

ACHERON

PLAYER'S NAME:

CHARACTER'S NAME:



LV

RACE:

BACKGROUND/FACTION:

RANKS	TOTAL	SPENT	REMAINING
(P#+S#)(LV)=TOTAL			
3			

STR

SCORE: MODIFIER:

ATHLETICS ___ + ___ = ___

INTIMIDATION ___ + ___ = ___

DEX

SCORE: MODIFIER:

ACROBATICS ___ + ___ = ___

CRAFT ___ + ___ = ___

DISABLE DEVICE ___ + ___ = ___

DRIVE ___ + ___ = ___

SLEIGHT OF HAND ___ + ___ = ___

SNEAK ___ + ___ = ___

CON

SCORE: MODIFIER:

ENDURANCE ___ + ___ = ___

INT

SCORE: MODIFIER:

CRAFT ___ + ___ = ___

DEMOLITION ___ + ___ = ___

FORGERY ___ + ___ = ___

INVESTIGATION ___ + ___ = ___

REPAIR ___ + ___ = ___

(KNW) ___ + ___ = ___

WIS

SCORE: MODIFIER:

CRAFT ___ + ___ = ___

FIRST AID ___ + ___ = ___

OCCULT ___ + ___ = ___

LISTEN ___ + ___ = ___

SENSE MOTIVE ___ + ___ = ___

SPOT ___ + ___ = ___

SURVIVAL ___ + ___ = ___

CHA

SCORE: MODIFIER:

DECEPTION ___ + ___ = ___

INTIMIDATE ___ + ___ = ___

PERFORM ___ + ___ = ___

PERSUASION ___ + ___ = ___

PRIMAL EMPATHY ___ + ___ = ___

HP 1D	EVA	SANITY	STATUS
CURRENT	10+DEX MOD	5X WIS SCORE	
/	DAMAGE RESISTANCE	/	
TOTAL	S P B	TOTAL	
TEMPORARY HP		7	
		10	
		13	



PSYCHIC POINTS	MANA	CURRENT	INITIATIVE	MOVEMENT
CON SCORE + P MOD + MNC LV	INT SCORE + P MOD + S MOD	/	DEX MOD	
		TOTAL		

WEAPON	ATTK BONUS	DAMAGE	DMG TYPE	RANGE	PROPERTIES	AMMO
ARMOR	ARMOR BONUS	RESISTANCE	WEIGHT	PROPERTIES	LIGHT/ MEDIUM HEAVY	

ABILITIES

Area for listing character abilities.

LV() (3)+3=TOTAL CP	TOTAL	SPENT	REMAINING
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MERITS (9 MAX)	FLAWS (9 MAX)
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Area for listing character merits and flaws.



Jarred “JJ” Jones - Level 1 Gumshoe

Those born and raised on the streets of the megacities know one truth. Everyone, and I mean everyone, is out to get you. Jarred’s mother and father worked hard so he could have a primary education. They even sent their only son to trade school where he learned to replace headers, patch tires, and change oil. After a few years working in his community “JJ” decided he should do more to protect it. Thus, he began enrollment in the Police Academy in the great city of Trident. Older than most by a few years he graduated as a leader of peers and near the top of his class.

It wasn’t too long before he went from being a beat cop to playing paper jockey as a detective. While it may sound like a dream on radio serials, JJ always missed walking the streets, chatting with the locals, making people feel safe. Wanting to do more day to day led him to Vice, led him to undercover work, and led him into a hell of a lot of trouble. Now the only people who knew who he really was are dead. Any old friends still think he’s a disgraced detective fired for peddling dope. And to top it all off it seems like someone wants to make an example out of the once beloved Jarred Jones. Maybe he’ll run far away, maybe he’ll face the enemies at his back. Either way, he has to make the choice soon before they find him first.

Hit Points: 10
EVA: 11
Movement: 30ft
Psychic Pool: N/A

Sanity: 65
 DC 7: Violence
 DC 10: Morality
 DC 13: Supernatural

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

Constitution: 11 (+0)
***Intelligence:** 16 (+3)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 6 ranks per level (Ability mods added)

Str Based
 Intimidation: +2
Dex Based
 Sneak: +1
Int Based

Investigation: +5
 Knowledge (Streetwise): +4
 Knowledge (Local): +4
Wis Based
 Listen: +1

Spot: +1
 Sense Motive: +2
Cha Based
 Persuasion: +1

Merits

- (-) **Privileged:** Gain an additional Experience point for use at character creation.
- (2) **Head-Start:** Lose one rank per level, but gain +2 HP, 11 base EVA, and +5 to sanity Cap.
- (1) **Nimble:** Gain +1 to EVA and AOE’s, which counts as a dodge bonus.

Flaws

- (-) **Wounds of Race War:** You gain no bonus on Charisma checks when dealing with Freemen socially.
- (-2) **Middling Enemies:** Due to some event in your past, you have enemies that are looking for you and, when they find you, it won’t be a pleasant meeting. These enemies have hunted you and will continue to hunt you until they get what they want. Roll 1d20 at the start of each day. If it is a 2 or lower then the GM decides how your enemies will negatively impact you on this day.

Abilities

(G: 1) **Weapon Proficiency (Revolvers):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(S, D, G: 1) **Proficiency Unarmed:** Removes -4 from unarmed combat. And your fists do one die code higher. (i.e: instead of 1 for a standard unarmed strike, it's now does 1d4)

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Fists: (1d4+2) B, +2 to hit.

.45 Cal Revolver: (2d6+0) P, +0 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (5 days worth)

Public Transit Pass

Fine Clothes

Clothes

Fake Identification Card (x3)

Bandages (x4)

Family Photo

Lockpick Set



Jarred “JJ” Jones - Level 2 Gumshoe

Those born and raised on the streets of the megacities know one truth. Everyone, and I mean everyone, is out to get you. Jarred’s mother and father worked hard so he could have a primary education. They even sent their only son to trade school where he learned to replace headers, patch tires, and change oil. After a few years working in his community “JJ” decided he should do more to protect it. Thus, he began enrollment in the Police Academy in the great city of Trident. Older than most by a few years he graduated as a leader of peers and near the top of his class.

