

ANTAGONISTS

CHARACTER SHEET



Gabriel Martin

Arcane Seeker - Unstained

ANTAGONISTS

CHARACTER SHEET

Name *Gabriel Martin*

Source of Power *unstained*

ATTRIBUTES

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

IDENTITY

Gender *Male*

Age *Mature (39yo)*

Ethnicity *Canadian*

Language *English*

Religion *Atheist*

Value *Supernatural*

Sexual Preference *Heterosexual*

Handedness ☐ Right ☒ Left

Unused XP *0*

Height *20 (180cm)* Weight *20 (80kg)*

Total XP *0*

CHARACTERISTICS

Medium

Crude

Powerful

Tone Deaf

Studious

LIFEPATH

Occupation *Arcane Seeker*

Expertise or Hobby *Stand-up Comic*

Childhood *Grew up as a Nomad*

QUIRKS

Edges *Musical Ability*

Hindrances *Conspiracist*

Obscure Knowledge

Insatiable Curiosity

Supernatural Knowledge

Good Samaritan

SKILLS

LEVEL

RATING

Drive ☒

PER REF *2*

0

Long Arms ☐

CON PER *0*

-1

Sleight of Hands ☐

AGI REF *0*

-2

Small Arms ☐

PER REF *0*

-2

Stealth ☐

AGI INT *0*

1

ACTION

SKILLS

LEVEL

RATING

Investigate ☒

INT PER *2*

3

Knowledge ☒

INT REF *1*

2

Medicine ☐

AGI INT *0*

1

Survival ☒

CON PER *2*

1

Technicals ☒

INT STR *1*

4

MENTAL

SKILLS

LEVEL

RATING

Acrobatics ☐

AGI CON *0*

-1

Athletics ☒

CON STR *2*

3

Brutal Fighting ☐

AGI STR *0*

0

Finesse Fighting ☐

AGI REF *0*

-2

Muscular ☐

CON STR *0*

1

PHYSICAL

SKILLS

LEVEL

RATING

Charm ☒

CHA CON *2*

2

Deception ☐

CHA INT *0*

2

Insight ☐

CHA PER *0*

-1

Intimidate ☐

CHA STR *0*

1

Persuade ☒

CHA REF *2*

1

SOCIAL

COMBAT STATISTICS

Initiative <i>Sleight of Hands</i>	-2	Long Arms	-1
Dodge <i>Acrobatics</i>	-1	Small Arms	-2
Resistance <i>Muscular</i>	1	Brutal Fighting	0
	0	Finesse Fighting	-2
	Armor		

MASTERY	Name	Cost	Level
	Cleansing	Drain	1
	untouchable		1

MASTERY			
Name	Cost	Free	Level
Magnate			1

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MASTERY	Name	Cost	Free	Level
	Survivor			1

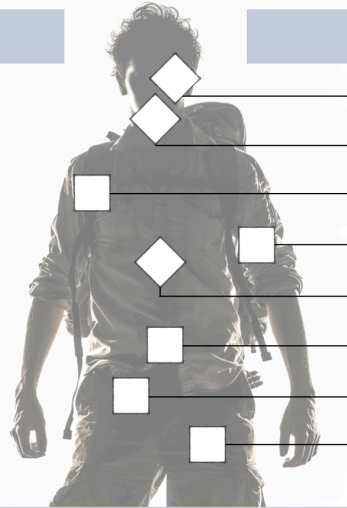
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CONDITIONS

☐	Exhausted <i>-1 Quick Action</i>	
☐	Privation <i>Disadvantages</i>	
☐	Bleeding <i>Dying condition at the end of the scene</i>	
☐	Infected <i>Disadvantages, -1 Quick Action</i>	
☐	Unconscious <i>No action, wake up at the end of the scene</i>	
☐	Dying <i>No action, die at the end of the scene</i>	

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

Rick Reaves	Contact
Curtis Snow	Contact
Trevor Berry	Contact
Ron Lewis	Contact / Eric Parent Contact

EQUIPMENT

7 / 11	3 0
Carrying Capacity <i>Muscular +10</i>	Slugs Scraps

CLOTHING STYLE AND ARMORS

WARM CLOTHING	BACKPACK
	1 Blanket, Thermal
	2 Bedroll
	3 Rope, Climbing (50m)
STACKABLE (10 ITEMS = 1 WEIGHT)	4 Rope (50m)
Backpack, medium (16)	5 Match Case, Waterproof
5x Ration	6
Matches, box of 100	7
Saw, Pocket Wire	8
Spork	9
Whistle	10
AMMUNITION	11
	12
	13

LARGE ITEMS (Max 2)

	14
	15

WEAPONS

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES
Dagger	Brutal	+3	Close		Bleed