

**Ashonn** is a nimble, disfigured adolescent

tall Venetian Star Knight who believes in fairytales

### Skills

Painting	1 (1d6)	Perception	1 (1d6)	Reactions	1 (1d6)	Running	1 (1d6)	Law	1 (1d6)
Fairytales	2 (1d6)	Martial Arts	1 (1d6)	Acrobatics	1 (1d6)	Swords	1 (1d6)	Botany	1 (1d6)

Physical			Mental			Personal		
<b>STR</b>	<b>AGI</b>	<b>END</b>	<b>INT</b>	<b>LOG</b>	<b>WIL</b>	<b>CHA</b>	<b>LUC</b>	<b>REP</b>
2	7	3	7	4	6	2	1	4
1d6	3d6	2d6	3d6	2d6	3d6	1d6	1d6	2d6
15 DEFENSE			13 MENTAL DEFENSE			Derived & Other Statistics		

Health <small>[roll]</small>	18	Current Health
Luck <small>[total]</small>	1	Current Luck
Reputation <small>[total]</small>	2	Current Rep
		Town

### CAREERS

Monastery	Y16s
Police Officer	Y6s
Star Knight	Y3s
Star Knight	Y5s
Star Knight	Y5s
Career	Years
Career	Years
Age	35

Carry	50 lb	Speed	7
Damage	1d6 <small>1d6 per 5 STR</small>	Climb	7 <small>1/2 Speed</small>
Initiative	5d6	Jump	2 0 <small>horiz vert</small>
Hot	Environmental	Size	Medium 5'10" 130 <small>height weight</small>

### Exploits

- Excellent hearing gives +1d6 to perception where sound is a factor
- Immune to fatigued and tiredness related conditions as long as 8 hours sleep per week
- Environmental die in hot climates and environments
- Monastery: +1d6 to detect lies and deception
- Police Officer: +1d6 to INITIATIVE
- Star Knight: +5 DEFENSE without armor
- Star Knight: always gain precognitive access to ambush turn
- Adolescent: curiosity gives +1d6 to observation and intuitive attribute checks
- Nimble: climb equals regular SPEED
- Disfigured: +1d6 to intimidation
- Trip (2 dice): target is knocked prone / Feint: +1d6 to subsequent attack made in same turn

### Attacks

	Size	Attack Dice	Damage	Damage Type	Range Increment	Special
Martial Arts	-	4d6	1d6	impact	melee	
Laser Sword	M	4d6	3d6	heat	melee	

### Armor

	Soak	Vulnerable	Special