It wasn’t too long before he went from being a beat cop to playing paper jockey as a detective. While it may sound like a dream on radio serials, JJ always missed walking the streets, chatting with the locals, making people feel safe. Wanting to do more day to day led him to Vice, led him to undercover work, and led him into a hell of a lot of trouble. Now the only people who knew who he really was are dead. Any old friends still think he’s a disgraced detective fired for peddling dope. And to top it all off it seems like someone wants to make an example out of the once beloved Jarred Jones. Maybe he’ll run far away, maybe he’ll face the enemies at his back. Either way, he has to make the choice soon before they find him first.

Hit Points: 12
EVA: 11
Movement: 30ft
Psychic Pool: N/A

Sanity: 65
 DC 7: Violence
 DC 10: Morality
 DC 13: Supernatural

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

Constitution: 11 (+0)
***Intelligence:** 16 (+3)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 6 ranks per level (Ability mods added)

Str Based
 Intimidation: +3
Dex Based
 Sneak: +2
Int Based

Investigation: +6
 Knowledge (Streetwise): +4
 Knowledge (Local): +4
Wis Based
 Listen: +2

Spot: +2
 Sense Motive: +3
Cha Based
 Persuasion: +1

Merits

- (-) **Privileged:** Gain an additional Experience point for use at character creation.
- (2) **Head-Start:** Lose one rank per level, but gain +2 HP, 11 base EVA, and +5 to sanity Cap.
- (1) **Nimble:** Gain +1 to EVA and AOE’s, which counts as a dodge bonus.

Flaws

- (-) **Wounds of Race War:** You gain no bonus on Charisma checks when dealing with Freemen socially.
- (-2) **Middling Enemies:** Due to some event in your past, you have enemies that are looking for you and, when they find you, it won’t be a pleasant meeting. These enemies have hunted you and will continue to hunt you until they get what they want. Roll 1d20 at the start of each day. If it is a 2 or lower then the GM decides how your enemies will negatively impact you on this day.

Abilities

(G: 1) **Weapon Proficiency (Revolvers):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(S, D, G: 1) **Proficiency Unarmed:** Removes -4 from unarmed combat. And your fists do one die code higher. (i.e: instead of 1 for a standard unarmed strike, it's now does 1d4)

- (S, D, G: 2) **Fists of Fury:** Your unarmed strikes do 1d6 damage rather than 1d4.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness (x2):** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Fists: (1d6+2) B, +2 to hit.

.45 Cal Revolver: (2d6+0) P, +0 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (5 days worth)

Public Transit Pass

Fine Clothes

Clothes

Fake Identification Card (x3)

Bandages (x4)

Family Photo

Lockpick Set



Jarred “JJ” Jones - Level 3 Gumshoe

Those born and raised on the streets of the megacities know one truth. Everyone, and I mean everyone, is out to get you. Jarred’s mother and father worked hard so he could have a primary education. They even sent their only son to trade school where he learned to replace headers, patch tires, and change oil. After a few years working in his community “JJ” decided he should do more to protect it. Thus, he began enrollment in the Police Academy in the great city of Trident. Older than most by a few years he graduated as a leader of peers and near the top of his class.

It wasn’t too long before he went from being a beat cop to playing paper jockey as a detective. While it may sound like a dream on radio serials, JJ always missed walking the streets, chatting with the locals, making people feel safe. Wanting to do more day to day led him to Vice, led him to undercover work, and led him into a hell of a lot of trouble. Now the only people who knew who he really was are dead. Any old friends still think he’s a disgraced detective fired for peddling dope. And to top it all off it seems like someone wants to make an example out of the once beloved Jarred Jones. Maybe he’ll run far away, maybe he’ll face the enemies at his back. Either way, he has to make the choice soon before they find him first.

Hit Points: 12
EVA: 11
Movement: 30ft
Psychic Pool: N/A

Sanity: 65
 DC 7: Violence
 DC 10: Morality
 DC 13: Supernatural

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

Constitution: 11 (+0)
***Intelligence:** 16 (+3)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 6 ranks per level (Ability mods added)

Str Based
 Intimidation: +4
Dex Based
 Sneak: +2
Int Based

Investigation: +8
 Knowledge (Streetwise): +5
 Knowledge (Local): +5
Wis Based
 Listen: +2

Spot: +2
 Sense Motive: +3
Cha Based
 Persuasion: +2

Merits

- (-) **Privileged:** Gain an additional Experience point for use at character creation.
- (2) **Head-Start:** Lose one rank per level, but gain +2 HP, 11 base EVA, and +5 to sanity Cap.
- (1) **Nimble:** Gain +1 to EVA and AOE’s, which counts as a dodge bonus.

Flaws

- (-) **Wounds of Race War:** You gain no bonus on Charisma checks when dealing with Freemen socially.
- (-2) **Middling Enemies:** Due to some event in your past, you have enemies that are looking for you and, when they find you, it won’t be a pleasant meeting. These enemies have hunted you and will continue to hunt you until they get what they want. Roll 1d20 at the start of each day. If it is a 2 or lower then the GM decides how your enemies will negatively impact you on this day.

Abilities

(G: 1) **Weapon Proficiency (Revolvers):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

- (G: 1) **Weapon Focus (.45 Cal Revolvers):** Your character has trained with a very specific weapon, your character prefers to use this weapon. Add +1 to attack rolls when using this weapon.

Prerequisites: proficiency with that weapon type.

(S, D, G: 1) **Proficiency Unarmed:** Removes -4 from unarmed combat. And your fists do one die code higher. (i.e: instead of 1 for a standard unarmed strike, it's now does 1d4)

- (S, D, G: 2) **Fists of Fury:** Your unarmed strikes do 1d6 damage rather than 1d4.
 - (S, D: 2) **Hardened Body:** Your unarmed strikes do 1d8 damage rather than 1d6.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness (x2):** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Fists: (1d8+2) B, +2 to hit.

.45 Cal Revolver: (2d6+0) P, +1 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (5 days worth)

Public Transit Pass

Fine Clothes

Clothes

Fake Identification Card (x3)

Bandages (x4)

Family Photo

Lockpick Set



Saoirse of Ekilin - Level 1 Tomb Raider

The War Born are a diverse people of many customs, beliefs, and regions. However, they are united in very simple ways. All War Born tribes share some basic customs, legends, and a nomadic lifestyle. They were also all conquered and the vast majority re-educated to fit within the mold of modern society.

Brought up as a Nomad, Saoirse avoided re-education camps by sheer luck. As traders, her tribe was given special exemptions which allowed them to raise their own children. Therefore, she grew up around peers, bartering, dancing, roaming, hunting, wrestling, and more. What Saoirse didn't gain from a text-book education she replaced with an education about the living world.

It was once thought by her tribe that she'd become a great trader, if not a great leader. But Saoirse has always been a wild spirit, even by War Born standards. She would roam the mountains, hunt in the forests, disappear for weeks only to return with tales of grandeur. Now she has embarked on her next great adventure. To hunt for treasures of the past all around the world.

Guiding prospectors in the mountains, traveling across great plains, digging for gold in the great Eastern forests. Saoirse plans to do it all and live to tell the tale.

Hit Points: 9 EVA: 13 Movement: 30ft Psychic Pool: N/A	Sanity: 70 DC 7: Violence DC 10: Morality DC 13: Supernatural
Ability Scores: Primary/Secondary Bolded and Starred (*)	
Strength: 11 (+0) *Dexterity: 16 (+3)	Constitution: 13 (+1) Intelligence: 9 (-1)
Skills: 6 ranks per level (Ability mods added)	
Dex Based Acrobatics: +4 Disable Device: +4 Sneak: +4	Wis Based Spot: +3 Listen: +2 Sense Motive: +3
Cha Based Survival: +2 Persuasion: +2 Primal Empathy: +1	

Merits

- (1) **Daredevil:** You can reroll one failed roll while performing a dangerous, non-combat act (once per long rest).
- (2) **Rage of the Storm:** Three times per long rest you can tap into primal rage and your ancestor's wisdom. You can reroll any failed to hit roll or skill check in combat.
- (-) **Military Training:** Gain a weapon proficiency and weapon focus for any weapon of your choice.
- (1) **War Never Changes:** You may reroll a Violence based sanity saving throw once per day.

Flaws

(-1) **Curiosity:** Your character is prone to stick their nose in business that is none of their own. You must make a DC 13 Wisdom save to not investigate strange occurrences you know about.

Abilities

(G: 1) **Weapon Proficiency (Pistols):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(S, D, G: 1) **Proficiency Thrown:** Removes -4 from throwing weapons. Your range on all throwing weapons unless they state otherwise is 20ft/40ft.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Throwing Dagger: (1d6+3) P, +3 to hit. Finesse.

9mm Pistol: (1d10+0) P, +3 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (14 days worth)

Climbers Kit

40ft Rope

Tent

Sleeping Bag

Clothes

Flint and Steel

Bandages (x12)

Antivenom (x2)



Saoirse of Ekilin - Level 2 Tomb Raider

The War Born are a diverse people of many customs, beliefs, and regions. However, they are united in very simple ways. All War Born tribes share some basic customs, legends, and a nomadic lifestyle. They were also all conquered and the vast majority re-educated to fit within the mold of modern society.

Brought up as a Nomad, Saoirse avoided re-education camps by sheer luck. As traders, her tribe was given special exemptions which allowed them to raise their own children. Therefore, she grew up around peers, bartering, dancing, roaming, hunting, wrestling, and more. What Saoirse didn't gain from a text-book education she replaced with an education about the living world.

It was once thought by her tribe that she'd become a great trader, if not a great leader. But Saoirse has always been a wild spirit, even by War Born standards. She would roam the mountains, hunt in the forests, disappear for weeks only to return with tales of grandeur. Now she has embarked on her next great adventure. To hunt for treasures of the past all around the world.

Guiding prospectors in the mountains, traveling across great plains, digging for gold in the great Eastern forests. Saoirse plans to do it all and live to tell the tale.

Hit Points: 9	Sanity: 70
EVA: 14	DC 7: Violence
Movement: 30ft	DC 10: Morality
Psychic Pool: N/A	DC 13: Supernatural
Ability Scores: Primary/Secondary Bolded and Starred (*)	
Strength: 11 (+0)	Constitution: 13 (+1)
*Dexterity: 16 (+3)	Intelligence: 9 (-1)
	*Wisdom: 14 (+2)
	Charisma: 12 (+1)
Skills: 6 ranks per level (Ability mods added)	
Dex Based	Wis Based
Acrobatics: +5	Spot: +4
Disable Device: +5	Listen: +3
Sneak: +4	Sense Motive: +4
	Survival: +2
	Cha Based
	Persuasion: +3
	Primal Empathy: +1

Merits

- (-) **Military Training:** Gain a weapon proficiency and weapon focus for any weapon of your choice.
- (1) **War Never Changes:** You may reroll a Violence based sanity saving throw once per day.
- (1) **Nimble:** gain +1 to EVA
- (1) **Daredevil:** You can reroll one failed roll while performing a dangerous, non-combat act (once per long rest).
- (2) **Rage of the Storm:** Three times per long rest you can tap into primal rage and your ancestor's wisdom. You can reroll any failed to hit roll or skill check in combat.

Flaws

(-1) **Curiosity:** Your character is prone to stick their nose in business that is none of their own. You must make a DC 13 Wisdom save to not investigate strange occurrences you know about.

Abilities

(G: 1) **Weapon Proficiency (Pistols):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(S, D, G: 1) **Proficiency Thrown:** Removes -4 from throwing weapons. Your range on all throwing weapons unless they state otherwise is 20ft/40ft.

- (S, D: 2) **Fast Ball:** You may throw two weapons per turn taking -1 to your consecutive throws. And your range is upgraded to 30/50ft

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Throwing Dagger: (1d6+3) P, +3 to hit. Finesse.

9mm Pistol: (1d10+0) P, +3 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (14 days worth)

Climbers Kit

40ft Rope

Tent

Sleeping Bag

Clothes

Flint and Steel

Bandages (x12)

Antivenom (x2)



Saoirse of Ekilin - Level 3 Tomb Raider

The War Born are a diverse people of many customs, beliefs, and regions. However, they are united in very simple ways. All War Born tribes share some basic customs, legends, and a nomadic lifestyle. They were also all conquered and the vast majority re-educated to fit within the mold of modern society.

Brought up as a Nomad, Saoirse avoided re-education camps by sheer luck. As traders, her tribe was given special exemptions which allowed them to raise their own children. Therefore, she grew up around peers, bartering, dancing, roaming, hunting, wrestling, and more. What Saoirse didn't gain from a text-book education she replaced with an education about the living world.

It was once thought by her tribe that she'd become a great trader, if not a great leader. But Saoirse has always been a wild spirit, even by War Born standards. She would roam the mountains, hunt in the forests, disappear for weeks only to return with tales of grandeur. Now she has embarked on her next great adventure. To hunt for treasures of the past all around the world.

Guiding prospectors in the mountains, traveling across great plains, digging for gold in the great Eastern forests. Saoirse plans to do it all and live to tell the tale.

Hit Points: 9	Sanity: 70
EVA: 14	DC 7: Violence
Movement: 30ft	DC 10: Morality
Psychic Pool: N/A	DC 13: Supernatural
Ability Scores: Primary/Secondary Bolded and Starred (*)	
Strength: 11 (+0)	Constitution: 13 (+1)
*Dexterity: 16 (+3)	Intelligence: 9 (-1)
	*Wisdom: 14 (+2)
	Charisma: 12 (+1)
Skills: 6 ranks per level (Ability mods added)	
Dex Based	Wis Based
Acrobatics: +5	Spot: +5
Disable Device: +6	Listen: +4
Sneak: +4	Sense Motive: +6
	Survival: +2
	Cha Based
	Persuasion: +3
	Primal Empathy: +2

Merits

- (-) **Military Training:** Gain a weapon proficiency and weapon focus for any weapon of your choice.
- (1) **War Never Changes:** You may reroll a Violence based sanity saving throw once per day.
- (1) **Nimble:** gain +1 to EVA
- (1) **Daredevil:** You can reroll one failed roll while performing a dangerous, non-combat act (once per long rest).
- (1) **Truth Sense:** You gain a number of rerolls per long rest on Sense Motive checks equal to your Wisdom modifier.
- (2) **Rage of the Storm:** Three times per long rest you can tap into primal rage and your ancestor's wisdom. You can reroll any failed to hit roll or skill check in combat.

Flaws

(-1) **Curiosity:** Your character is prone to stick their nose in business that is none of their own. You must make a DC 13 Wisdom save to not investigate strange occurrences you know about.

Abilities

(G: 1) **Weapon Proficiency (Pistols):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(S, D, G: 1) **Proficiency Thrown:** Removes -4 from throwing weapons. Your range on all throwing weapons unless they state otherwise is 20ft/40ft.

- (S, D: 2) **Fast Ball:** You may throw two weapons per turn taking -1 to your consecutive throws. And your range is upgraded to 30/50ft

- (S, D: 2) **Curve Ball:** You may throw up to 3 weapons per turn taking -1 to your consecutive throws. And your range is upgraded to 40/60ft

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Throwing Dagger: (1d6+3) P, +3 to hit. Finesse.

9mm Pistol: (1d10+0) P, +3 to hit.

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (14 days worth)

Climbers Kit

40ft Rope

Tent

Sleeping Bag

Clothes

Flint and Steel

Bandages (x12)

Antivenom (x2)

Klara “Sylvie” Solveig - Level 1 Spirit Magi



Practicing magic is, at best, a risky proposition. Not only because of the danger of failed spells and rituals, but also due to the ever-present eyes of the Government who, at a whim, could say you’ve gone too far for their liking. Still that has never stopped Klara. A healer to her community, a spiritual guide to those seeking an unworn path, and a freedom fighter for the land itself. Klara is a trusting and trustworthy woman who knows her way in the world and doesn’t let anyone keep her from what she wants.

With the Reclamation Act passed, she’s decided that it’s time to move on from her small town of Freigholm and make her way to the fabled Spirit Tower in District 36, across the Cradle Sea. She sees it as a chance to not only gain knowledge of magic and the past, but also an opportunity to make new friends along the way. There is a whole wide world out there after all and it would be a shame to not see it and share it with those treading a similar path. With sweet goodbyes she begins her next life journey, putting one foot in front of the other, and letting the path take her on her way.

Hit Points: 8
EVA: 11
Movement: 30ft
Psychic Pool: 19

Sanity: 80
 DC 7: Supernatural
 DC 10: Violence
 DC 13: Morality

Ability Scores: Primary/Secondary Bolded and Starred (*)

Strength: 9 (-1)
 Dexterity: 13 (+1)

***Constitution:** 14 (+2)
 Intelligence: 11 (+0)

***Wisdom:** 16 (+3)
 Charisma: 12 (+1)

Skills: 5 ranks per level

Dex Based
 Acrobatics: +1
 Sneak: +2
Con Based

Endurance: +3
Wisdom Based
 Heal: +4
 Occult: +4

Listen: +3
 Sense Motive: +4
 Spot: +3
 Survival: +4

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you’re feeling you make a flat roll v.s your GM’s flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e ‘there’s a lot of pain here’, ‘an eldritch creature was here recently’, ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

(1) **Natural Trait (Enhanced Smell):** You gain the ability to pink up scents like a wolf on the hunt.

(2) **Creature of the Black Water:** If you rest in a body of water (a lake, a pond, a bathtub, or your feet are submerged in a bucket of water.) you can commune with ghosts and spirits while you are asleep.

While in this state you can clearly hear the ghosts and spirits, and talk to them just like any other encounter. Ghost and Spirits may try to possess you while you are in this state. While you are in this state take a -3 on any save to resist them.

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to mercury

(-2) **Phobia (Fear): Claustrophobia** - You are deathly afraid of your phobia, you don't want to go near it or have anything to do with it. Gain a +4 DC to all sanity checks when affected by your phobia and take 2 additional Sanity damage if you lose sanity under phobic conditions.

Abilities

(W, Ca: 1) **A Kind Touch:** use your standard and bonus action to reduce a physical status effect to an ally by one round. (i.e reduce one stack of bleed, or poison, or paralyze).

- (W: 1) **Healer:** use your standard action to reduce a physical status effect by 2 rounds. Or you can spend 1 hour to reduce a physical status effect by a day.

(G: 3) **Magic Adept (Spirit):** You have studied your chosen domain of magic to the point of practicality. You're now able to cast spells and rituals in your chosen domain. You gain 1 spell or ritual when this ability is purchased as well as 1 spell or ritual for each level gained **after** you've purchased this ability.

Spells

(Tier 1)

Ravenous Swarm

Materials: S, C - A fistful of insects

Cost: 1d4 Wisdom damage

Casting Time: 1 Standard action

Range: Line of sight

Duration: 1d4 rounds

Saving throw: None

Risk: 10

Concentration: No

System: Clench the insects in your fist, crushing them. Upon opening your hand a swarm of insects flies forth to attack your foe for 1d4 rounds dealing 1d4 slashing damage per round.

Leaves: During the duration your foe is blinded by the swarm.

Trunk: During the duration the insects deal an additional damage per round.

Roots: During the duration your target is deafened.

Rituals

(Tier 1)

Heal The Body and The Mind

Materials: S, C - Green tea leaves, mustard seeds, charcoal, and salt

Cost: 1d3 Wisdom damage

Casting time: 10 minutes

Range: Target

Duration: 8 hours

Saving throw: None

Risk: 10

System: You make a salve or tea from crushed green tea leaves, mustard seeds, charcoal, and salt. Apply to a target's wounds, or have a target drink the concoction, before they go to sleep. When your target takes a long rest they roll 2 times their hit die to heal damage. You can use your hit die for all damage except Level, Sanity, and Diseased. This healing also does not affect permanent wounds and damage. This ability does not stack with any similar abilities

Leaves: you are also cleansed of an extra level of Fatigue.

Trunk: you roll 3 times instead of 2

Roots: you cannot be tracked by scent for the next 8 hours after completing this ritual.

Weapons/Armor

Staff: (1d8+0) B, +0 to hit.

Trench Coat: Light, DR 1 vs Slashing

Equipment

Alchemical Ingredients Bag

Magical Ingredients Bag

Food/Water (6 days worth)

First Aid Kit

Bandages (x5)

Small Wine Bottle

Clothes

Flint and Steel

30ft twine

Hammock

Klara “Sylvie” Solveig - Level 2 Spirit Magi



Practicing magic is, at best, a risky proposition. Not only because of the danger of failed spells and rituals, but also due to the ever-present eyes of the Government who, at a whim, could say you’ve gone too far for their liking. Still that has never stopped Klara. A healer to her community, a spiritual guide to those seeking an unworn path, and a freedom fighter for the land itself. Klara is a trusting and trustworthy woman who knows her way in the world and doesn’t let anyone keep her from what she wants.

With the Reclamation Act passed, she’s decided that it’s time to move on from her small town of Freigholm and make her way to the fabled Spirit Tower in District 36, across the Cradle Sea. She sees it as a chance to not only gain knowledge of magic and the past, but also an opportunity to make new friends along the way. There is a whole wide world out there after all and it would be a shame to not see it and share it with those treading a similar path. With sweet goodbyes she begins her next life journey, putting one foot in front of the other, and letting the path take her on her way.

Hit Points: 8
EVA: 11
Movement: 30ft
Psychic Pool: 19

Sanity: 80
 DC 7: Supernatural
 DC 10: Violence
 DC 13: Morality

Ability Scores: Primary/Secondary Bolded and Starred (*)

Strength: 10 (+0)
 Dexterity: 14 (+2)

***Constitution:** 14 (+2)
 Intelligence: 12 (+1)

***Wisdom:** 16 (+3)
 Charisma: 12 (+1)

Skills: 5 ranks per level

Dex Based
 Acrobatics: +3
 Sneak: +4
Con Based

Endurance: +3
Wisdom Based
 Heal: +5
 Occult: +5

Listen: +4
 Sense Motive: +4
 Spot: +3
 Survival: +4

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you’re feeling you make a flat roll v.s your GM’s flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e ‘there’s a lot of pain here’, ‘an eldritch creature was here recently’, ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

(1) **Natural Trait (Enhanced Smell):** You gain the ability to pick up scents like a wolf on the hunt.

(2) **Creature of the Black Water:** If you rest in a body of water (a lake, a pond, a bathtub, or your feet are submerged in a bucket of water.) you can commune with ghosts and spirits while you are asleep. While in this state you can clearly hear the ghosts and spirits, and talk to them just like any other

encounter. Ghost and Spirits may try to possess you while you are in this state. While you are in this state take a -3 on any save to resist them.

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to mercury

(-2) **Phobia (Fear): Claustrophobia** - You are deathly afraid of your phobia, you don't want to go near it or have anything to do with it. Gain a +4 DC to all sanity checks when affected by your phobia and take 2 additional Sanity damage if you lose sanity under phobic conditions.

Abilities

(W, Ca: 1) **A Kind Touch:** use your standard and bonus action to reduce a physical status effect to an ally by one round. (i.e reduce one stack of bleed, or poison, or paralyze).

- (W: 1) **Healer:** use your standard action to reduce a physical status effect by 2 rounds. Or you can spend 1 hour to reduce a physical status effect by a day.

(G: 3) **Magic Adept (Spirit):** You have studied your chosen domain of magic to the point of practicality. You're now able to cast spells and rituals in your chosen domain. You gain 1 spell or ritual when this ability is purchased as well as 1 spell or ritual for each level gained **after** you've purchased this ability.

Spells

(Tier 1)

Ravenous Swarm

Materials: S, C - A fistful of insects

Cost: 1d4 Wisdom damage

Casting Time: 1 Standard action

Range: Line of sight

Duration: 1d4 rounds

Saving throw: None

Risk: 10

Concentration: No

System: Clench the insects in your fist, crushing them. Upon opening your hand a swarm of insects flies forth to attack your foe for 1d4 rounds dealing 1d4 slashing damage per round.

Leaves: During the duration your foe is blinded by the swarm.

Trunk: During the duration the insects deal an additional damage per round.

Roots: During the duration your target is deafened.

Rituals

(Tier 1)

Heal The Body and The Mind

Materials: S, C - Green tea leaves, mustard seeds, charcoal, and salt

Cost: 1d3 Wisdom damage

Casting time: 10 minutes

Range: Target

Duration: 8 hours

Saving throw: None

Risk: 10

System: You make a salve or tea from crushed green tea leaves, mustard seeds, charcoal, and salt. Apply to a target's wounds, or have a target drink the concoction, before they go to sleep. When your target takes a long rest they roll 2 times their hit die to heal damage. You can use your hit die for all damage except Level, Sanity, and Diseased. This healing also does not affect permanent wounds and damage. This ability does not stack with any similar abilities

Leaves: you are also cleansed of an extra level of Fatigue.

Trunk: you roll 3 times instead of 2

Roots: you cannot be tracked by scent for the next 8 hours after completing this ritual.

(Tier 2)

Protect the Sleeping

Materials: V, C - Incense and roots

Cost: 1d4 Wisdom damage

Casting time: 15 minutes

Range: 30ft aura

Duration: 8 hours

Saving throw: None

Risk: 15

System: Burn the incense and roots just before going to sleep. Sing a soft song of days long gone in the Dragon tongue before blowing the smoke over the area you wish to ward. If anything harboring hostile intentions comes within 30 feet of the sleeping they awake immediately.

Leaves: The sleeping cannot be affected by mental or psychic effects while protected.

Trunk: The sleeping cannot be affected by any statuses while sleeping.

Roots: The sleeping are wrapped in a layer of spiritual roots, gaining DR2 while sleeping and if woken.

Weapons/Armor

Staff: (1d8+0) B, +0 to hit.

Trench Coat: Light, DR 1 vs Slashing

Equipment

Alchemical Ingredients Bag

Magical Ingredients Bag

Food/Water (6 days worth)

First Aid Kit

Bandages (x5)

Small Wine Bottle

Clothes

Flint and Steel

30ft twine

Hammock

Klara “Sylvie” Solveig - Level 3 Spirit Magi



Practicing magic is, at best, a risky proposition. Not only because of the danger of failed spells and rituals, but also due to the ever-present eyes of the Government who, at a whim, could say you’ve gone too far for their liking. Still that has never stopped Klara. A healer to her community, a spiritual guide to those seeking an unworn path, and a freedom fighter for the land itself. Klara is a trusting and trustworthy woman who knows her way in the world and doesn’t let anyone keep her from what she wants.

With the Reclamation Act passed, she’s decided that it’s time to move on from her small town of Freigholm and make her way to the fabled Spirit Tower in District 36, across the Cradle Sea. She sees it as a chance to not only gain knowledge of magic and the past, but also an opportunity to make new friends along the way. There is a whole wide world out there after all and it would be a shame to not see it and share it with those treading a similar path. With sweet goodbyes she begins her next life journey, putting one foot in front of the other, and letting the path take her on her way.

Hit Points: 10 EVA: 11 Movement: 30ft Psychic Pool: 19	Sanity: 80 DC 7: Supernatural DC 10: Violence DC 13: Morality
Ability Scores: Primary/Secondary Bolded and Starred (*)	
Strength: 10 (+0) Dexterity: 14 (+2)	*Constitution: 14 (+2) Intelligence: 12 (+1)
	*Wisdom: 16 (+3) Charisma: 12 (+1)
Skills: 5 ranks per level	
Dex Based Acrobatics: +3 Sneak: +4	Wisdom Based Heal: +6 Occult: +6
Con Based	Listen: +4 Sense Motive: +6 Spot: +3 Survival: +4

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you’re feeling you make a flat roll v.s your GM’s flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e ‘there’s a lot of pain here’, ‘an eldritch creature was here recently’, ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

- (1) **Natural Trait (Enhanced Smell):** You gain the ability to pink up scents like a wolf on the hunt.
- (2) **Creature of the Black Water:** If you rest in a body of water (a lake, a pond, a bathtub, or your feet are submerged in a bucket of water.) you can commune with ghosts and spirits while you are asleep. While in this state you can clearly hear the ghosts and spirits, and talk to them just like any other encounter. Ghost and Spirits may try to possess you while you are in this state. While you are in this state take a -3 on any save to resist them.

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to mercury

(-2) **Phobia (Fear): Claustrophobia** - You are deathly afraid of your phobia, you don't want to go near it or have anything to do with it. Gain a +4 DC to all sanity checks when affected by your phobia and take 2 additional Sanity damage if you lose sanity under phobic conditions.

Abilities

(W, Ca: 1) **A Kind Touch:** use your standard and bonus action to reduce a physical status effect to an ally by one round. (i.e reduce one stack of bleed, or poison, or paralyze).

- (W: 1) **Healer:** use your standard action to reduce a physical status effect by 2 rounds. Or you can spend 1 hour to reduce a physical status effect by a day.
 - (W: 1) **Medic:** use your simple and bonus action to reduce a physical status effect by 2 rounds. Or a mental status effect by 1 round.

(G: 3) **Magic Adept (Spirit):** You have studied your chosen domain of magic to the point of practicality. You're now able to cast spells and rituals in your chosen domain. You gain 1 spell or ritual when this ability is purchased as well as 1 spell or ritual for each level gained **after** you've purchased this ability.

(C: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points.

You can take it three times if constitution is your secondary stat and four times if con is your primary stat.

(G: 1) **Weapon Proficiency (Two-Handed Melee):** your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

Spells

(Tier 1)

Ravenous Swarm

Materials: S, C - A fistful of insects

Cost: 1d4 Wisdom damage

Casting Time: 1 Standard action

Range: Line of sight

Duration: 1d4 rounds

Saving throw: None

Risk: 10

Concentration: No

System: Clench the insects in your fist, crushing them. Upon opening your hand a swarm of insects flies forth to attack your foe for 1d4 rounds dealing 1d4 slashing damage per round.

Leaves: During the duration your foe is blinded by the swarm.

Trunk: During the duration the insects deal an additional damage per round.

Roots: During the duration your target is deafened.

(Tier 2)

Spirit Guardian

Materials: V, C - A wooden walking stick, handful of tea leaves, and one drop of arsenic.

Cost: 1d4 Wisdom damage

Casting Time: 1 Standard action

Range: Self

Duration: up to 6 rounds

Saving throw: None

Risk: 10

Concentration: Yes

System: Rub the tea leaves and arsenic in your palms, grip the walking stick and slam it onto the ground. For the duration a Spirit Guardian comes to protect you from physical harm. You add +2 to your EVA for the duration you are protected.

