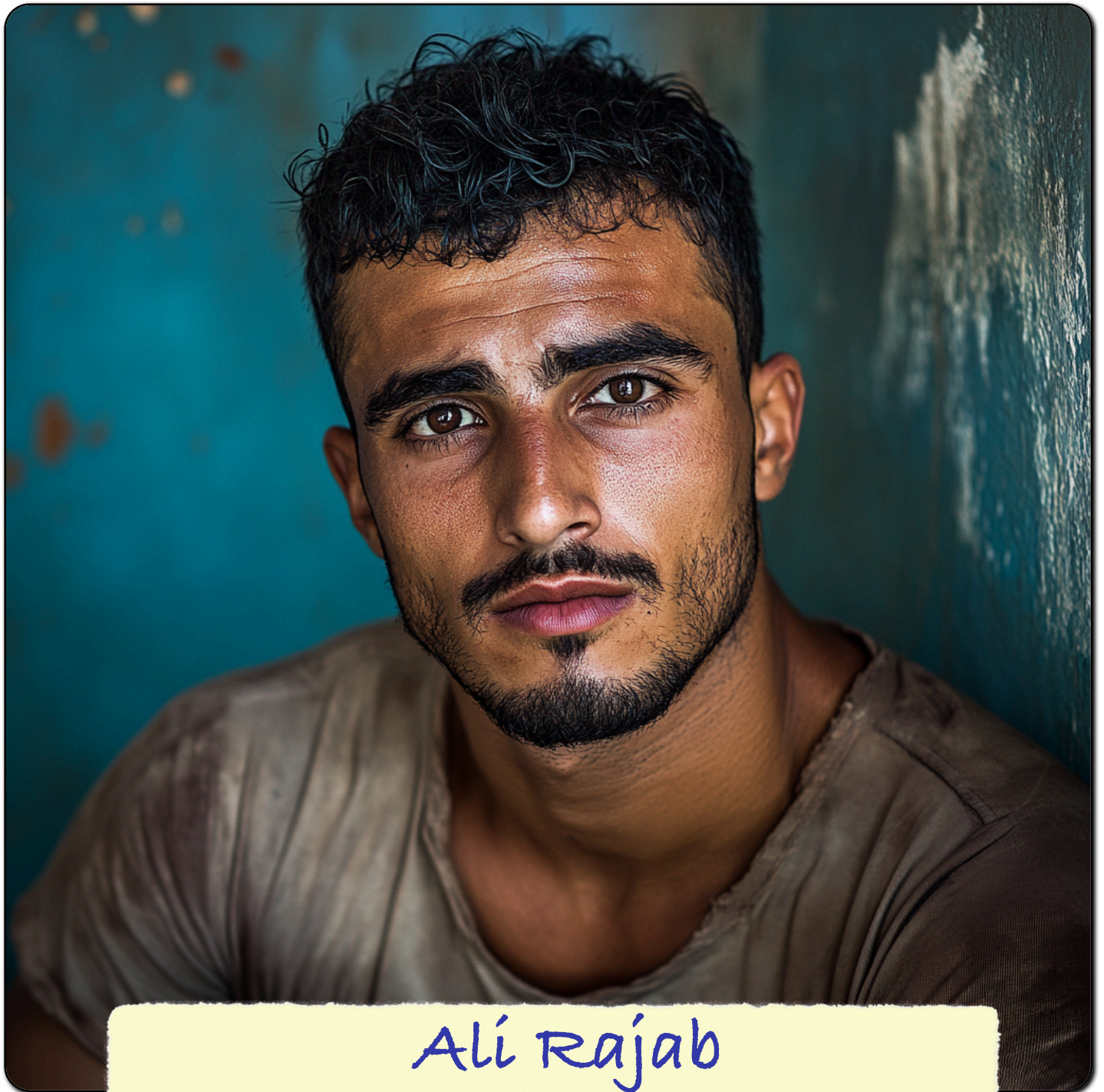


ANTAGONISTS

CHARACTER SHEET



Ali Rajab
Thief - Trickster

ANTAGONISTS CHARACTER SHEET

Name *Ali Rajab*

Source of Power *Trickster*

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
0	-2	3	2	-3	0	0

IDENTITY

Gender *Male*

Age *Young (23yo)*

Ethnicity *Canadien*

Language *French*

Religion *Islam*

Value *Hard Work*

Sexual Preference *Heterosexual*

Handedness ☒ Right ☐ Left

Unused XP *0*

Height *17 (153cm)* Weight *18 (72kg)*

Total XP *0*

CHARACTERISTICS

Short *Unintellectual*

Agile

Dexterous

Quick Reflexes

Disorganized

LIFEPATH

Occupation *Thief*

Expertise or Hobby *Acting*

Childhood *Was Bullied*

QUIRKS

Edges *Light Sleeper*

Hindrances *Loss of Confidence*

Analytical Mind

Superstition

Know the Location of a...

Pessimistic

Mysterious Place

SKILLS

LEVEL

RATING

Drive ☐

PER REF 0

2

Long Arms ☐

CON PER 0

-2

Sleight of Hands ☒

AGI REF 1

6

Small Arms ☒

PER REF 2

4

Stealth ☒

AGI INT 3

3

ACTION

SKILLS

LEVEL

RATING

Investigate ☐

INT PER 0

-3

Knowledge ☐

INT REF 0

-1

Medicine ☐

AGI INT 0

0

Survival ☐

CON PER 0

-2

Technicals ☐

INT STR 0

-3

MENTAL

SKILLS

LEVEL

RATING

Acrobatics ☐

AGI CON 0

1

Athletics ☒

CON STR 0

-2

Brutal Fighting ☐

AGI STR 0

3

Finesse Fighting ☐

AGI REF 0

5

Muscular ☒

CON STR 3

1

PHYSICAL

SKILLS

LEVEL

RATING

Charm ☐

CHA CON 0

-2

Deception ☐

CHA INT 0

-3

Insight ☒

CHA PER 1

1

Intimidate ☐

CHA STR 0

0

Persuade ☒

CHA REF 2

4

SOCIAL

COMBAT STATISTICS

