



Name **Edward Saunders - Thief**

Traits Skills

Strength 2 e Experience Tallies

Fortitude 3 e 3 d Survival (town)
d Survival ()

Body 3 e d Swim
3 d Athletics
d Paddle

Melee 3 e 3 d Blades
d Heavy Weapons
1 d Unarmed

Dexterity 4 e 1 d Firearms
d Bow
3 d Thievery
d Craft ()

Agility 4 e 3 d Stealth
1 d Acrobatics
d Ride
1 d Throw

Notice 3 e 2 d Insight
d Track
2 d Search
d Weather Sense

Presence 3 e 3 d Persuade
d Leadership
d Intimidate
d Entertain ()
d Etiquette ()
d Etiquette ()

Cunning 2 e d Heal
d Sail
2 d Knowledge (gamble)
d Knowledge ()
d Knowledge ()

Combat Information

	Attack	Damage	Size	Range/Notes
Unarmed	3 e+ 1 d	2 e+ 2 d		<input type="checkbox"/>
dagger	3 e+ 3 d	2 e+ 3 d		<input type="checkbox"/>
	e+ d	e+ d		
	e+ d	e+ d		
	e+ d	e+ d		

Destiny Points

Current: **3**
 Normal: **3** Max: **5**
 (= Presence) (=5)



Core Derived Stats

Fitness: 3 (= Body)
 Speed: 4 (= Agility)
 Initiative: 7.2 (= Dex + Not . Cun)
 Fatigue: _____ Fear: _____ Drain: _____

Resist Targets

Dodge Defense: 4 (= Agility or Dexterity)
 Parry Defense: 3 (= Melee)
 Toughness: 3 (= Fortitude)
 Willpower: 3 (= Cunning or Presence)

Wealth

Home: 2d Away: 1d

Assets

Area Knowledge Locations Port Royal

Languages English and French

Contacts Nayo (escaped slave), Paul Duran (French dock worker), John Waller (English smuggler)

Uncanny Evasion (you can spend Effort dice to increase Dodge after seeing attack roll result)

Mobility (you can spend an Effort die to be able to move through occupied hexes)

Quick Draw (once per round, you can draw an item as a free action)

Sixth Sense (you can make an Insight check to get a sense of the situation)

Magic Trait

 e

Threshold: _____
 (= For + Pre + Cun)

Focus: _____

Powers
