Name: Rowan
XP: 15, Rank: Novice, CV: 115

Agility:	d6	Pace:	6	Load Limit:	30
Smarts:	d8	Parry:	7	Load Penalty:	0
Spirit:	d6	Toughness:	6	Armor:	+1
Strength:	d6	Charisma:	-2	Bennies:	3
Vigor:	d6				

Edges: Level Headed, Quick, Arcane Background (Magic)
Powers: Armor, Becalm, Bolt
Hindrances: Delusional: Monsters are everywhere, Heroic, Mean

Weapon	*Range*	*RoF*	*Damage*	*Weight*
Rapier	--	--	Str+1	3
Parry: +1				
Crossbow	15/30/60	1	2d6	10
AP: 2; Reload: 1				

Armor Type	*Areas Protected*	*Protection*	*Weight*	*Cost*
Leather Armor	Torso, Arms, Legs	1	15	50

Fighting	d8
Guts	d6
Investigation	d6
Notice	d6
Shooting	d6
Stealth	d6
Survival	d6
Spellcasting	d6

Injuries:

Wounds: -1 -2 -3 Inc

Fatigue: -1 -2 Inc

Quarrel: 20

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Power Points: 10

Attack	**Penalty**
Aim	+2 Shooting/Throwing if character does not move
Autofire	-2 Shooting
Called Shot	Limb: -2 ; Head: -4, +4 damage; Small target: -4; Tiny target: -6
Cover	Light: -1; Medium: -2; Heavy: -4
Darkness	Dim: -1; Dark: -2, targets not visible beyond 10"; Pitch Dark: detected targets -4
Defend	+2 Parry; no other actions
Disarm	-2 attack; defender must make a Str roll vs. the damage or drop his weapon
Double Tap	(or Three Round Burst) +1 attack and damage/+2 attack and damage
The Drop	+4 attack and damage
Ganging Up	+1 Fighting per additional attacker; maximum of +4
Grappling	Opposed Strength roll to grapple; raise causes Shaken
Innocent Bystanders	Missed Shooting or Throwing roll of 1 (2 with shotguns or autofire)
Nonlethal Damage	Characters are knocked out for 1d6 hours instead of wounded
Prone	-2; prone defenders suffer -2 Fighting, -2 Parry in melee
Suppressive Fire	On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage
Touch Attack	+2 Fighting
Trick	Opposed Agility or Smarts roll; opponent is -2 Parry till next action; with a raise, the foe is -2 Parry and Shaken
Two Weapons	-2 attack; additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting
Unstable Platform	-2 Shooting from a moving vehicle or animal
Wild Attack	+2 Fighting; +2 damage; -2 Parry until next action
Withdrawing	Adjacent foes get one free attack

Knockout Blow
When at 3 wounds and another wound is taken, look up number of wounds from current Blow for effect.

1	If already Incapacitated, no further effect. Otherwise, make Spirit roll each round. If successful, become Shaken.
2	Incapacitated. Roll on Injury Table.
3	Bleeding Out. Incapacitated. Roll on Injury Table and make Vigor roll each round. Failure indicates mortally Wounded (begin rolling for the Mortal Wound next round). With success, keep bleeding and roll again next round. With raise or successful Healing roll, bleeding stops and Incapacitated.
4	Mortal Wound. Incapacitated. Roll on Injury Table. Make a Vigor roll each round. If roll fails, he passes on. Healing roll stabilizes victim but leaves Incapacitated.

2d6	**Injury Table**
2	Unmentionables. If permanent, rendered sterile.
3-4	Random arm rendered useless.
5-9	Guts: roll 2d6: 1-2 Broken: Agility reduced by die type (min d4). 3-4 Battered: Vigor reduced by die type (min d4). 5-6 Busted: Strength reduced by die type (min d4).
10	Leg crippled. Pace reduced by 1.
11-12	Head. Roll 1d6: 1-2 Hideous Scar: Gain Ugly Hindrance. 3-4 Blinded: Gain Bad Eyes Hindrance. 5-6 Brain Damage: Smarts reduced one die type (min d4).

Gear	Location	Wt.
Quiver		2
Quarrel (×20)		4
AP: 2		

Money: 77

Total Weight Carried:	18
Load Limit:	30
Encumbrance Penalty:	0

Powers

Armor: PP: 2; Rng: Touch; Dur: 3 (1/round); Effect: +2 Toughness; +4 with a raise; Trappings: Choose

Becalm: PP: Ship's Toughness/5; Rng: Sight; Dur: 10 min (1/10 min); Effect: Halves top speed and acceleration of sailing ship

Bolt: PP: 1-6; Rng: 12/24/48; Dur: Instant; Effect: 1 to 3 bolts at 2d6 damage; double Power Points for 3d6 damage

Description: