

Player Name _____



Cracked Monocle

Tephra



Val

Character Name _____

Satyr

Evanglessian

Race

Nationality

Tailemy

20

5'6"

137 lbs.

Religion

Age

Height

Weight

Weapon

Knife

Description

Light
Size

Melee
Type

Adjacent
Reach

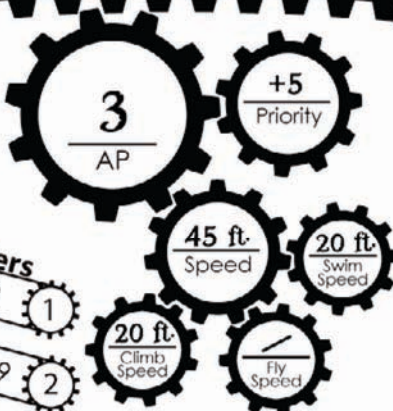
AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

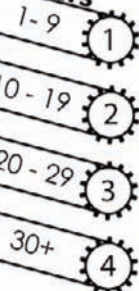
Damage Class 4 8 12 16

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP.



Tiers



Weapon

Throwing Knives

Description

Light
Size

Throwing
Type

25 ft.
Reach

AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

Damage Class 3 6 9 12

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP. Can be drawn for no action points.

Armor

Common Clothing

Description

Minimal

1

Size

Soak
Class

Evade Penalty -

Speed Penalty -

Climb/Swim Penalty -

Notes/Augments:

+1
Evade

+0
Defense

Deflection

None

Item

Evade Bonus

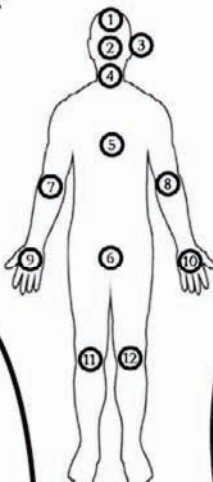


vs Ranged



vs Melee

1 AP to Activate



Hit Points

20
Max HP

12
Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy 1

Bio-Flux

Armsmith

Engineer

Automata

Gadgetry

Misc

+1

Science

Misc

+3

Dexterity

Ace

2 Agility

1 Marksmanship

Swashbuckling

Faith

Grace

2 Luck

Shamanism

Espionage 3

Expertise 1

Showmanship

Tactical

Cunning

+4

Brawl 1

Frenzy

Overpower

Resilience

Brute

+1

Experience

1

Level

Lillian Isis

Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+2	+1	+1		+5	+10				20
	Misc						+10				
Lvl											
1	Ace Up My Sleeve (luck)		+1			+2					6
1	Instant Draw (agility)	+1				+3					7
1	Invisible Blade (espionage)	+1		+1							7
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Stories: Adopted by Evangless, Satyr Servant

Racial Traits: Alcohol Immunity, Empathetic, Fleet of Foot

10 p

Money
on-hand

Money
in bank

Gear

Knives (light melee
weapons)

Throwing Knives (light
throwing weapons)

Rope

Grappling Hook

Lockpicks

Comon Clothing (minimal
armor)

Augments

Notes

Val Godrick

Valerie "Val" Godrick was born a free spirit in the satyr plains of Arakrith, but the war with Siyesh overtook her clan and her freedom was stripped from her. She was shipped to Zelhost, where she spent her teenage years as a rebellious slave, often beaten and traded from owner to owner in the Haudi Empire. She learned to avoid trouble and eventually slipped her way out of her master's grasp and away into Evangless. There she stayed with the Godrick family who helped her settle into Evangless, learn the language, and make a living. Unfortunately, Val was not cut out for staying in one place for too long, and she had to bid them farewell and make her own way in the world.

Special Actions

Ace Up My Sleeve

Cost: 1 AP reflexively to grab the die, 1 AP to use

If Val rolls a pure 12 on one of her combat rolls (i.e. accuracy, strike, evade, defense, or priority) she can spend 1 action point to keep that pure 12. She then re-rolls that roll.

On any combat roll, she can spend an action point in order to use her saved pure 12. When she uses her pure 12, it acts just as if she had rolled it - she takes the 12 and then rolls again, adding the result.

Val can only have one saved pure 12 at a time.

Empathetic

When Val is attempting to figure out if somebody is lying, she rolls her cunning twice and takes the higher result.

