

Sergeant Maria Oswald

Character Level (approx.):

11

Strength	3
Agility	4
Stamina	4
Presence	3
Manipulation	3
Composure	4
Intelligence	2
Wits	4
Resolve	3

Max Willpower 7	Max Hit Point 15
Current Willpower:	Current Hit Points:

Skills

Athletics	2
Run	4
Tumble	3
Jump	3
Climb	3
Stealth	2
Hidden	4
Silent	4
Alertness	2
Spot	3
Listen	4
Discipline	2
Concentration	4
Leadership	4
Demolitions	2
Anti-personnel mines	4
Mechanics	2
Engines	3
Tech - Hardware	2
Detonators	3
Profession: Soldier	1
Languages: French	1

Traits

		<u>Number of trait</u>	<u>Points Cost</u>
Minor Assets:		0	0
Major Assets:		5	20
Minor Flaws:		0	0
Major Flaws:		2	-8

(4)Toughness (mjr) +4hp

(4)Strong Mind (mjr) +2WP

(4)Skilled (mjr) - Demolitions +1 dice & -1DC

(4)Eye For Trouble (mjr) - alertness check to avoid surprise

(4)Blooded (mjr) - no WP needed at start of combat. +2 init

(-4)Memorable(mjr) -1DC to remember details about me. -1DC to spot me in a crowd

(-4)Loner (mjr) +1DC to social interactions involving more than 1 person. Gets fidgety in crowds

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