

Liam Graywater

Human Sellsword (Duelist)

Crisis in Carn Perrin



Characteristics

2 Brawn	4 Agility	2 Intellect	2 Cunning	3 Willpower	2 Presence
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Soak 3

Strain	13	Threshold	Current
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Wounds	12	Threshold	Current
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Defense	2	Melee	Ranged
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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
Rapier	Melee-Light	6	Engaged	2	Defensive 1, Pierce 2, Vicious 1
Hand Crossbow	Ranged - Light	5	Medium	4	

Talent Tree - Sellsword - Duelist

A=Active

P=Passive

R=Ranked

