

Player Name \_\_\_\_\_



Cracked Monocle

# Tephra



## Sir Henry Black

Character Name

Human

Race

Tailemy

Religion

Evanglessian

Nationality

35

Age

6'1"

Height

190 lbs.

Weight

### Weapon Broadsword

Description

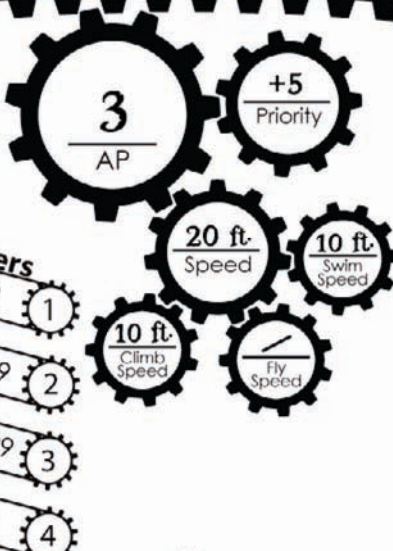
Medium Melee Adjacent  
Size Type Reach

AP to Use 2 0 AP to Ready

Accuracy +2 +3 Strike

Damage Class 6 12 18 24

Notes/Augments:



### Weapon Revolver

Description

Medium Firearm 100 ft.  
Size Type Reach

AP to Use 2 1 AP to Ready

Accuracy +2 - Strike

Damage Class 4 8 12 16

Notes/Augments:

Costs 0 AP to Ready if using two hands

### Armor Combat Attire

Description

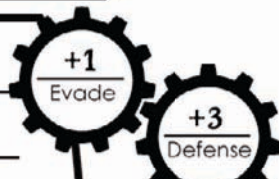
Light 2  
Size Soak Class

Evade Penalty -1

Speed Penalty -5

Climb/Swim Penalty -5

Notes/Augments:



### Deflection Shield

Item

+4

Evade Bonus

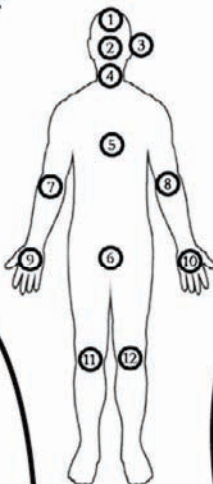


vs Ranged



vs Melee

1 AP to Activate



Hit Points

36

Max HP

12

Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy \_\_\_\_\_ Bio-Flux \_\_\_\_\_  
Armsmith \_\_\_\_\_ Engineer \_\_\_\_\_  
Automata \_\_\_\_\_ Gadgetry \_\_\_\_\_

Science

Espionage \_\_\_\_\_  
Expertise 1  
Showmanship \_\_\_\_\_  
Tactical 1

Cunning

+2

Brawl \_\_\_\_\_  
Frenzy \_\_\_\_\_  
Overpower \_\_\_\_\_  
Resilience 2

Brute

+2



Dexterity

Ace \_\_\_\_\_  
Agility \_\_\_\_\_  
Marksmanship 1  
Swashbuckling 2

Spirit

Faith 3  
Grace \_\_\_\_\_  
Luck \_\_\_\_\_  
Shamanism \_\_\_\_\_

## LVI

Totals

Misc

1

1

1

2

3

4

5

6

7

8

9

10

11

12

Stories: Evangelical Nobility, Lawman, Paladin of Tailmy, Royalist, Veteran

**3 p**

Money  
on-hand

## Racial Traits: Momentum, Peerless, Relentless

7 p

Money  
in bank

## Gear

**Broadsword (medium**

melee weapon)

Revolver (medium firearm)

## Cartridges

Combat Attire (light armor)

### Shield (metal)

## Augments

## Notes



# ❧ Sir Henry Black ❧

Henry Black has fought in many wars as an Evanglessian officer. He was born in the gentry, the Black Estate his by inheritance. He married young, his wife Misses Jessica Black. He fought for years in the Hurricane Wars, then for the Royalists in the civil war. While he chose the Royalists' side, his wife chose the Militarist. She seized his family assets and attempted his murder. He survived, though not without a few scars, and went on to serve honorably during the war. He was knighted for his efforts. After the wars, he joined the Tailemite Church, trying to spend his final years as a priest. The crusader within him rebelled, and he attempted law enforcement. He was an officer of the law for a brief time before he found the system to be corrupt and inefficient. Though he tried to change it, he felt he was losing grasp on his life. He instead took to the field, helping people in whatever way he could, spreading justice and the church of Tailemy with every breath.

## Special Actions

### Conviction

COST: Attack +1 AP

Sir Henry Black can make an attack with conviction any time he's attacking a corrupted creature, such as automatons, bio-engineered monstrosities, abominations, or creatures arisen from the dead. The creature rolls its spirit versus his Faith (+3). If Henry wins, all of the target's damage soak is negated for the attack.

### Peerless

Sir Henry Black wins on all tied rolls.

### Protector

COST: as a Shield Deflection (1 AP reflexively)

Any time an adjacent ally is about to be attacked, Sir Henry Black can make a shield deflection on their behalf, giving them his shield deflection bonus (a +4 on the evade roll). If he is in his Sword and Board stance, he may use his free once-per-turn deflection.

### Sword and Board

STANCE (costs 1 AP to enter)

While in this stance, Sir Henry Black can make one free deflection per turn.

