

# Pvt. "Lucky"

Average Human / Scoundrel

You've learned to survive with your wits. Life can be chaotic, but you can roll with the punches. And life's gotten weirder lately.

2 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 12	STRAIN THRESHOLD 12	DEFENSE 0   0 <small>MELEE RANGED</small>		ENCUMBRANCE THRESH 7

## SKILLS

GENERAL SKILLS	DICE POOL	RANK	COMBAT SKILLS	DICE POOL	RANK
ATHLETICS (BR)	◆◆	▶▶▶▶▶	BRAWL (BR)	◆◆	▶▶▶▶▶
COOL* (PR)	◆◆	▶▶▶▶▶	MELEE (BR)	◆◆	▶▶▶▶▶
COORDINATION* (AG)	◆◆◆◆	▶▶▶▶▶	RANGED-LIGHT* (AG)	◆◆◆◆	▶▶▶▶▶
DISCIPLINE (WILL)	◆◆	▶▶▶▶▶	RANGED-HEAVY (AG)	◆◆◆◆	▶▶▶▶▶
MEDICINE (INT)	◆◆	▶▶▶▶▶	<b>SOCIAL SKILLS</b>		
MECHANIC (INT)	◆◆	▶▶▶▶▶	CHARM* (PR)	◆◆	▶▶▶▶▶
OPERATING (INT)	◆◆	▶▶▶▶▶	COERCION (WILL)	◆◆	▶▶▶▶▶
PERCEPTION (CUN)	◆◆◆	▶▶▶▶▶	DECEPTION* (CUN)	◆◆◆◆ (◆◆)	▶▶▶▶▶
RESILIENCE (BR)	◆◆	▶▶▶▶▶	LEADERSHIP (PR)	◆◆	▶▶▶▶▶
RIDING (AG)	◆◆◆◆	▶▶▶▶▶	NEGOTIATION (PR)	◆◆	▶▶▶▶▶
SKULDUGGERY* (CUN)	◆◆◆◆	▶▶▶▶▶	<b>KNOWLEDGE SKILLS</b>		
STEALTH* (AG)	◆◆◆◆	▶▶▶▶▶	EDUCATION (INT)	◆◆	▶▶▶▶▶
STREETWISE* (CUN)	◆◆◆◆	▶▶▶▶▶	LORE (INT)	◆◆	▶▶▶▶▶
SURVIVAL (CUN)	◆◆◆	▶▶▶▶▶	* Indicates a career skill		
VIGILANCE (WILL)	◆◆	▶▶▶▶▶			

## ABILITIES/TALENTS

- **Ready For Anything:** Once per session, you may move a story point from the Game Master's pool to the players' pool.
- **Knack For It:** Remove up to ◆◆ from every Deception check you make.
- **Swift:** You suffer no penalties for moving through difficult terrain.

## WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
PISTOL	RANGED (LIGHT) ◆◆◆◆	5	3	MEDIUM	
KNIFE	MELEE ◆◆	+1	3	ENGAGED	

**MOTIVATIONS**

**Strength:** Witty

**Flaw:** Anger

**Desire:** Justice

**Fear:** Commitment

**EQUIPMENT**

ITEM	ENC
Basic Armor	1
Knife	1
Lock Picks	1
Pistol	2

**NOTES**

**CHANGE LOG**

- 70XP Agi 2 → 3 → 4
- 30XP Cun 2 → 3
- 5XP Knack For It
- 5XP Swift
- 5XP Cool Rank 1
- 5XP Coordination Rank 1

- 5XP Streetwise Rank 1
- 5XP Charm Rank 1
- 10XP Resilience Rank 1
- 10XP Stealth Rank 2
- 10XP Ranged-Light Rank 2

160  
Total XP

0  
Available  
XP

**TALENT PYRAMID**

**TIER 1**

5XP

Knack For It (Deception)

Swift

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**TIER 2**

10XP

**TIER 3**

15XP

**TIER 4**

20XP

**TIER 5**

25XP