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|-------------------------------|---|---|----------------|---------------|-------------------|-----------------------|--------|-----------------|
| Name: _____ | | House: Independent | | | | Pistol (2/rd) | | |
| Gender: _____ | | Age: _____ | | Height: _____ | | Weight: _____ | TN=36 | |
| Pentacles: 18 | | Armor: Heavy Armor (whole body from magical tattoo) | | | | | LoS=14 | |
| WILL | 3 | Initiative | | 16 | Speed/Sprint | | 57/171 | UA/Melee (2/rd) |
| BODY | 6 | Martial Block (2/rd) | | Severe | Health | | 25 | TN=26 |
| AGILITY | 7 | Dodge (1 free) | | Easy | Hits Before Death | | 6 | LoS=8 |
| MAGIC | 3 | Magic Block | | Easy | Magic Resistance | | Hard | Held Action |
| Trait | | Level | LoS | Trait | | Level | LoS | TN +3 |
| Wealth | | 1 | | | | | | LoS +1 |
| Specialized Training: Martial | | 3 | 1 | | | | | Awareness |
| Ranged Mastery | | 3 | 1 | | | | | TN=27 |
| Good Aim | | 3 | 1 | | | | | LoS=12 |
| Trained by Mentor: Ranged | | 3 | 3 | | | | | Drive |
| Bodyguard | | 3 | 1 | | | | | TN=22 |
| Danger Sense | | 3 | | | | | | LoS=7 |
| Analytic Mind | | 3 | 1 | | | | | Action |
| Acute Senses | | 3 | 1 | | | | | TN |
| Recon | | 3 | 3 | | | | | LoS |
| Dodgy | | 3 | | | | | | Action |
| Fleet of Foot | | 3 | | | | | | TN |
| | | | | | | | | LoS |
| Academics | | 4 | Magical | | 4 | Strategic | | 8 |
| Computers | | | Alchemy | | | Administration | | |
| History | | | Divination | | | Awareness | | 7 |
| Linguistics | | | Forging | | | Espionage | | |
| Lore | | | Hexing | | | Intelligence Analysis | | |
| Parapsychology | | | Occult | | | Investigation | | |
| Science | | | Summoning | | | Organization | | |
| Theology | | | Warding | | | Tactics | | |
| Artistic | | 4 | Martial | | 9 | Technical | | 4 |
| Appraising | | | Blind-Fighting | | | Animal Handling | | |
| Crafting | | | Disarm | | | First Aid | | |
| Dancing | | | Dodge | | | Mechanics | | |
| Disguise | | | Dual Wield | | | Salvage | | |
| Drawing | | | Melee | | 7 | Survival | | |
| Performance | | | Ranged | | 7 | Traps | | |
| Writing | | | Unarmed | | 7 | Weaponsmith | | |
| Athletics | | 8 | Social | | 4 | Underworld | | 4 |
| Acrobatics | | | Appearance | | | Deciet | | |
| Drive/Pilot | | 7 | Conversation | | | Forced Entry | | |
| Endurance | | 7 | Diplomacy | | | Interrogation | | |
| Lifting | | | Ettiquette | | | Intimidation | | |
| Sleight of Hand | | | Gambling | | | Larceny | | |
| Stealth | | | Persuasion | | | Lockpicking | | |
| Throwing | | | Politics | | | Security Systems | | |