



Name **Judith Kent - Wench**

**Traits Skills Experience Tallies**

**Strength** 2 e

**Fortitude** 3 e 3 d Survival ( port ) 3 d Survival (   )

**Body** 3 e 1 d Swim 2 d Athletics 2 d Paddle

**Melee** 3 e 3 d Blades 3 d Heavy Weapons 1 d Unarmed

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

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

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

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

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

**Combat Information**

	Attack	Damage	Size	Range/Notes
Unarmed	<span style="border: 1px solid black; padding: 2px;">3</span> e+ <span style="border: 1px solid black; padding: 2px;">1</span> d	<span style="border: 1px solid black; padding: 2px;">2</span> e+ <span style="border: 1px solid black; padding: 2px;">2</span> d		<input type="checkbox"/>
<span style="color: blue;">saber</span>	<span style="border: 1px solid black; padding: 2px;">3</span> e+ <span style="border: 1px solid black; padding: 2px;">3</span> d	<span style="border: 1px solid black; padding: 2px;">2</span> e+ <span style="border: 1px solid black; padding: 2px;">4</span> d		<input type="checkbox"/>
	e+ d	e+ d		
	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: 4 (= Agility or Dexterity)  
 Parry Defense: 3 (= Melee)  
 Toughness: 3 (= Fortitude)  
 Willpower: 4 (= Cunning or Presence)

**Wealth**

Home: 3d Away: 2d

**Assets**

Area Knowledge Locations Port Royal

Languages English, French, and Dutch

Contacts Thomas Heath (retired swordmaster in Port Royal), Charlie Barre (barkeep in Port Royal), Edmond Reeves (ship captain in Tortuga), Fleur Cheval (African mambo-in-training in Cagway)

Duelist path  
-Quick Blades  
-Reflexes (Each Effort die spent on Initiative gives +2 instead of +1)  
-Combat Technique (+1d on melee damage rolls per 6 rolled in attack)

Network of Contacts (can spend a Destiny point to create a contact)  
Attractive (+2d on Presence checks where appearance could matter)

**Magic Trait**

  e

Threshold:    
 (= For + Pre + Cun)

Focus:  

**Powers**