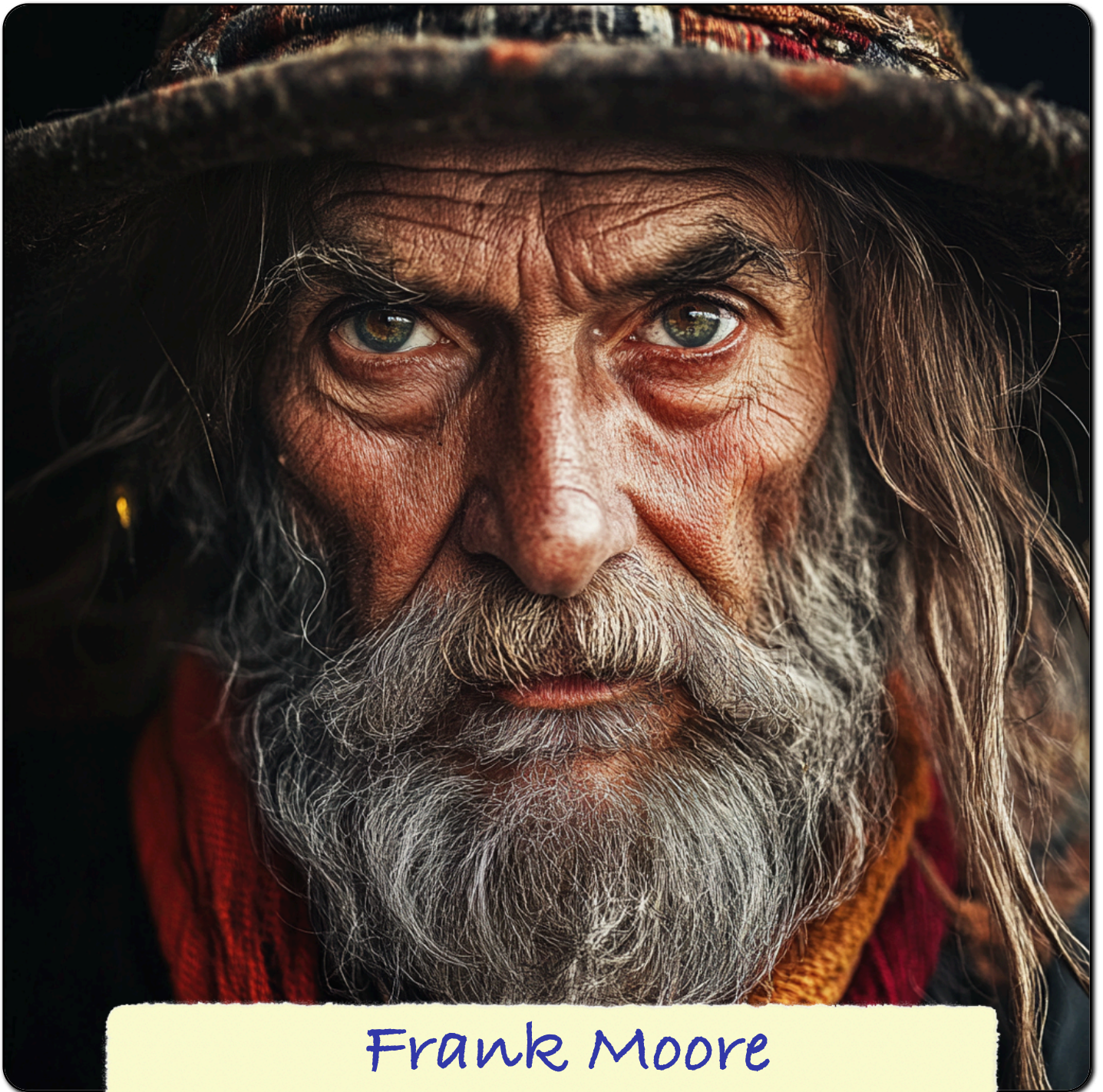


ANTAGONISTS

CHARACTER SHEET



Frank Moore

chronicler - child of Gaia

ANTAGONISTS CHARACTER SHEET

Name *Frank Moore*

Source of Power *Child of Gaia*

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
<i>0</i>	<i>1</i>	<i>1</i>	<i>-2</i>	<i>3</i>	<i>-1</i>	<i>-2</i>

