

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Investigator

Profession: Private Detective

Bio: A cynical gumshoe who left the NYPD after exposing a corruption ring that ran deeper than the Hudson.

Appearance: Wears a rumpled trench coat, shadowed eyes behind a fedora, and always smells faintly of tobacco and cheap coffee.

Drive: Expose the Truth

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Spotting new angles

Searching paper trails

Equipment:

Police Issue Flashlight

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread:

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Brawler

Profession: Dockside Prizefighter

Bio: A former bareknuckle champ turned freelance muscle, loyal to a fault and quick with a grin.

Appearance: Towering and scarred with cauliflower ears and knuckles like bricks; speaks with a hoarse, affable tone.

Drive: Defend Your Honor

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Communicating in loud crowds

Eating gross foods

Equipment:

Lead Pipe from old schooner

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread:

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Researcher

Profession: Field Anthropologist

Bio: An employee of the British Museum, recently returned from an exploratory trip to the Amazon

Appearance: Wears a dirt-smudged linen suit with thick-rimmed glasses, always clutching a half-filled notebook

Drive: Preserve Knowledge

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Interpreting cultural rituals

Exterminating pesky insects

Equipment:

Scientific Journal from university days

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread:

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Entertainer

Profession: Stage Magician

Bio: Famous for vanishing acts and sleight-of-hand—now vanishing from the public eye for vacation

Appearance: Flashy dress, elegant gloves, and eyes that constantly sparkle with amusement and danger

Drive: Captivate the Crowd

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Escaping awkward situations

Blending in with socialites

Equipment:

Deck of playing cards

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread:

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Explorer

Profession: Big-Game Guide

Bio: A seasoned tracker who has led expeditions to Africa, South America, and even the Arctic - and never lost a client

Appearance: Weathered skin, sun-bleached gear, and a gaze which never seems to stop watching the horizon

Drive: Seek the Sublime

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Skinning and preparing animals

Determining distance between points

Equipment:

Father's Bowie Knife

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread:

ENIGMA - Dev Character Sheet

Player Name:

Character Name:

Archetype: Operator

Profession: Mechanic

Bio: Known for impressive tune-ups on mundane vehicles, but is willing to get a little experimental if given the space

Appearance: Well worn blue jumpsuit covered in oil stains, usually is chewing on a toothpick

Drive: Innovate Boldly

Relationships:

Peril ____ / 6

Lucky Saves ____ / 6

Blammo! Dice _____

Knacks:

Identifying leaks and cracks

Getting into tight spaces

Equipment:

Rusty Sprocket Wrench

Insights:

Knockouts ---> ☐ ---> ☐ ---> ☐ ---> ☐ -----> RETIRED

Current Thread: