



Name **Sekou - Escaped Slave**

Traits Skills

Strength 3 e Experience Tallies

Fortitude 4 e 2 d Survival (jungle)
2 d Survival (town)

Body 4 e d Swim
3 d Athletics
1 d Paddle

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

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

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

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

Presence 2 e 2 d Persuade
d Leadership
d Intimidate
d Entertain ()
d Etiquette ()
d Etiquette ()

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

Combat Information

	Attack	Damage	Size	Range/Notes
Unarmed	3 e+ 2 d	3 e+ 3 d		<input type="checkbox"/>
saber	3 e+ 3 d	3 e+ 5 d		<input type="checkbox"/>
	e+ d	e+ d		
	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: 3 (= Melee)
 Toughness: 4 (= Fortitude)
 Willpower: 2 (= Cunning or Presence)

Wealth

Home: 3d Away: 2d

Assets

Area Knowledge Locations Coastal Brazil
 Languages Bantu and English

Contacts Kaya (Voodoo mambo in Palmares), Mosi (half-African/half-Indian hunter in Palmares)

Capoiera path
-Tumbling Performance (can use Unarmed Combat or Acrobatics as Entertain)
-Tumbling Attack (once per scene, can use Acrobatics in melee attack Stunt as a dual attack)

Met Tet - Baron Samdhi
Spend Des. Pt. to be possessed: gain +3d Heal, Entertain (dirty jokes), Thievery, and Insight. Gain Hedonist and Uncouth, +1e BODY, +1 Toughness, Able Drinker and Night Eyes.

Magic Trait

 e
 Threshold: _____
 (= For + Pre + Cun)
 Focus: _____

Powers