Initiative
Sleight of Hands

6

Long Arms

-2

Dodge
Acrobatics

1

Small Arms

4

Resistance
Muscular

1

0

Armor

Brutal Fighting

3

Finesse Fighting

5

MASTERY

Smoke and Mirr

Draining

1

Name

Cost

Level

Special Effects1

MASTERY

Telekinesis

Draining

1

Name

Cost

Level

Quick Move1

MASTERY

Scoundrel

Free

1

Name

Cost

Level

Safe Cracker1

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES
Knife (Stack)	Finesse	+3	Close		Bleed
Crossbow, Pistol	Small A	+3	Short	1	Piercing

CONDITIONS

☐ Exhausted
-1 Quick Action

☐ Privation
Disadvantages

☐ Bleeding
Dying condition at the end of the scene

☐ Infected
Disadvantages, -1 Quick Action

☐ Unconscious
No action, wake up at the end of the scene

☐ Dying
No action, die at the end of the scene

4

Health
(Muscular / 2) + 3 (min 3)

WOUNDS

Eyes
Blind

Head
Stun, Prone, Mental

Right Arm
Disarm, Action, Physical

Left Arm
Disarm, Action, Physical

Chest
Cause Wounds

Abdomen
Exhausted

Right Leg
Prone, Action

Left Leg
Prone, Action

CONTACTS

RELATIONSHIP AND DESCRIPTORS

Fatima RajabFriend

Salman TomaContact

Muhammad TomaContact

EQUIPMENT

9.7 / 11

Carrying Capacity
Muscular +10

0

0

Slugs

Scraps

CLOTHING STYLE AND ARMORS

Dark Clothing

STACKABLE (10 ITEMS = 1 WEIGHT)

Backpack, Medium (16)

4x Ration

10x Battery

Matches, Box of 100

AMMUNITION

20x Bolts (stack)

BACKPACK

1 Bedroll

2 Blanket

3 Lock-Picking, Tools

4 Flashlight, Headlamp

5 Rope, Climbing (50m)

6

7

8

9

10

11

12

13

LARGE ITEMS (Max 2)

14

15