Name: Avasha Umbral

Species: Catling

Class: Thief

Age 23

**Health
5**

**Focus
5**

**Luck
7**

**Wounds**

**Fatigue**

**Fate
3**

Armour: Leather 3 Shield 1

Equipment
Pirate’s backpack
Tooth & Claw +2DMG
Sword +3DMG
Throwing Knives +3DMG

**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
 +
 +
 +
 +
 +
 +

Background:

Goals

Gender F

Level 1

Followers

Wealth

*Appearance*

**Magic:** Cantrips + 1 + + + +

**Special Moves & Cantrips *(Quick Actions)***

**Powers & Spells *(Actions)***

**Your Dice Code:**

**Your Luck Roll:**

*See more at: DavesGamesLab.com*

*Summary: A thief who...*

*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

 *Gain +4 skill points, add them to skills in any division (+1, +2 etc)*