

ANTAGONISTS

CHARACTER SHEET



Lan Bell

Pickpocket - Flesh Crafter

ANTAGONISTS CHARACTER SHEET

Name *Law Bell*

Source of Power *Flesh Crafter*

ATTRIBUTES

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

IDENTITY

Gender *Male*

Age *Child (15yo)*

Ethnicity *Male*

Language *Canadian-Vietnamese*

Religion *Uncertain*

Value *Survival*

Sexual Preference *Heterosexual*

Handedness ☒ Right ☐ Left

Unused XP *0*

Height *13 (117cm)* Weight *12 (48kg)*

Total XP *0*

CHARACTERISTICS

Very Small

Slender

Acute Hearing

Simple

Acute Vision

Discreet

Endurant

Healthy

LIFEPATH

Occupation *Pickpocket*

Expertise or Hobby *Exploring*

Childhood *Grew up in a Military Community*

QUIRKS

Edges *Light Sleeper*

Hindrances *Dyslexic*

Artistic Ability

Kleptomania

Do not attract monsters...

Nightmare

...in the Gloom

SKILLS

LEVEL

RATING

Drive ☐

PER
REF *0*

3

Long Arms ☒

CON
PER *2*

5

Sleight of
Hands ☒

AGI
REF *1*

4

Small Arms ☒

PER
REF *2*

5

Stealth ☒

AGI
INT *3*

4

ACTION

SKILLS

LEVEL

RATING

Investigate ☒

INT
PER *2*

3

Knowledge ☒

INT
REF *2*

2

Medicine ☐

AGI
INT *0*

1

Survival ☐

CON
PER *0*

3

Technicals ☐

INT
STR *0*

-4

MENTAL

SKILLS

LEVEL

RATING

Acrobatics ☐

AGI
CON *0*

3

Athletics ☐

CON
STR *0*

-2

Brutal Fighting ☐

AGI
STR *0*

-1

Finesse
Fighting ☒

AGI
REF *1*

4

Muscular ☐

CON
STR *0*

-2

PHYSICAL

SKILLS

LEVEL

RATING

Charm ☐

CHA
CON *0*

-1

Deception ☒

CHA
INT *0*

-3

Insight ☐

CHA
PER *0*

0

Intimidate ☐

CHA
STR *0*

-5

Persuade ☐

CHA
REF *0*

-1

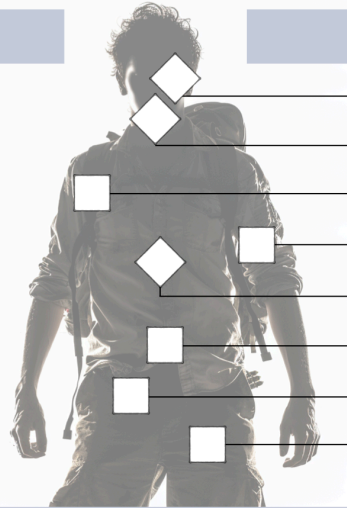
SOCIAL

COMBAT STATISTICS			
Initiative <i>Sleight of Hands</i>	4	Long Arms	5
Dodge <i>Acrobatics</i>	3	Small Arms	5
Resistance <i>Muscular</i>	-2	Brutal Fighting	-1
	0 Armor		
		Finesse Fighting	4
MASTERY	Flesh Crafter		Blood
	Name	Cost	Level

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CONDITIONS	
☐	Exhausted <i>-1 Quick Action</i>
☐	Privation <i>Disadvantages</i>
☐	Bleeding <i>During 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>
3	
Health <i>(Muscular / 2) + 3 (min 3)</i>	

	WOUNDS
	Eyes <i>Blind</i>
	Head <i>Stun, Prone, Mental</i>
	Right Arm <i>Disarm, Action, Physical</i>
	Left Arm <i>Disarm, Action, Physical</i>
	Chest <i>Cause Wounds</i>
	Abdomen <i>Exhausted</i>
	Right Leg <i>Prone, Action</i>
	Left Leg <i>Prone, Action</i>



CONTACTS	RELATIONSHIP AND DESCRIPTORS
Hong Vu	Mentor, monster hunter...
	...supernatural (Flesh Crafter)

EQUIPMENT

CLOTHING STYLE AND ARMORS

Dark Clothing

STACKABLE (10 ITEMS = 1 WEIGHT)

Backpack, medium (16)

4x Ration

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WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES
Revolver, .32	Small	+4	Short	6	Loud
Pipe Gun	Long	+6/5	S/L	1	Large, Loud, Two-handed