

Character Name Player Name:
Terrence MacGregor

Concept:
Spy/Bureaucrat

HARMONY:
5

Race: Origin:
Human (Awakened) Earth

Affiliation:
The Circus (E.U.)

FOUNDATIONS:

ATTRIBUTES:	DERIVED ATTRIBUTES:	
Agility	3 Initiative	9
Might	2 Movement	4
Intuition	4 Sprint	9
Wits	4 Phys Def	9
Presence	3 Mental Def	9
	Armor	

MAX HEALTH 30
(current)

MAX INJURIES 2
(Current)

MAX ENERGY 9
(Current)

SKILLS:		SKILL POWER:		KNACK:
Athletics	Trained	(Might)	2	
Close Combat	Trained	(Might)	2	
Command	Expert	(Presence)	3	Inquisitor
Empathy		(Intuition)	4	
Electronics	Trained	(Wits)	4	
Firearms	Expert	(Agility)	3	Special Forces Training
Mechanics	Trained	(Wits)	4	
Medicine		(Wits)	4	
Nature		(Intuition)	4	
Occult		(Wits)	4	
Relate		(Presence)	3	
Stealth		(Agility)	3	
Streetwise	Expert	(Intuition)	4	Danger Sense

Trained = +3 to skill roll
Expert = +5 to skill roll
Master = +6 to skill roll

(skill roll bonuses
are not cumulative)

Untrained Skill Bonus =
1/2 associated attribute
(Round down)

ASPECTS:

Black Iron Resolve (Nerves of Steel)
Material Wealth (Life of Comfort)
Legal Influence (Greater)
Political Influence (Lesser)
~~Captivating Beauty (Lesser)~~
Invulnerable Hide (Lesser)

TALENT COST:

3
3
4
2
3
3

CONTRACTS:

With THE CIRCUS for Legal Influence and Material Wealth
With EURYALE for Invulnerable Hide, traded Captivating Beauty

SPELLS:

None