

Armor	Cat	HE	TO	SA	WA	SL	WL	Enc	TL	
Samarkand Sawoq	Medium	0	5	5	5	5	5	1	6	
Weapon	Cat	Caliber	WA	DC	RE	CO	Clip	ROF	RNG	
Dirk	MELEE	n/a	0	2D6+1	ST	J	0	0	0	
Scravers Light Revolver	P	.32	0	1D6+2	ST	J	6	3	50	
Shield	min	MAX	Hits							
Sawoq Field	8	12	12							

[illegible]

Cat	Tour of Duty	Pts	Details
0	Urthish	140	STR +3 CON +3 BOD +3 MOV +3 INT +3 WIL +3 TEM +3 PRE +3 REF +3 TEC +3 AGI +3 AWA +3 {Academia +2} {Athletics +2} {Fight +2} {Focus +2} {Observe +2} {Persuasion +2} {Teaching +2} {Linguistics (Urthish) +1} {Lore (undefined) +1}
10	City	15	INT +2 AWA +2 {Inquiry +1} {Observe +1} {Streetwise +1}
10	Poor Class	5	TEM +1 {Knavery +1} {Streetwise +1}
20	Guildhall Scraver	25	STR +2 TEM +1 AWA +2 {Dodge +1} {Gambling +1} {Impress +1} {Inquiry +1} {Knavery +1} {Shoot +1} {Sneak +1} {Streetwise +1} {Linguistics (Scravers' Cant) +2} (Lucky at cards +2) (Possessive -2)
30	Market Merchant	48	CON +1 MOV +1 WIL +2 PRE +2 REF +1 TEC +1 AWA +2 {Fight +1} {Gambling +1} {Inquiry +2} {Knavery +1} {Observe +1} {Seduction +2} {Sneak +1} {Streetwise +2} {Trading +2} {Linguistics (undefined) +1} {Lore (undefined) +1} (Commission +3)
40	Street Cartel Thug	20	STR +1 BOD +1 AWA +1 {Alchemy +1} {Dodge +1} {Fight +2} {Impress +2} {Interrogation +1} {Knavery +1} {Shadowing +1} {Streetwise +2}
40	Standard Tour of Duty (double rounds)	20	(Custom tour for 20 pts)
50	Friends	7	(Ally +1) (Cash +1) (Contact +1) (Gossip Network +2) (Passage Contract +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Notes
Ally	1		Kleria Van Dyke
Cash	1	100	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Contact	1		
Gossip Network	2	You have a network of informants planetwide.	
Passage Contract	2	Tramp Freighter	

Occult Arts											LVL	<div>0</div>
Stigma:												
Pathes:											DRK	<div>0</div>
Lvl	Path	Ritual		G	L	P	W	Att	Skill	Value		

Shortcut	Label	Score
Convince someone with bullshit	PRE + Knavery	14
Notice something	AWA + Observe	14
Deduce from data	INT + Inquiry	10
Fight/Martial Arts	REF + Fight	9
Convince someone with arguments	PRE + Persuasion	9
Charm others	PRE + Seduction	9
Keep focused on a task	WIL + Focus	7
Fire a ranged weapon	REF + Shoot	7
Swimming	BOD + Athletics	6
Discern emotions	AWA + Empathy	6
Avoid being hit	AGI + Dodge	5

Assets & Money

Wallet Money:

Bank Accounts:

Experience Details			
Ability	Cuml. changes	OP Equiv	XP spent
Think Machine	0>2	2	3
Shadowing	1>3	2	5
Forgery	0>2	2	3
Bureaucracy	0>1	1	1
Empathy	1>2	1	2
Etiquette	0>1	1	1
Knavery	7>8	1	8
Total expenditure is	...	10	23