

PLAYER NAME

CHARACTER NAME

Caroline "The Hound" Thompson

CLASS

Inksmith

DURANCE

Joined a cult or two

SKILLS

- | | |
|-------------|-------------------------------------|
| Compel | <input checked="" type="checkbox"/> |
| Deceive | <input checked="" type="checkbox"/> |
| Fight | <input type="checkbox"/> |
| Fix | <input type="checkbox"/> |
| Investigate | <input checked="" type="checkbox"/> |
| Pursue | <input type="checkbox"/> |
| Resist | <input type="checkbox"/> |
| Sneak | <input type="checkbox"/> |
| Steal | <input type="checkbox"/> |

DOMAINS

- | | |
|--------------|-------------------------------------|
| Academia | <input type="checkbox"/> |
| Crime | <input type="checkbox"/> |
| Commerce | <input type="checkbox"/> |
| High Society | <input checked="" type="checkbox"/> |
| Low Society | <input type="checkbox"/> |
| Occult | <input checked="" type="checkbox"/> |
| Order | <input type="checkbox"/> |
| Religion | <input checked="" type="checkbox"/> |
| Technology | <input type="checkbox"/> |

KNACKS

Occult - The Library
in the Mezzanine

EQUIPMENT

"Arnold" Grackler pistol (D6,
Brutal, One-Shot, Ranged)

REFRESH

Do something reckless for the
sake of a good story.

ABILITIES

DO IT FOR THE STORY. [Occult] Once per session, an
NPC you're talking to does precisely what they want to do at
that moment in time.

NOSE FOR TROUBLE. Once per scene, ask the
GM what's weird or out of place here.

TRUST ME. Gain the Deceive skill. When you
convince someone to trust you against their better
judgement, you gain them as a temporary bond

MOVE IN THE RIGHT CIRCLES. Gain the High
Society domain. Once per session, you can declare
there's a party nearby and that you're invited. The GM
gets to say whose party it is and what's strange about
it.

BONDS

Beatrice LeBlanc - A
reporter turned PI in the
Mezzanine, always has a
scoop for you about
institutional corruption

Remy Chiffre - A perpetual
student who works as a
bookie for the Red Baron,
good with gossip, better
with numbers

FALLOUT

FREE SLOTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESISTANCES

Blood

Mind

Silver

Shadow

Reputation

Armour

CURRENT STRESS

TOTAL STRESS: