

# ANTAGONISTS

## CHARACTER SHEET



Rose Lambert  
Assassin - Black Widow

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Name *Rose Lambert*

Source of Power *Black Widow*

### ATTRIBUTES

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

### IDENTITY

Gender *Female*

Age *16*

Ethnicity *Canadian*

Language *French*

Religion *Christian*

Value *Honor*

Sexual Preference *Bisexual*

Handedness ☒ Right ☐ Left

Unused XP *0*

Height *16 (140cm)* Weight *15 (64kg)*

Total XP *0*

### CHARACTERISTICS

*Medium* *Unathletic*

*Balanced Step* *Discreet*

*Eye-Hand Coordination* *Weak*

*Fast Hands* *Disorganized*

*Healthy* *Vigilant*

### LIFEPATH

Occupation *Assassin*

Expertise or Hobby *Juggling*

Childhood *Was a Good Student*

### QUIRKS

Edges *Very Flexible*

Hindrances *Low Pain Tolerance*

*Analytical Mind*

*Naïve*

*Photographic Memory*

*Jealousy*

SKILLS	LEVEL	RATING	
Drive <input type="checkbox"/>	PER REF <i>0</i>	<i>4</i>	ACTION
Long Arms <input type="checkbox"/>	CON PER <i>0</i>	<i>0</i>	
Sleight of Hands <input checked="" type="checkbox"/>	AGI REF <i>1</i>	<i>6</i>	
Small Arms <input checked="" type="checkbox"/>	PER REF <i>2</i>	<i>6</i>	
Stealth <input checked="" type="checkbox"/>	AGI INT <i>3</i>	<i>4</i>	

SKILLS	LEVEL	RATING	
Investigate <input checked="" type="checkbox"/>	INT PER <i>2</i>	<i>2</i>	MENTAL
Knowledge <input checked="" type="checkbox"/>	INT REF <i>0</i>	<i>2</i>	
Medicine <input type="checkbox"/>	AGI INT <i>0</i>	<i>1</i>	
Survival <input type="checkbox"/>	CON PER <i>0</i>	<i>0</i>	
Technicals <input checked="" type="checkbox"/>	INT STR <i>0</i>	<i>-4</i>	

SKILLS	LEVEL	RATING	
Acrobatics <input checked="" type="checkbox"/>	AGI CON <i>3</i>	<i>4</i>	PHYSICAL
Athletics <input type="checkbox"/>	CON STR <i>0</i>	<i>-4</i>	
Brutal Fighting <input type="checkbox"/>	AGI STR <i>0</i>	<i>-1</i>	
Finesse Fighting <input checked="" type="checkbox"/>	AGI REF <i>1</i>	<i>6</i>	
Muscular <input type="checkbox"/>	CON STR <i>0</i>	<i>-4</i>	

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

COMBAT STATISTICS

Initiative  
*Sleight of Hands*

6

Long Arms

0

Dodge  
*Acrobatics*

4

Small Arms

6

Resistance  
*Muscular*

-4

Armor

0

Brutal Fighting

-1

Finesse Fighting

6

MASTERY

Arachnophile

Draining

1

Name

Cost

Level

Cobweb

1

MASTERY

Seer

Staining

1

Name

Cost

Level

Detect the Supernatural

1

MASTERY

Combat Tactician

Free

1

Name

Cost

Level

Quick Reload

1

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*

3

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

CONTACTS

RELATIONSHIP AND DESCRIPTORS

Anna Lord

Business Partner (Assassin)

Paul Robert

Business Partner (Fixer)

EQUIPMENT

5.7 / 6

Carrying Capacity  
*Muscular +10*

3

0

Slugs

Scraps

CLOTHING STYLE AND ARMORS

Dark Clothing

Reinforced Gloves

Reinforced Boots

Intimidating Tattoo

STACKABLE (10 ITEMS = 1 WEIGHT)

Backpack, Medium (16)

5x Ration

10x Light Stick

BACKPACK

1 Sleeping Bag

2

3

4

5

6

7

8

9

10

11

12

13

20x Bolt (stack)

LARGE ITEMS (Max 2)

14

15



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*

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