

[Ashonnnn] is a nimble, disfigured adolescent

[tall height] 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		
STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
2	7	3	7	4	6	2	1	4
1d6	3d6	2d6	3d6	2d6	3d6	1d6	1d6	2d6
15			13					
DEFENSE			MENTAL DEFENSE					

Derived & Other Statistics

Health [roll] 18

Current Health

Luck [total] 1

Current Luck

Reputation [total] 2

Current Rep
Town

Exploits

CAREERS

Monastery	16s
Police Officer	6s
Star Knight	3s
Star Knight	5s
Star Knight	5s
Career	Years
Career	Years
Age	35

Carry 50 lb

Speed 7

Damage 1d6
1d6 per 5 STR

Climb 7
1/2 Speed

Initiative 5d6

Jump 2 0
horiz vert

Hot
Environmental

Size Medium
5'10" 130
height weight

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	DamageType	RangeIncrement	Special
Martial Arts	-	4d6	1d6	impact	melee	
Laser Sword	M	4d6	3d6	heat	melee	

Armor

Soak	Vulnerable	Special