

Player Name _____



Cracked **M**orocco

Tephra



Sir Henry Black

Character Name

Human

Evanglessian

Race

Nationality

Tailemy

35

6'1"

190 lbs.

Religion

Age

Height

Weight

Weapon Broadsword

Description

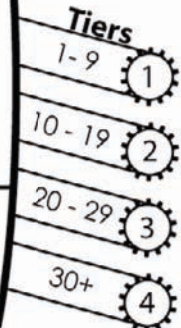
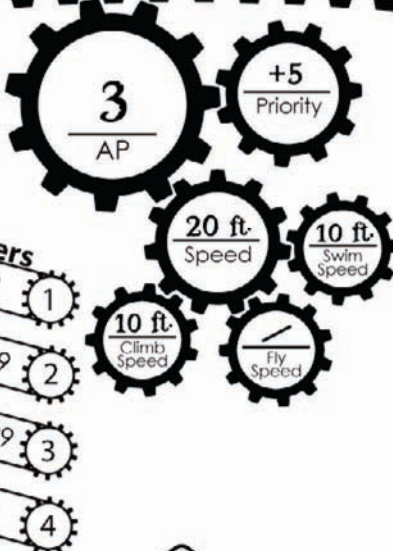
Medium **Melee** **Adjacent**
Size Type Reach

AP to Use 2 0 AP to Ready

Accuracy +2 +3 Strike

Damage Class 6 12 18 24

Notes/Augments:



Weapon Revolver

Description

Medium **Firearm** **100 ft.**
Size Type Reach

AP to Use 2 1 AP to Ready

Accuracy +2 - Strike

Damage Class 4 8 12 16

Notes/Augments:

Costs 0 AP to Ready if using two hands

Armor Combat Attire

Description

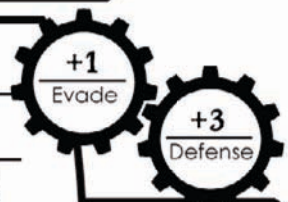
Light 2
Size Soak Class

Evade Penalty -1

Speed Penalty -5

Climb/Swim Penalty -5

Notes/Augments:



Deflection Shield

Item

+4

Evade Bonus

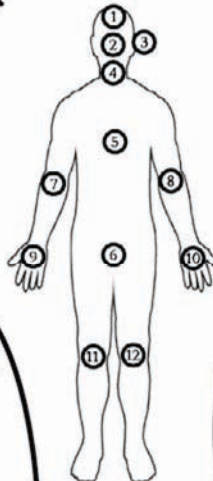


vs Ranged



vs Melee

1 AP to Activate



Wound Effects:

Fatal Effects:

Status Effects:

Alchemy _____ Bio-Flux _____
 Armsmith _____ Engineer _____
 Automata _____ Gadgetry _____

Science

Misc (0)

Misc (0)

Espionage _____
 Expertise 1
 Showmanship _____
 Tactical 1

Cunning

+2

Dexterity

+3

_____ Ace
 _____ Agility
1 Marksmanship
2 Swashbuckling

Brawl _____
 Frenzy _____
 Overpower _____
 Resilience 2

Brute

+2

Experience

1 Level

Spirit

+3

3 Faith
 _____ Grace
 _____ Luck
 _____ Shamanism

Sir Henry Black

Character Name

Specialties

| | | Accuracy | Evade | Strike | Defense | Priority | Speed | Augments | DIY | Wounds | Hit Points |
|--------|--|----------|-------|--------|---------|----------|-------|----------|-----|--------|------------|
| | Totals | +2 | +2 | +3 | +3 | +5 | | | | | 36 |
| | Misc | | | | | +5 | | | | | 6 |
| Lvl 1 | Conviction (<i>faith</i>) | +1 | | +3 | | | | | | | 8 |
| Lvl 1 | Protector (<i>resilience</i>) | | +1 | | +3 | | | | | | 14 |
| Lvl 1 | Sword & Board (<i>swashbuckling</i>) | +1 | +1 | | | | | | | | 8 |
| Lvl 2 | | | | | | | | | | | |
| Lvl 3 | | | | | | | | | | | |
| Lvl 4 | | | | | | | | | | | |
| Lvl 5 | | | | | | | | | | | |
| Lvl 6 | | | | | | | | | | | |
| Lvl 7 | | | | | | | | | | | |
| Lvl 8 | | | | | | | | | | | |
| Lvl 9 | | | | | | | | | | | |
| Lvl 10 | | | | | | | | | | | |
| Lvl 11 | | | | | | | | | | | |
| Lvl 12 | | | | | | | | | | | |

Stories: Evangelian Nobility, Lawman, Paladin of Tailemy,
Royalist, Veteran

3 p

Money on-hand

7 p

Money in bank

Racial Traits: Momentum, Peerless, Relentless

Gear

Broadsword (medium
melee weapon)
Revolver (medium firearm)
Cartridges
Combat Attire (light armor)
Shield (metal)

Augments

Notes

❧ Sir Henry Black ❧

Henry Black has fought in many wars as an Evangelic officer. He was born in the gentry, the Black Estate his by inheritance. He married young, his wife Misses Jessica Black. He fought for years in the Hurricane Wars, then for the Royalists in the civil war. While he chose the Royalists' side, his wife chose the Militarist. She seized his family assets and attempted his murder. He survived, though not without a few scars, and went on to serve honorably during the war. He was knighted for his efforts. After the wars, he joined the Tailmite Church, trying to spend his final years as a priest. The crusader within him rebelled, and he attempted law enforcement. He was an officer of the law for a brief time before he found the system to be corrupt and inefficient. Though he tried to change it, he felt he was losing grasp on his life. He instead took to the field, helping people in whatever way he could, spreading justice and the church of Tailemy with every breath.

Special Actions

Conviction

COST: Attack +1 AP

Sir Henry Black can make an attack with conviction any time he's attacking a corrupted creature, such as automatons, bio-engineered monstrosities, abominations, or creatures arisen from the dead. The creature rolls its spirit versus his Faith (+3). If Henry wins, all of the target's damage soak is negated for the attack.

Peerless

Sir Henry Black wins on all tied rolls.

Protector

COST: as a Shield Deflection (1 AP reflexively)

Any time an adjacent ally is about to be attacked, Sir Henry Black can make a shield deflection on their behalf, giving them his shield deflection bonus (a +4 on the evade roll). If he is in his Sword and Board stance, he may use his free once-per-turn deflection.

Sword and Board

STANCE (costs 1 AP to enter)

While in this stance, Sir Henry Black can make one free deflection per turn.

