

ANTAGONISTS

CHARACTER SHEET



Liam Richard

Soldier - Werebeast

ANTAGONISTS CHARACTER SHEET

Name *Liam Richard*

Source of Power *Werebeast*

ATTRIBUTES

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

IDENTITY

Gender *Male*

Age *Adult 26yo*

Ethnicity *Canadian*

Language *French*

Religion *Christian*

Value *Bravery*

Sexual Preference *undefined*

Handedness ☒ Right ☒ Left

Unused XP *0*

Height *22 (198cm)* Weight *22 (88kg)*

Total XP *0*

CHARACTERISTICS

Tall *Unattractive App.*

Sturdy *Very Hairy*

Trained *Stupid*

Agile *Inattentive*

Inexperienced *Simple*

LIFEPATH

Occupation *Soldier*

Expertise or Hobby *Horseback Riding*

Childhood *Played Sports*

QUIRKS

Edges *Ambidexterity (Major)*

Hindrances *Gambling Addiction*

Strong Immune System

Gluttony

Tolerated Supernatural Rep.

Primitive

Snorer

SKILLS	LEVEL	RATING	ACTION
Drive <input type="checkbox"/>	PER REF <i>0</i>	<i>-1</i>	
Long Arms <input checked="" type="checkbox"/>	CON PER <i>0</i>	<i>2</i>	
Sleight of Hands <input type="checkbox"/>	AGI REF <i>0</i>	<i>2</i>	
Small Arms <input type="checkbox"/>	PER REF <i>0</i>	<i>-1</i>	
Stealth <input type="checkbox"/>	AGI INT <i>0</i>	<i>-1</i>	MENTAL

SKILLS	LEVEL	RATING	MENTAL
Investigate <input type="checkbox"/>	INT PER <i>0</i>	<i>-4</i>	
Knowledge <input type="checkbox"/>	INT REF <i>0</i>	<i>-3</i>	
Medicine <input type="checkbox"/>	AGI INT <i>0</i>	<i>-1</i>	
Survival <input checked="" type="checkbox"/>	CON PER <i>1</i>	<i>3</i>	
Technicals <input type="checkbox"/>	INT STR <i>0</i>	<i>-1</i>	PHYSICAL

SKILLS	LEVEL	RATING	PHYSICAL
Acrobatics <input checked="" type="checkbox"/>	AGI CON <i>2</i>	<i>7</i>	
Athletics <input checked="" type="checkbox"/>	CON STR <i>1</i>	<i>6</i>	
Brutal Fighting <input checked="" type="checkbox"/>	AGI STR <i>3</i>	<i>7</i>	
Finesse Fighting <input checked="" type="checkbox"/>	AGI REF <i>3</i>	<i>5</i>	
Muscular <input checked="" type="checkbox"/>	CON STR <i>2</i>	<i>7</i>	SOCIAL

SKILLS	LEVEL	RATING	SOCIAL
Charm <input checked="" type="checkbox"/>	CHA CON <i>0</i>	<i>0</i>	
Deception <input type="checkbox"/>	CHA INT <i>0</i>	<i>-6</i>	
Insight <input type="checkbox"/>	CHA PER <i>0</i>	<i>-4</i>	
Intimidate <input type="checkbox"/>	CHA STR <i>0</i>	<i>-1</i>	
Persuade <input type="checkbox"/>	CHA REF <i>0</i>	<i>-3</i>	

COMBAT STATISTICS

Initiative
Sleight of Hands

2

Long Arms

2

Dodge
Acrobatics

7

Small Arms

-1

Resistance
Muscular

7

0
Armor

Brutal Fighting

7

Finesse Fighting

5

MASTERY

Name

Metamorphosis

Cost

Blood

Level

1

Wereboar1

MASTERY

Name

Berserker

Cost

Staining

Level

1

Rage1

MASTERY

Name

Belligerent

Cost

Free

Level

1

Charge1

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES
Brass Knuckles	Brute	+2	Close		
Knife (stack)	Finesse	+3	close		Bleed

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

7

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



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

Micreal DumasFriend, supernatural (werebeast)

leadership, soldier

EQUIPMENT

8.7 / 17

30

Carrying Capacity
Muscular +10

SlugsScraps

CLOTHING STYLE AND ARMORS

camouflage clothing

STACKABLE (10 ITEMS = 1 WEIGHT)

5x Ration

Backpack, Medium (16)

AMMUNITION

BACKPACK

1 First Aid Kit, Small (5)

2 Blanket

3 Bedroll

4 Tent, 1 person

5 Flashlight, metal

6

7

8

9

10

11

12

13

LARGE ITEMS (Max 2)

14

15