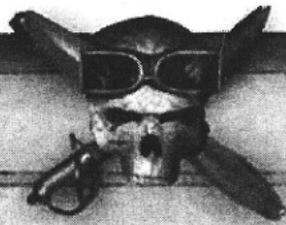


# AIRSHIP PIRATES



# CHARACTER SHEET

**NAME** [SGT. LEWIS TRIMPLETON]  
**CULTURE** [NEOVICTORIAN]  
**BACKGROUND** [CHUNO GGUN]  
**GENDER** [MALE]  
**HAIR** [BLONDE, CRUE CUT]  
**AIRSHIP** [WILDE KARRD]  
**CAPTAIN** [ALBI]

**PLAYER** [MIKE]  
**RACE** [HUMAN]  
**CLASS** [UPPER CLASS]  
**AGE** [31]  
**EYES** [BROWN]  
**SCHTICK** [~~TRAPERS~~ SMUGGLER]

### ATTRIBUTES

STRENGTH  PRESENCE  
 DEXTERITY  WITS  
 FORTITUDE  RESOLVE

### DERIVED ATTRIBUTES

INITIATIVE (DEX+WITS+PER)  
 MOVEMENT S+DEX IN YDS/ROUND  
 SNEAK (S+DEX)/2  
 RUN (S+DEX)/3  
 SWIM (S+DEX)  
 LEAP HORIZONTAL (H+DEX)  
 JUMP VERTICAL (O+S+HLEAP)

### COMMON SKILLS

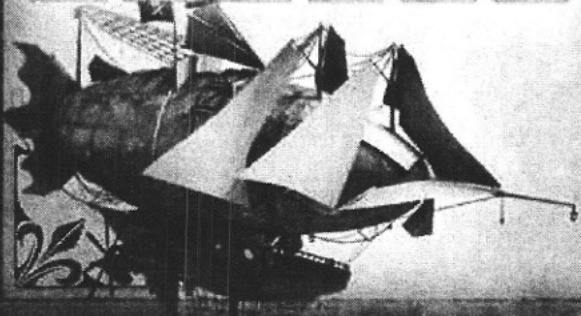
ACT (PRESENCE)  GENERAL KNOWLEDGE (WITS)  
 2 ATHLETICS (DEX)  3 HIDE & SNEAK (DEX)  
 BLUNTWEAPONS (DEX)  2 IMPROVISED WEAPON (DEX)  
 1 BULL (PRESENCE)  INTIMIDATE (PRESENCE)  
 CHARM (PRESENCE)  LEADERSHIP (PRESENCE)  
 2 CONCEAL (WITS)  MIGHT (STRENGTH)  
 DANCE (DEX)  4 PERCEPTION (WITS)  
 2 DODGE (DEX)  1 PILOT (WITS)  
 4 DRIVE (WITS)  RIDING (DEX)  
 EMPATHY (PRESENCE)  2 STREETWISE (PRESENCE)  
 3 ETIQUETTE (WITS)  1 SWORDPLAY (DEX)  
 4 FIREARMS (DEX)  THROWING (DEX)  
 FISTICUFFS (DEX)

### TOTALS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	<input type="checkbox"/> -4	<input type="checkbox"/> -8	<input type="checkbox"/> -16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### SPECIALTIES

INTERROGATION (DEX)  
 3 MARTIAL ARTS (BARITSU) [4]  
 2 TRACKING (WITS) [2]  
 NAVIGATION (WITS) [1]  
 SKY LORE (WITS) [1]



# AIRSHIP PIRATES



## CHARACTER SHEET

### EQUIPMENT AND NOTES

~~10 Hates~~  
Goggles, multilens, crescular  
Greatcoat  
Soft  
Uniform  
Telescopic Sights  
Disguise Kit

### PERSONAL WEALTH

HELIOS ~~10~~ 5

### EXPERIENCE

TOTAL



### FATE POOL

TOTAL



### COMPLICATIONS

ENEMY (commander)  
~~MARKSMAN (add 2d per round)~~

### TALENTS AND RACIAL ABILITIES

MARKSMAN (add 2d per round)

### CONTACTS

### ARMOR

Leathers (3AP)  
Cuirass (3AP)

### WEAPONS

Rifle  
Needle Pistol