



Motivation Matrix				
		Conviction	Relationship	Desire
Importance:	Major		Enemy: Spanish captain	
	Minor		Complicate feelings toward Jesuits (love them for raising you and blame them for lack of parents)	

Complication Matrix				
		Physical	Personality	Misc.
Importance:	Major		Uncouth Randy	
	Minor			Orphan

Background	
Youth	Raised in a Jesuit orphanage
Taste of Adventure	Ran away at age of 12 and stowed away on a ship
On Your Own	Grew up to be a competent sailor and signed on with a pirate ship.

Appearance
Heritage: Unknown European
Gender: Male
Age: 24
Height: 5'9"
Weight: 170 lbs
Handedness: Right
Description:

Gear/Possessions
Cutlass
Pistols x 2
Powder
Shot

Ally/Followers/Animals Form/Etc.																																																																																
Name: _____ Hook: _____ Motivation: _____ <table border="1"> <thead> <tr> <th>Traits</th> <th>Skills</th> </tr> </thead> <tbody> <tr><td>STR</td><td></td></tr> <tr><td>FOR</td><td></td></tr> <tr><td>BOD</td><td></td></tr> <tr><td>MEL</td><td></td></tr> <tr><td>DEX</td><td></td></tr> <tr><td>AGL</td><td></td></tr> <tr><td>NOT</td><td></td></tr> <tr><td>PRS</td><td></td></tr> <tr><td>CUN</td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Attack</th> <th>Damage</th> </tr> </thead> <tbody> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Resist Targets</th> <th>Derived Stats</th> </tr> </thead> <tbody> <tr> <td>Parr y _____</td> <td>Fitness _____</td> </tr> <tr> <td>Dodge _____</td> <td>Speed _____</td> </tr> <tr> <td>Toughness _____</td> <td>Initiative _____</td> </tr> <tr> <td>Will power _____</td> <td></td> </tr> </tbody> </table>	Traits	Skills	STR		FOR		BOD		MEL		DEX		AGL		NOT		PRS		CUN		Weapon	Attack	Damage							Resist Targets	Derived Stats	Parr y _____	Fitness _____	Dodge _____	Speed _____	Toughness _____	Initiative _____	Will power _____		Name: _____ Hook: _____ Motivation: _____ <table border="1"> <thead> <tr> <th>Traits</th> <th>Skills</th> </tr> </thead> <tbody> <tr><td>STR</td><td></td></tr> <tr><td>FOR</td><td></td></tr> <tr><td>BOD</td><td></td></tr> <tr><td>MEL</td><td></td></tr> <tr><td>DEX</td><td></td></tr> <tr><td>AGL</td><td></td></tr> <tr><td>NOT</td><td></td></tr> <tr><td>PRS</td><td></td></tr> <tr><td>CUN</td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Attack</th> <th>Damage</th> </tr> </thead> <tbody> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Resist Targets</th> <th>Derived Stats</th> </tr> </thead> <tbody> <tr> <td>Parr y _____</td> <td>Fitness _____</td> </tr> <tr> <td>Dodge _____</td> <td>Speed _____</td> </tr> <tr> <td>Toughness _____</td> <td>Initiative _____</td> </tr> <tr> <td>Will power _____</td> <td></td> </tr> </tbody> </table>	Traits	Skills	STR		FOR		BOD		MEL		DEX		AGL		NOT		PRS		CUN		Weapon	Attack	Damage							Resist Targets	Derived Stats	Parr y _____	Fitness _____	Dodge _____	Speed _____	Toughness _____	Initiative _____	Will power _____		
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