

Player Name _____



Cracked **Morocle**

Tephra



Val

Character Name _____
Satyr _____ **Evanglessian** _____
 Race _____ Nationality _____
Tailemy _____ **20** **5'6"** **137 lbs.** _____
 Religion _____ Age Height Weight

Weapon Knife

Description _____

Light _____ **Melee** _____ **Adjacent** _____
 Size Type Reach

AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

Damage Class 4 8 12 16

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP.

Weapon

Throwing Knives

Description _____

Light _____ **Throwing** 25 ft. _____
 Size Type Reach

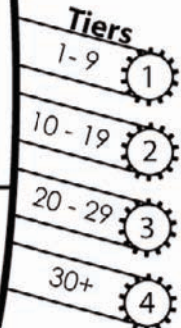
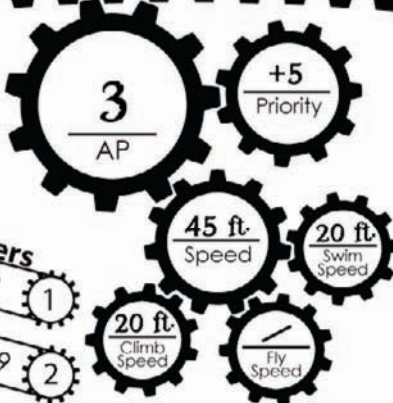
AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

Damage Class 3 6 9 12

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP. Can be drawn for no action points.



Armor

Common Clothing

Description _____

Minimal _____ **1** _____
 Size Soak Class

Evade Penalty -

Speed Penalty -

Climb/Swim Penalty -

Notes/Augments:



Deflection

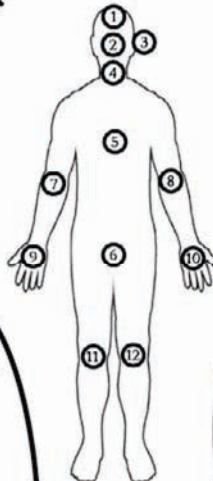
None

Item _____

Evade Bonus

vs Ranged vs Melee

1 AP to Activate



20

Max HP

Hit Points

12

Max Wounds

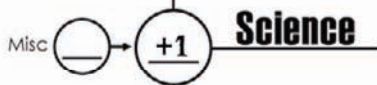
Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy 1 _____ Bio-Flux _____
 Armsmith _____ Engineer _____
 Automata _____ Gadgetry _____



Espionage 3 _____
 Expertise 1 _____
 Showmanship _____
 Tactical _____

Cunning



Brawl 1 _____
 Frenzy _____
 Overpower _____
 Resilience _____

Brute



Dexterity

_____ Ace
2 Agility
1 Marksmanship
 _____ Swashbuckling



Spirit

_____ Faith
 _____ Grace
2 Luck
 _____ Shamanism

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+2	+1	+1		+5	+10				20
	Misc						+10				
Lvl	1	Ace Up My Sleeve (luck)									
	1	Instant Draw (agility)									
	1	Invisible Blade (espionage)									
	2										
	3										
	4										
	5										
	6										
	7										
	8										
	9										
	10										
	11										
	12										

Stories: Adopted by Evangless, Satyr Servant

Racial Traits: Alcohol Immunity, Empathetic, Fleet of Foot

10 p

Money on-hand

Money in bank

Gear

Knives (light melee weapons)

Throwing Knives (light throwing weapons)

Rope

Grappling Hook

Lockpicks

Comon Clothing (minimal armor)

Augments

Notes

Val Godrick

Valerie "Val" Godrick was born a free spirit in the satyr plains of Arakrith, but the war with Siyesh overtook her clan and her freedom was stripped from her. She was shipped to Zelhost, where she spent her teenage years as a rebellious slave, often beaten and traded from owner to owner in the Haudi Empire. She learned to avoid trouble and eventually slipped her way out of her master's grasp and away into Evangless. There she stayed with the Godrick family who helped her settle into Evangless, learn the language, and make a living. Unfortunately, Val was not cut out for staying in one place for too long, and she had to bid them farewell and make her own way in the world.

Special Actions

Ace Up My Sleeve

Cost: 1 AP reflexively to grab the die, 1 AP to use

If Val rolls a pure 12 on one of her combat rolls (i.e. accuracy, strike, evade, defense, or priority) she can spend 1 action point to keep that pure 12. She then re-rolls that roll.

On any combat roll, she can spend an action point in order to use her saved pure 12. When she uses her pure 12, it acts just as if she had rolled it - she takes the 12 and then rolls again, adding the result.

Val can only have one saved pure 12 at a time.

Empathetic

When Val is attempting to figure out if somebody is lying, she rolls her cunning twice and takes the higher result.

