

Moxmen Ho

Novice Human

Attributes

Agility: 4 6 8 10 12
 Smarts: 4 6 8 10 12
 Spirit: 4 6 8 10 12
 Strength: 4 6 8 10 12
 Vigor: 4 6 8 10 12

Derived

Pace	Parry	Toughness
6	7	8 (1)

Skills

Athletics: 4 6 8 10 12
 Common Knowledge: 4 6 8 10 12
 Fighting: 4 6 8 10 12
 Intimidation: 4 6 8 10 12
 Language (Native): 4 6 8 10 12
 Notice: 4 6 8 10 12
 Persuasion: 4 6 8 10 12
 Stealth: 4 6 8 10 12
 Survival: 4 6 8 10 12
 Taunt: 4 6 8 10 12

Armor

(Unarmored)	0
..... Toughness: 7	
Bronze Arm Guards (vambraces)	5
..... Toughness: 10 (3)	
Bronze Leg Guards (greaves)	6
..... Toughness: 10 (3)	
Cloth Robes	8
..... Toughness: 8 (1)	

Gear

You have no gear.

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

Hindrances

Code of Honor (major)

The character keeps his word and acts like a gentleman / SWADE p23

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Doubting Thomas (minor)

The character doesn't believe in the supernatural, often exposing him to unnecessary risks. / SWADE p24

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Pacifist (minor)

Fights only in self-defense / SWADE p26

Edges

Acrobat

May Reroll most Athletics. / SWADE p48

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Brawler

Toughness +1, add d4 to unarmed damage or increase it a step if combined with Martial Artist, Claws, etc. / SWADE p40

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Martial Artist

Unarmed Fighting +1, ignore Unarmed Defender rule, add d4 damage die to unarmed Fighting attacks (or increase die a step if you already have it). / SWADE p43

Advances

Novice

- 1 Raise Attribute: Vigor
- 2 Edge: Brawler

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str+d6	Melee	0	-	-	0	+1 to Hit, Innate Attack
Dagger/Knife	Str+d4	Melee	0	-	-	1	
- Thrown	Str+d4	3/6/12	0	1	1		
Staff	Str+d4	Melee	0	-	-	4	+1 Parry, Reach 1