Leaves: During the duration you gain +1 to all saving throws

Trunk: During the duration you gain an additional +1 (total 3) to EVA

Roots: During the duration, if you are hit by a physical attack, you deal 1d4 poison damage to the creature that attacked you

Rituals (Tier 1)

Heal The Body and The Mind

Materials: S, C - Green tea leaves, mustard seeds, charcoal, and salt

Cost: 1d3 Wisdom damage

Casting time: 10 minutes

Range: Target

Duration: 8 hours

Saving throw: None

Risk: 10

System: You make a salve or tea from crushed green tea leaves, mustard seeds, charcoal, and salt. Apply to a target's wounds, or have a target drink the concoction, before they go to sleep. When your target takes a long rest they roll 2 times their hit die to heal damage. You can use your hit die for all damage except Level, Sanity, and Diseased. This healing also does not affect permanent wounds and damage. This ability does not stack with any similar abilities

Leaves: you are also cleansed of an extra level of Fatigue.

Trunk: you roll 3 times instead of 2

Roots: you cannot be tracked by scent for the next 8 hours after completing this ritual.

(Tier 2)

Protect the Sleeping

Materials: V, C - Incense and roots

Cost: 1d4 Wisdom damage

Casting time: 15 minutes

Range: 30ft aura

Duration: 8 hours

Saving throw: None

Risk: 15

System: Burn the incense and roots just before going to sleep. Sing a soft song of days long gone in the Dragon tongue before blowing the smoke over the area you wish to ward. If anything harboring hostile intentions comes within 30 feet of the sleeping they awake immediately.

Leaves: The sleeping cannot be affected by mental or psychic effects while protected.

Trunk: The sleeping cannot be affected by any statuses while sleeping.

Roots: The sleeping are wrapped in a layer of spiritual roots, gaining DR2 while sleeping and if woken.

Weapons/Armor

Staff: (1d8+0) B, +0 to hit.

Trench Coat: Light, DR 1 vs Slashing

Equipment

Staff: (1d8+0) B

Alchemical Ingredients Bag

Magical Ingredients Bag

Food/Water (6 days worth)

First Aid Kit

Bandages (x5)

Small Wine Bottle

Clothes

Flint and Steel

30ft twine

Hammock



William Freeman - Level 1 Hired Hand

In the West, the Freeman family works tirelessly to provide the world with the food they need. It's been said that the Daymen, the Demonic lineage within the Freeman, are the backbone of the labor and freedom movements within Freeman society. Typically, Daymen are workers, soldiers, lawyers, and businessmen. Doing everything they can to keep the wheels of the Freeman machine turning.

William has been many things; a laborer, a server, a secretary. Now, with eyes gleaming and a wide smile, he's begun to dive into the world of business. It is his way of seeing the wide world, visiting the mega-cities, and experiencing a culture where Humans and Darkleachers live side by side. Now that he's signed on with the Dayman field office there's no telling where they may send him, or what they'll ask him to do. For Freeman, and Darkleachers everywhere, it can still be a hostile world. A hostile world that needs good men and women to fight for it. Whether that is making the right business deal or taking out the proverbial trash. In either case, working for the Dayman means you may be doing either, or both.

Hit Points: 13
EVA: 10
Movement: 30ft
Psychic Pool: 19

Sanity: 60
 DC 7: Violence
 DC 10: Supernatural
 DC 13: Morality

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

***Constitution:** 16 (+3)
 Intelligence: 11 (+0)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 5 ranks per level (Ability mods added)

Str Based
 Athletics: +2
 Intimidation: +2
Con Based
 Endurance: +3

Int Based
 Craft (Woodwork): +0
 Repair: +2
 Knowledge (Local): +1

Wis Based
 Spot: +1
Cha Based
 Persuasion: +2
 Primal Empathy: +1

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you're feeling you make a flat roll v.s your GM's flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e 'there's a lot of pain here', 'an eldritch creature was here recently', ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

(1) **Blood of a Demon (Constitution):** Raise the cap to one of your physical stats by 2.

(3) **Guardian Demon (Constitution):** Gain a plus 2 to a save of your choice (I.e. Dex, Con, Wis, ect.), this bonus still works if you are unable to make the save. (i.e. a Dex save at +2 while unconscious, a Con save against an incurable poison, etc.).

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to Gold

(-2) **Bad dreams:** You often struggle to sleep. At the start of every day roll percentage dice. If it is below 50% you gain 1 level of fatigue for that day. This cannot stack beyond 1 level of fatigue.

Abilities

(G: 1) **Weapon Proficiency (2-Handed Melee):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness:** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

Weapons/Armor

Sledgehammer: (1d12+2) B, +3 to hit. Overt/Heavy

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (4 days worth)

Repair Kit

Tool Kit

Bandages (x2)

Clothes

Flint and Steel

Soldering Wire

Soldering Gun



William Freeman - Level 2 Hired Hand

In the West, the Freeman family works tirelessly to provide the world with the food they need. It's been said that the Daymen, the Demonic lineage within the Freeman, are the backbone of the labor and freedom movements within Freeman society. Typically, Daymen are workers, soldiers, lawyers, and businessmen. Doing everything they can to keep the wheels of the Freeman machine turning.

William has been many things; a laborer, a server, a secretary. Now, with eyes gleaming and a wide smile, he's begun to dive into the world of business. It is his way of seeing the wide world, visiting the mega-cities, and experiencing a culture where Humans and Darkleachers live side by side. Now that he's signed on with the Dayman field office there's no telling where they may send him, or what they'll ask him to do. For Freeman, and Darkleachers everywhere, it can still be a hostile world. A hostile world that needs good men and women to fight for it. Whether that is making the right business deal or taking out the proverbial trash. In either case, working for the Dayman means you may be doing either, or both.

Hit Points: 13
EVA: 10
Movement: 30ft
Psychic Pool: 19

Sanity: 60
 DC 7: Violence
 DC 10: Supernatural
 DC 13: Morality

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

***Constitution:** 16 (+3)
 Intelligence: 11 (+0)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 5 ranks per level (Ability mods added)

Str Based
 Athletics: +3
 Intimidation: +4
Con Based
 Endurance: +3

Int Based
 Craft (Woodwork): +1
 Repair: +3
 Knowledge (Local): +1

Wis Based
 Spot: +1
Cha Based
 Persuasion: +2
 Primal Empathy: +1

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you're feeling you make a flat roll v.s your GM's flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e 'there's a lot of pain here', 'an eldritch creature was here recently', ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

(1) **Blood of a Demon (Constitution):** Raise the cap to one of your physical stats by 2.

