



Name **James Bradshaw - pirate**

**Traits Skills**

**Strength** 3 e Experience Tallies

**Fortitude** 3 e 2 d Survival ( ships )   
1 d Survival ( ports )

**Body** 4 e d Swim   
3 d Athletics   
2 d Paddle

**Melee** 4 e 3 d Blades   
d Heavy Weapons   
3 d Unarmed

**Dexterity** 3 e 3 d Firearms   
d Bow   
d Thievery   
d Craft ( )

**Agility** 3 e d Stealth   
2 d Acrobatics   
d Ride   
1 d Throw

**Notice** 3 e 1 d Insight   
d Track   
1 d Search   
1 d Weather Sense

**Presence** 2 e d Persuade   
d Leadership   
2 d Intimidate   
d Entertain ( )   
1 d Etiquette ( Carousing )   
d Etiquette ( )

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

**Combat Information**

	Attack	Damage	Size	Range/Notes
Unarmed	4e+ 3d	3e+ 3d		
cutlass	4e+ 3d	3e+ 5d		
pistol	3e+ 3d	3e+ 2d	2	range = 5
	e+ d	e+ d		
	e+ d	e+ d		

**Destiny Points**

Current: **2**  
 Normal: **2** Max: **5**  
 (= Presence) (=5)



**Core Derived Stats**

Fitness: **4** (= Body)  
 Speed: **3** (= Agility)  
 Initiative: **6.2** (= Dex + Not . Cun)  
 Fatigue: \_\_\_\_\_ Fear: \_\_\_\_\_ Drain: \_\_\_\_\_

**Resist Targets**

Dodge Defense: **3** (= Agility or Dexterity)  
 Parry Defense: **4** (= Melee)  
 Toughness: **3** (= Fortitude)  
 Willpower: **2** (= Cunning or Presence)

**Wealth**

Home: **3d** Away: **2d**

**Assets**

Area Knowledge Locations Port Royal

Languages English and Spanish

Contacts Jarvase Hull (barkeep in Port Royal), Andrew Orgill (pirate gun master)

Brawler path  
 -Crowd Fighting (+1d to hit in melee per additional adjacent enemy in attack zone)  
 -At Home in a Bar

Hardy (+1d to heal and resist fatigue, poison, and disease)  
Battle Aggression (can make Intercept attacks on characters leaving your attack zone).  
Able Drinker (+3d on checks regarding drinking)

**Magic Trait**

   e

Threshold: \_\_\_\_\_  
 (= For + Pre + Cun)

Focus: \_\_\_\_\_

**Powers**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_