

Character Name	Player Name:
Bill Black	

Race:	Origin:
Chimera (Magpie)	Periphery Lands of Yore

ATTRIBUTES:	DERIVED ATTRIBUTES:
Agility	5 Initiative 8
Might	2 Movement 4
Intuition	3 Sprint 11
Wits	4 Phys Def 10
Presence	2 Mental Def 9
	Armor

Concept:
Thieving Magpie

Affiliation:
Asylum

MAX HEALTH	24
(current)	

MAX INJURIES	2
(Current)	

MAX ENERGY	8
(Current)	

HARMONY:
4

FOUNDATIONS:
5 The Wide Open Yonder
4 Freedom, Terrible Freedom
3 What's Hidden?
2 What's Tastey?
1 What's Shiny?

SKILLS:		SKILL POWER:	KNACK:
Athletics	Expert	(Might)	2 Graceful Acrobatics
Close Combat		(Might)	2
Command		(Presence)	2
Empathy		(Intuition)	3
Electronics	Expert	(Wits)	4 Build/Repair
Firearms	Trained	(Agility)	5
Mechanics		(Wits)	4
Medicine		(Wits)	4
Nature	Trained	(Intuition)	3
Occult		(Wits)	4
Relate		(Presence)	2
Stealth	Master	(Agility)	5 Shadowing, Hide in Plain Sight
Streetwise	Trained	(Intuition)	3

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:

Skydancer (Greater)

Diminutive Stature

~~Living Weapon (Lesser)~~

Extraordinary Agility

Skill Mastery (Stealth)

Expert Training (Electronics)

CONTRACTS:

With Asylum for Expert Training, Traded Living Weapon

With THE CIRCUS for limited legal immunity, Traded loyal services

TALENT COST:

4

1

1

2

2

1

SPELLS:

None