(3) **Guardian Demon (Constitution):** Gain a plus 2 to a save of your choice (I.e. Dex, Con, Wis, ect.), this bonus still works if you are unable to make the save. (i.e. a Dex save at +2 while unconscious, a Con save against an incurable poison, etc.).

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to Gold

(-2) **Bad dreams:** You often struggle to sleep. At the start of every day roll percentage dice. If it is below 50% you gain 1 level of fatigue for that day. This cannot stack beyond 1 level of fatigue.

Abilities

(G: 1) **Weapon Proficiency (2-Handed Melee):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

- (G: 1) **Weapon Focus (Sledgehammer):** Your character has trained with a very specific weapon, your character prefers to use this weapon. Add +1 to attack rolls when using this weapon.

Prerequisites: proficiency with that weapon type.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness (x2):** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

(C, Ca, G: 1) **Laughing Masochist:** Every time you get hit with a melee attack, you can roll for intimidation. Gain +1 for every point of damage you took this round.

Weapons/Armor

Sledgehammer: (1d12+2) B, +3 to hit. Overt/Heavy

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (4 days worth)

Repair Kit

Tool Kit

Bandages (x2)

Clothes

Flint and Steel

Soldering Wire

Soldering Gun



William Freeman - Level 3 Hired Hand

In the West, the Freeman family works tirelessly to provide the world with the food they need. It's been said that the Daymen, the Demonic lineage within the Freeman, are the backbone of the labor and freedom movements within Freeman society. Typically, Daymen are workers, soldiers, lawyers, and businessmen. Doing everything they can to keep the wheels of the Freeman machine turning.

William has been many things; a laborer, a server, a secretary. Now, with eyes gleaming and a wide smile, he's begun to dive into the world of business. It is his way of seeing the wide world, visiting the mega-cities, and experiencing a culture where Humans and Darkleachers live side by side. Now that he's signed on with the Dayman field office there's no telling where they may send him, or what they'll ask him to do. For Freeman, and Darkleachers everywhere, it can still be a hostile world. A hostile world that needs good men and women to fight for it. Whether that is making the right business deal or taking out the proverbial trash. In either case, working for the Dayman means you may be doing either, or both.

Hit Points: 13
EVA: 10
Movement: 30ft
Psychic Pool: 19

Sanity: 60
 DC 7: Violence
 DC 10: Supernatural
 DC 13: Morality

Ability Scores: Primary/Secondary Bolded and Starred (*)

***Strength:** 14 (+2)
 Dexterity: 10 (+0)

***Constitution:** 16 (+3)
 Intelligence: 11 (+0)

Wisdom: 12 (+1)
 Charisma: 13 (+1)

Skills: 5 ranks per level (Ability mods added)

Str Based
 Athletics: +3
 Intimidation: +6
Con Based
 Endurance: +3

Int Based
 Craft (Woodwork): +1
 Repair: +4
 Knowledge (Local): +2

Wis Based
 Spot: +1
Cha Based
 Persuasion: +3
 Primal Empathy: +1

Merits

(-) **Sensitive:** You have the uncanny ability to sense things. Your character is able to make a psychic check to see if there is any supernatural activity, psychic powers being used, and other things that are out of the natural world. To make a check to realize the nature of what you're feeling you make a flat roll v.s your GM's flat roll. This allows you to have a general idea of what supernatural presence is around you (i.e 'there's a lot of pain here', 'an eldritch creature was here recently', ect).

You also gain a Psychic Pool that you can draw from to spends on abilities, such as Mances, this is your Psychic Energy which is your calculated by adding your Constitution Score to Primary Ability Modifier(PAM) (I.e. 15 Constitution score + 4 PAM (Charisma) = 19 Psychic points).

(1) **Blood of a Demon (Constitution):** Raise the cap to one of your physical stats by 2.

(3) **Guardian Demon (Constitution):** Gain a plus 2 to a save of your choice (I.e. Dex, Con, Wis, ect.), this bonus still works if you are unable to make the save. (i.e. a Dex save at +2 while unconscious, a Con save against an incurable poison, etc.).

Flaws

(-) **Curse of The Bloodline:** You are vulnerable and allergic (2) to Gold

(-2) **Bad dreams:** You often struggle to sleep. At the start of every day roll percentage dice. If it is below 50% you gain 1 level of fatigue for that day. This cannot stack beyond 1 level of fatigue.

Abilities

(G: 1) **Weapon Proficiency (2-Handed Melee):** Your character has trained with a class of weapon, your character prefers to use this weapon type. Remove the -4 from rolls when using this weapon type.

- (G: 1) **Weapon Focus (Sledgehammer):** Your character has trained with a very specific weapon, your character prefers to use this weapon. Add +1 to attack rolls when using this weapon.

Prerequisites: proficiency with that weapon type.

(G: 1) **Armor Proficiency (Bullet Proof Vest):** Your character has trained with a specific set of armor, your character prefers this armor. Allows for the ability to use one of the M/H armor types.

(C, G: 1) **Toughness (x2):** Gain +2 health points. This ability can only be purchased twice with general points. You can take it three times if Constitution is your secondary ability and four times if Constitution is your primary ability.

(C, Ca, G: 1) **Laughing Masochist:** Every time you get hit with a melee attack, you can roll for intimidation. Gain +1 for every point of damage you took this round.

- (C, Ca: 1) **Smiling punching Bag:** If you successfully intimidate your target, they can't make additional attacks this turn.
 - (C, Ca: 2) **Laughter is the Best Medicine:** When making intimidation checks with Laughing masochist, you can attempt to intimidate all enemies within 30ft of you. If you are successful you regain 1 hit point.

Weapons/Armor

Sledgehammer: (1d12+2) B, +3 to hit. Overt/Heavy

Bullet Proof Vest: Medium, DR 2 vs Slashing/Piercing

Equipment

Food/Water (4 days worth)

Repair Kit

Tool Kit

Bandages (x2)

Clothes

Flint and Steel

Soldering Wire

Soldering Gun