

AIRSHIP PIRATES



CHARACTER SHEET

NAME

CULTURE

BACKGROUND

GENDER

HAIR

AIRSHIP

CAPTAIN

PLAYER

RACE

CLASS

AGE

EYES

SCHTICK

ATTRIBUTES

STRENGTH PRESENCE

DEXTERITY WITS

FORTITUDE RESOLVE

DERIVED ATTRIBUTES

INITIATIVE (DEX+WITS+PER)

MOVEMENT $5+DEX$ IN YDS/ROUND

SNEAK $(5+DEX)/2$

RUN $(5+DEX) \times 3$

SWIM $(5+DEX)$

LEAP HORIZONTAL $(1+DEX)$

JUMP VERTICAL $(0.5 \times HLLEAP)$

COMMON SKILLS

<input type="checkbox"/> ACT (PRESENCE)	<input type="checkbox"/> GENERAL KNOWLEDGE (WITS)
<input type="checkbox"/> ATHLETICS (DEX)	<input type="checkbox"/> HIDE & SNEAK (DEX)
<input type="checkbox"/> BLUNTWEAPONS (DEX)	<input type="checkbox"/> IMPROVISED WEAPON (DEX)
<input type="checkbox"/> BULL (PRESENCE)	<input type="checkbox"/> INTIMIDATE (PRESENCE)
<input type="checkbox"/> CHARM (PRESENCE)	<input type="checkbox"/> LEADERSHIP (PRESENCE)
<input type="checkbox"/> CONCEAL (WITS)	<input type="checkbox"/> MIGHT (STRENGTH)
<input type="checkbox"/> DANCE (DEX)	<input type="checkbox"/> PERCEPTION (WITS)
<input type="checkbox"/> DODGE (DEX)	<input type="checkbox"/> PILOT (WITS)
<input type="checkbox"/> DRIVE (WITS)	<input type="checkbox"/> RIDING (DEX)
<input type="checkbox"/> EMPATHY (PRESENCE)	<input type="checkbox"/> STREETWISE (PRESENCE)
<input type="checkbox"/> ETIQUETTE (WITS)	<input type="checkbox"/> SWORDPLAY (DEX)
<input type="checkbox"/> FIREARMS (DEX)	<input type="checkbox"/> THROWING (DEX)
<input type="checkbox"/> FISTICUFFS (DEX)	

HEALTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	<input type="checkbox"/> -4	<input type="checkbox"/> -8	<input type="checkbox"/> -16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SPECIALTIES



AIRSHIP PIRATES



CHARACTER SHEET

EQUIPMENT AND NOTES

PERSONAL WEALTH

HELIOS.

EXPERIENCE

TOTAL



FATE POOL

TOTAL



COMPLICATIONS

TALENTS AND RACIAL ABILITIES

CONTACTS

ARMOR

WEAPONS
