



Name **Isaac Lynch - pirate**

**Traits Skills Experience Tallies**

**Strength** **2** e

**Fortitude** **2** e 2 d Survival (ships)       
     d Survival (    )     

**Body** **3** e 1 d Swim       
3 d Athletics       
     d Paddle     

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

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

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

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

**Presence** **4** e 3 d Persuade       
     d Leadership       
     d Intimidate       
     d Entertain (    )       
2 d Etiquette (Carousing)       
     d Etiquette (    )     

**Cunning** **3** e      d Heal       
2 d Sail       
1 d Knowledge (Navigation)       
     d Knowledge (    )       
     d Knowledge (    )     

**Combat Information**

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

**Destiny Points**

Current: **4**  
Normal: **4** Max: **5**  
(= Presence) (=5)



**Core Derived Stats**

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

**Resist Targets**

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

**Wealth**

Home: 3d Away: 2d

**Assets**

Area Knowledge Locations Port Royal

Languages English, French, and Dutch

Contacts Ed Yates (barkeep in Port Royal), Samuel Bradstreet (shipwright in Port Royal), Beau Briscoe (ship's surgeon in Tortuga), Carpata (African waterman in Cagway)

Swashbuckler path  
-Blade Training (can use blade in off-hand)  
-Taunt (Persuade check vs Willpower to force an opponent to attack you)

Network of Contacts (can spend a Destiny point to create a contact)  
Able Drinker (+3d on Drinking)  
Feint (can spend up to 4 Effort dice in a turn, to gain these dice on melee check the next round. Cannot move while feinting)

**Magic Trait**

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

**Powers**