IDENTITY

Gender *Male*

Age *venerable (76yo)*

Ethnicity *American*

Language *English*

Religion *Christian*

Value *Immortality*

Sexual Preference *Heterosexual*

Handedness ☒ Right ☐ Left

Unused XP *0*

Height *22 (198cm)* Weight *21 (84kg)*

Total XP *0*

CHARACTERISTICS

Very Tall

Boring

Dexterous

Neglectful

Educated

Healthy

Fast Learner

Inattentive

LIFEPATH

Occupation *Chronicler*

Expertise or Hobby *Dancing*

Childhood *Battered Child*

QUIRKS

Edges *Longevity*

Hindrances *Deep Sleeper*

Cultured

Forgetful

Tireless Reader

Bad Temper

Storyteller

Homophobic

SKILLS	LEVEL	RATING	
Drive <input type="checkbox"/>	PER REF <i>0</i>	<i>-3</i>	ACTION
Long Arms <input type="checkbox"/>	CON PER <i>0</i>	<i>0</i>	
Sleight of Hands <input type="checkbox"/>	AGI REF <i>0</i>	<i>-1</i>	
Small Arms <input type="checkbox"/>	PER REF <i>0</i>	<i>-3</i>	
Stealth <input type="checkbox"/>	AGI INT <i>0</i>	<i>4</i>	

SKILLS	LEVEL	RATING	
Investigate <input type="checkbox"/>	INT PER <i>0</i>	<i>2</i>	MENTAL
Knowledge <input checked="" type="checkbox"/>	INT REF <i>3</i>	<i>4</i>	
Medicine <input type="checkbox"/>	AGI INT <i>0</i>	<i>4</i>	
Survival <input checked="" type="checkbox"/>	CON PER <i>3</i>	<i>3</i>	
Technicals <input type="checkbox"/>	INT STR <i>0</i>	<i>3</i>	

SKILLS	LEVEL	RATING	
Acrobatics <input checked="" type="checkbox"/>	AGI CON <i>1</i>	<i>3</i>	PHYSICAL
Athletics <input checked="" type="checkbox"/>	CON STR <i>1</i>	<i>2</i>	
Brutal Fighting <input checked="" type="checkbox"/>	AGI STR <i>2</i>	<i>3</i>	
Finesse Fighting <input type="checkbox"/>	AGI REF <i>0</i>	<i>-1</i>	
Muscular <input checked="" type="checkbox"/>	CON STR <i>2</i>	<i>3</i>	

SKILLS	LEVEL	RATING	
Charm <input type="checkbox"/>	CHA CON <i>0</i>	<i>-1</i>	SOCIAL
Deception <input type="checkbox"/>	CHA INT <i>0</i>	<i>1</i>	
Insight <input checked="" type="checkbox"/>	CHA PER <i>0</i>	<i>-3</i>	
Intimidate <input type="checkbox"/>	CHA STR <i>0</i>	<i>-2</i>	
Persuade <input type="checkbox"/>	CHA REF <i>0</i>	<i>-4</i>	

COMBAT STATISTICS

Initiative
Sleight of Hands

-1

Dodge
Acrobatics

3

Resistance
Muscular

3

Armor

0

Long Arms

0

Small Arms

-3

Brutal Fighting

3

Finesse Fighting

-1

MASTERY

Name

Elementalism

Cost

Staining

Level

1

Control Over Earth1

MASTERY

Name

Storm Chaser

Cost

Draining

Level

1

change weather1

MASTERY

Name

Erudite

Cost

Free

Level

1

Botanist1

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES
Staff	Brutal	+4	Close		Blunt, Large, Versatile

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

5

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

Leonardo HemphillContact

NevilleContact

Tiffany JardinesContact

Juliette VincentContact / Eddy Girard Contact

EQUIPMENT

CLOTHING STYLE AND ARMORS

Durable clothing

STACKABLE (10 ITEMS = 1 WEIGHT)

Backpack, Medium (16)

4x Ration

Matches, box of 100

AMMUNITION

LARGE ITEMS (Max 2)

Lantern, Biodiesel

9.6 / 13

Carrying Capacity
Muscular +10

00

SlugsScraps

BACKPACK

1Blanket

2Bedroll

33x Book, Novel

42x Oil can

5

6

7

8

9

10

11

12

13

14

15