

Sam Stevens

Thief 1, WARRIOR 0

Agility: 14 (+1)

Strength: 11

Charisma: 14 (+1)

Endurance: 14 (+1)

Intelligence: 11

Wisdom: 10

Home: Crosspoint

Moral code: Good

Age: 20

Height: 5'9"

Weight: 154 lbs

Experience: 0

Reactions

Mojo: 8

Evasion 6

Fortitude 4

Movement 11

Health 5

Defense +1

Perception 5

Max combat pool 2

Reason 4

Survival 6

Willpower 4

Verve 5

Fighting Art +1, weapon fluency, basic weapons, unarmed combat, crossbow, short sword

Native Culture +2, anglish, underworld etiquette

Scaling Craft +1, climb walls

Stealth Art +1, hide, silence

Burglary Science +2, locks & traps

	damage	fire actions	range
short sword	d6	2	2
crossbow	d6	2	15

Specialty: multiple archetypes (next: warrior)

CARRYING (CARRY 9)

1. 1 shilling
2. short sword, bulk 6
3. crossbow, bulk 14

Even though I'm a sneak, I will explore the ruins because I am on the run from the mob.

Sam was born on the waterfront in Crosspoint and lived on the streets until she was taken "under the wing" of a burglary and child-fighting ring run by the infamous Will Riley (hanged two years ago for the murder of councilman Jim Myers). Charlotte helped Sam quit the ring and get work as a guard for travelers. She met Will through his father's guard company. She avoids the Crosspoint mob.