



Name **Dirk Wenger - Sailor**

Traits Skills Experience Tallies

Strength 3 e

Fortitude 3 e 3 d Survival (ship)
d Survival ()

Body 4 e d Swim
3 d Athletics
2 d Paddle

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

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

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

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

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

Cunning 3 e d Heal
2 d Sail
2 d Knowledge (fishing)
d Knowledge ()
d Knowledge ()

Combat Information

	Attack	Damage	Size	Range/Notes
Unarmed	3 e+ 2 d	3 e+ 3 d		<input type="checkbox"/>
dagger	3 e+ 2 d	3 e+ 4 d		<input type="checkbox"/>
pistol	2 e+ 2 d	3 e+ 2 d		
cutlass	3 e+ 2 d	3 e+ 5 d		
	e+ d	e+ d		

Destiny Points

Current: **2**
 Normal: **2** Max: **6**
 (= Presence) (=5)



Core Derived Stats

Fitness: 4 (= Body)
 Speed: 3 (= Agility)
 Initiative: 6.3 (= Dex + Not . Cun)
 Fatigue: _____ Fear: _____ Drain: _____

Resist Targets

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

Wealth

Home: 3d Away: 2d

Assets

Area Knowledge Locations Port Royal

Languages Dutch, English, and French

Contacts Nick Alexander (merchant ship captain in Port Royal)
James Banister (pirate Quartermaster in Xicalango)

Lucky (when you spend a Destiny point, regain it if the Mojo die rolls a 6)

Untapped Potential (+1 to maximum number of Destiny points, already included)

Tough As Nails (you can spend Effort dice to increase Toughness)

Able Drinker (+3d on drinking checks)

Literate (Latin alphabet)

Magic Trait

 e

Threshold: _____
 (= For + Pre + Cun)

Focus: _____

Powers
