

# Liam Graywater

## Human Sellsword (Duelist)

# Crisis in Carn Perrin



### Characteristics

<div><div>2</div><div>Brawn</div></div>	<div><div>4</div><div>Agility</div></div>	<div><div>2</div><div>Intellect</div></div>	<div><div>2</div><div>Cunning</div></div>	<div><div>3</div><div>Willpower</div></div>	<div><div>2</div><div>Presence</div></div>
<div><div>Soak</div><div>3</div></div>	<div><div>Strain</div><div>13</div><div>ThresholdCurrent</div></div>	<div><div>Wounds</div><div>12</div><div>ThresholdCurrent</div></div>	<div><div>Defense</div><div>2</div><div>MeleeRanged</div></div>		

Skill	Career?	Ranks	Pool
Athletics (Br)	Y	1	◆◆
Charm (Pr)		1	◆◆
Coercion (Will)	Y		◆◆◆
Cool (Pr)			◆◆
Coordination (Ag)	Y	1	◆◆◆◆
Craft (Int)			◆◆
Deception (Cun)			◆◆
Discipline (Will)	Y	1	◆◆◆
Leadership (Pr)			◆◆
Healing (Int)			◆◆
Navigation (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)			◆◆
Resilience (Br)	Y		◆◆
Riding (Ag)			◆◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆◆◆
Streetwise (Cun)	Y	1	◆◆
Survival (Cun)			◆◆
Vigilance (Will)	Y		◆◆◆
Arcana (Int)			◆◆
Education (Int)		1	◆◆
Geography (Int)			◆◆
Lore (Int)			◆◆
Nature (Int)			◆◆
Other			◆◆
Religion (Int)			◆◆
Underworld (Int)			◆◆
Brawl (Br)	Y		◆◆
Melee – Light (Ag)	Y	2	◆◆◆◆
Melee – Heavy (Br)	Y		◆◆
Ranged - Light (Ag)	Y	1	◆◆◆◆
Ranged - Heavy (Ag)			◆◆◆◆

### Obligation

Type: Secret

Score: 10

### Agendas

Agenda: Hinder House Abersmythe

Score: 1

Agenda:

Score:

### Race Features:

Gain 1 Rank in Two Non-career skills

Charm and Education

### Talents/Special Abilities:

Free XP:

Total XP: 120

### Equipment:

Rapier, Parrying Dagger (+1 Def), Hand Crossbow, Padded Armor (+0/+1), 10 Crossbow bolts

Healing Potion

### Wealth:

Crowns (GP): 50

Marks (SP):

Farthings (CP):

Weapon	Skill	Dmg	Range	Crit	Special
<b>Rapier</b>	Melee-Light	<b>6</b>	Engaged	<b>2</b>	Defensive 1, Pierce 2, Vicious 1
<b>Hand Crossbow</b>	Ranged - Light	<b>5</b>	Medium	<b>4</b>	

## Talent Tree - Sellsword - Duelist

*A=Active*

*P=Passive*

*R=Ranked*

