Seth Barret

Name

Wage Character Sheet

He/Him		Description			
Attributes		Distinction	ıns		
Agility	6		Hunting Vetera	n Grifter	8 / 4 + PP
Alertness	•	•			
Brains	•		Shen Jhani Aka		3 / V + PP
Brawn	6	Embody the Constitution's Preamble \(\bar{\sqrt{4}} + \bar{\text{PP}} \)			
Charisma	<u></u>	5FX & Limits			
Composure	Φ	Avatar Reserve: Gain a 📵, then take DRAINED 🚨 at the end of the current			
Roles		beat. You can never recover DRAINED stress except via SFX.			
Scholar	6	Channel Quintessence: In a scene with a free source of quintessence, channel it to step down your Drained, then shut down this SFX. Activate an			
Scoundrel	•	opportunity to recover.			
Scout	6	1			1
Soldier	•	¦aaaaaaaa.			
Speaker	*				1
Spheres			Accate		'
Correspondence		Signature Assets 5&W.45			
Death					③
Fate	6	Bowie	_		6
Forces	•	Sonja Well:	5	_	6
Life	•				6 8 10 12
Matter M:J					6 8 10 12
Mind Prime					6 8 10 12
Spirit				4	6 8 10 12
Time				·	7 6 8 10 12
Specialities					6 8 10 12
Firearms	•				6 8 10 12
Blades	6	Complica	tions & St	ress	
Awareness	6	A			6 8 10 12
Esoterica	6				6 8 10 12
Martial Arts	6				6 8 10 12
	4 6 8 10 12				6 8 10 12
	4 6 8 10 12			Damaged	6 8 10 12
	4 6 8 0 1 2	Demoralised	6 8 10 12	Drained	6 8 10 12
	4 6 8 10 12	Enraged	6802	Enthralled	6 8 10 12
	4 6 8 10 12	⊅ını aycu		DITTIL BUTCH	

Milestones	rocus			
Goal-Driven	Paradigm			
• 1 XP when you act to either affirm or conceal your commitment to a goal.				
• 3 XP when you recruit a new ally in pursuit of a goal or you betray or abandon allies to attain that goal.	Practice			
• 10 XP when defeating a challenge with at least one trait at 2 moves you closer to fulfilling a drive-related goal, or when you finally abandon a goal you've made sacrifices to pursue.	Instruments			
Levelling Up				
• 1 XP when you earn a P from an SFX or Limit (such as <i>Hinder</i>).				
• 3 XP when you help someone else recover from stress or you succeed on a roll to create an asset for an ally.				
• 10 XP when you recover from stress of ② or larger, or when an asset you created for someone else helps defeat a challenge that has at least one trait at ②.				
defeat a challenge that has at least one trait at 12 .				
5FX & Limits				
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