

Character Name Player Name:
Gabriel Partridge

Concept:
Angel Investor

HARMONY:
3

Race: Origin:
Ephemera Outside (Realm of Pure Thought)

Affiliation:
Independent Cartel

FOUNDATIONS:

ATTRIBUTES:	DERIVED ATTRIBUTES:	
Agility	3 Initiative	7
Might	1 Movement	4
Intuition	4 Sprint	8
Wits	4 Phys Def	8
Presence	5 Mental Def	10
	Armor	

MAX HEALTH 22
(current)

MAX INJURIES 2
(Current)

MAX ENERGY 10
(Current)

SKILLS:		SKILL POWER:	KNACK:
Athletics		(Might)	1
Close Combat		(Might)	1
Command	Master	(Presence)	5
Empathy	Master	(Intuition)	4
Electronics	Trained	(Wits)	4
Firearms	Trained	(Agility)	3
Mechanics		(Wits)	4
Medicine	Trained	(Wits)	4
Nature		(Intuition)	4
Occult	Master	(Wits)	4
Relate	Master	(Presence)	5
Stealth		(Agility)	3
Streetwise		(Intuition)	4

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)

Petition Contract, Usury, Spells (See Below)

Enthrall, Soothing Presence

ASPECTS:

Elemental Arts (Master of Wind)	3
Extraordinary Awareness (Sensitive Ears)	1
Phantom Craft (Figment, Phantasmal Shroud, Dynamic Figm Dreams Made Real)	4
Skill Mastery (Command, Empathy, Occult, Relate)	8
Skydancer (Graceful Landing, Soarind Bound, Sustaining Fligl	4
Legal Influence (Greater)	4
Political Influence (Greater)	4
Material Wealth (Lap of Luxury)	5

TALENT COST:

CONTRACTS:

A multitude of deals with a wide variety of beings both mortal and supernatural assume that Partridge has magic items on hand that confer to him Phantom Craft and the Command, Empathy and Relate skill masteries

SPELLS:

Unlock Energy: Allows Partridge to convert Talents into Aspects, this takes a good while and may be used on himself or others.