



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Chief Gunner Pierre LupianBACKGROUND Sailor

ADVANTAGE \_\_\_\_\_

SECRET Blackmailed

ATTRIBUTES	
STRENGTH	15
DEXTERITY	15
ENDURANCE	13
WIT	12
CHARM	12
LUCK	12

Height tall	Build thin	Encumbrance Value 15
ARMOR Weight 2		HIT POINTS 13

Types		Damage Saved
Head		
Chest	leather jerkin	2
Flank	leather jerkin	2
Right Arm	gauntlet/sleeves	2
Left Arm	gauntlet/sleeves	2
Right Leg	breaches/boots	2
Left Leg	breaches/boots	2

SKILLS	Basic Attribute	Value	Checks			
Acrobatics	dexterity	15				
Captaincy	charm	12				
Gambling	luck	12				
Pilot	wit	12				
Strategy	wit	12				
Carousing	endurance	13				
(Illiterate)						

MARTIAL SKILLS		Expertise	Checks				MARTIAL TRAINING	
Ship Weapons		14					Shipboard	
Gunner		12					Master/+3	

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks			
Cutlass+1	15	12+1: 13	4/0/4/3	+0	4				
Dagger+1	15	12+0: 12	1/1/2/2	+0	1				

	Current Position	Yearly Pay	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
PROFESSION/JOB					
CLUB					
REGIMENT <u>l'Entreprenante</u>	Company	Ch. Gunner 16L/mon			(4)
ORDER					

SOCIAL RANK	3
YEARLY INCOME	150
EXPENSES	9/mo
RELIGION	Catholic
TITLE (IF ANY)	

SPECIAL HOLDINGS	
POSSESSIONS	208L
NORMAL TAXES 22.5	
NORMAL TITHES 30	

INVESTMENTS
Finance Investment
Domestic Commerce
Foreign Commerce
Property

## Personal Equipment

Cutlass	18L	2.5
Fine dress	24L	
Cloak	3L	
Leather Jerkin	26L	1.5
Gauntlets	8L	
Padded Sleeves	6L	
Padded Breaches	12L	0.5
Boots	5L	

## Company Equipment

Daggers (2)

You are the Chief Gunner of the Marine Royale Frigate l'Entreprenante. You are on patrol in the Mediterranean, mostly between Spain and Corsica, in this year of our Lord 1705 fighting England, Austria, and the Dutch Republic to place Philip, Duke of Anjou, on the throne of Spain instead of the Habsburg Archduke Charles of Austria.

As Chief Gunner you command the gun decks and appoint all of the Gunners and Gunner's Mates. You receive three shares of any prize moneys for captured enemies.

Blackmailed: A Blackmailed character is partially controlled by an NPC who holds some potentially damaging information about the character. The character must meet the NPC's occasional demands for money and/or services. Of course, the character may also plot to trap or kill the blackmailing NPC. (Lupian is being blackmailed by the First Mate, because \_\_\_\_\_.)

Shipboard Weapons: Includes daggers, cutlasses, and longswords. Depends heavily on cuts and slashes. Receive +1 bonus to hit when using slash attack.