

Asmoden "Brick" Hellyers

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Character Information

| | | |
|-----------------|--|---------|
| Character Name: | <input type="text" value="[Enter Name]"/> | [Image] |
| Player Name: | <input type="text" value="[Enter Player]"/> | |
| Playbook: | Deep Cuts | |
| Background: | <input type="text" value="[Enter Background]"/> | |
| Heritage: | <input type="text" value="[Enter Faction]"/> | |
| Look and Style: | <input type="text" value="[Enter XP]"/> | |
| XP: | <div><div><div></div><div></div><div></div><div></div></div></div> | |

Stress, Trauma and Harm

| Stress | Trauma | Harm | Recovery |
|---|--------|------|--|
| <div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div></div> | | 4 | <div><div><div></div><div></div><div></div><div></div></div></div> |
| | | 3 | |
| | | 2 | 2 |

Attributes

| Insight | Prowess | Resolve |
|---------|----------|---------|
| Hunt | Finesse | Attune |
| Study | Prowl | Command |
| Survey | Skirmish | Consort |
| Tinker | Wreck | Sway |

Equipment

| Discrete | Bulky or Heavy | Playbook Specific |
|---|----------------|-------------------|
| Vice | | |
| <input type="text" value="[Vice]"/> | | |
| <input type="text" value="[Purveyor]"/> | | |

Special Abilities

| Special Ability | Description |
|--|--|
| <input type="text" value="[Ability 1]"/> | <input type="text" value="[Description]"/> |

Notes

Notes

[Custom Notes]

Current Load

| Load | Amount |
|--------|----------|
| Light | [Amount] |
| Normal | [Amount] |
| Heavy | [Amount] |

Crew and Contacts

| Crew Name | Crew Type |
|------------------|-------------|
| [Crew Name] | [Crew Type] |
| Notable Contacts | |
| [Contact 1] | |
| [Contact 2] | |
| [Contact 3] | |

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