**SATOR AREPO TENET OPERA ROTAS**

MEMORY 2

+1 Fencing  
+1 Shoulder fired wpn  
+1 Locksmithing  
+1 Infiltration

WITS 1      MIND 0

RESOURCES

STAMINA [ ] / 3

FOCUS [ ] / 2

BARRIER [ ] / 2

DIVINE FAVOR [ ] / 1

DEFENCE

ARMOR 7<sub>1</sub> 9<sub>2</sub> 11<sub>3</sub>

WARD SAVE 7

ABILITIES

Wrist trick (1Ap, 1FP)

Slippery (1AP, 1FP)

Vanish (1AP, 1FP)

FEATURES

Cloak and dagger

12		
11		- 4
10		
9		
8		- 3
7		
6		
5		- 2
4		
3		
2		- 1
1		
<b>WOUNDS</b>		
6	DYING	
+3	SAVE BONUS	

12		
11		- 2
10		
9		
8		- 1
7		
6		
5		
4		
3		
2		
1		
<b>STRESS</b>		
5	PANIC	
+2	SAVE BONUS	

NAME

Bill Greensward

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AGE

BACKGROUND

Pickpocket

Fay touched

LINEAGE



NOTES

GOALS AND MOTIVATIONS

Freedom

Repay the debt to fay

EQUIPPED ITEMS

ARMOR

Light armor

protective gear or clothing

Base armor 7 protection 2

MAIN HAND

Arming sword

item or weapon held by dominant hand

OFF HAND

Dagger

side arm or a shield

Thrown, piercing

MAGIC TRINKETS

up to 3 magic items such as amulets, rings, cloaks, hats, shoes etc...

1. Protective amulet (base ward save 7)

2.

3.

BELT

medium or smaller items that can be accessed quickly

1. Throwing knives (6)

2. Hooded lantern

3. Smoke bottle

4. Dagger

SMALL ITEMS

Playing cards

80 shields



Small items do not occupy significant amount of space, such as a coin, ring, piece of wire, and fit in your pocket or sachel. Small items can be accessed any time.

PACKED ITEMS



The amount of packed items you can carry is based on your body score (see the number on the right of the item slot). Packed items require an action to retrieve.

Coinage also occupies equipment slots based on the amount carried:

10 coins - small item ;

100 coins - medium item;

1000 coins - heavy item

BACKPACK

medium items

Dried food

Dried food

Dried food

Crowbar

Oil

Bedroll

Bundle of arrows

-1

Bundle of arrows

-1

0

0

1

1

2

2

3

3

4

4

5

5

HEAVY ITEMS

Rope

2

4

5