

Summary: A thief who...

Appearance	Name: Avasha Umbral		Age 23	Gender F	Level 1
	Species: Catling	Class: Thief		Luck 7	Fate 3
	Background:				
	Goals			Your Luck Roll:	

Health 5	Focus 5	Armour: Leather 3 Shield 1	Wealth
Wounds	Fatigue	Equipment Pirate's backpack Tooth & Claw +2DMG Sword +3DMG Throwing Knives +3DMG	
Your Dice Code:			

Troubles
(Level 1, choose 1. Draw a box next to chosen)
Kleptomania: Whenever Avasha meets a non-pirate, she must pass a Hard Focus (13+) test or try to pick their pockets.
Fear of Combat: As soon as Avasha takes any damage, she must pass a Hard Focus (13+) test or try to run away next turn (Defend Only 1 round)
On the Run: An enemy and their minions are pursuing you. Decide with the GM who this is and why.

Combat: 2	Knowledge: 2	Influence: 2
Agility +3 Brawl +2 Climb +2 Run +2 Stealth +4 Strength +2 Swim +2 Throw +2 Blades +3 Pick Pocket +3 Pick Lock +3 + +	Craft +2 Investigate +7 Languages +2 Lore +2 Patch Wounds +2 Read/Write +2 Survival +2 Track +2 + + + +	Bargain +2 Charm +2 Contacts +2 Deceive +6 Entertain +2 Intimidate +2 Lead +2 Persuade +4 + + + +
<i>Gain +4 skill points, add them to skills in any division (+1, +2 etc)</i>		

Followers

Magic: Cantrips +1	+	+	+	+
---------------------------	---	---	---	---

Special Moves & Cantrips (Quick Actions)

Powers & Spells (Actions)

Level 1: Choose 3 Special Moves (draw a box next chosen)
Sneak Attack: After a successful attack, do 2D6Hi + Level + weapon DMG (minus armour) to 1 target in your zone
Blade Master: Add your Combat + Level to your Blades Skill for 1 turn of Combat
Keen Senses +3 to Perception tests
Acrobatics: Add Combat + Level to Agility test
Nine Lives: Once per day if you would take 4+ Wound in one turn, lose one of your 9 lives, explain why and take 1 Wound instead. Lives remaining: 9
Nimble Fingers: Add Combat + Level to Pickpocket
Level 1: Choose 1 Cantrip (draw a box next to chosen)
True Blade: Gain +3DMG bonus for 2D6Lo Rounds
Smell Gold: If there is any gold in +1 zone, you can smell it
Camouflage: +3 Stealth for 2D6Lo Rounds