

+ 3 character points
+ 3 action points

40 (39)
36
32
31

Rabat

Names: Rabat

Player: Sean Drew

Created: 4/2015

System(s): Incarna 5.x

Locations: **Steel Realms** (current)

Status: Alive;

Desc: Human, Male; Age: 20; platinum blonde hair, grey eyes, Size: 10, 5'8", right handed; Looks: Average

Mannerisms: No fear - never flinches away

Marks: tattoos on his legs - serpents

Concept: second story man, scammer

Aptitude: Kinetic: 5

Flame of Balthazar
① use of wonderment

Attributes

Attribute	Level
Charisma	6
Intuition	5
Perception	6
Reactions	4
Reason	4
Sanity	4
Strength	4
Vigor	4

ESSENCE = 5+16-5-1 = 15

Traits

- Agile Communicator, Basic Communication
- Good Luck
- Chi Pool; 45
- Natural Acrobat (Characters gain an automatic +1 whenever they attempt the tumble action. For 10 chi, they may apply a +2 to either Jump or Mobility for a single action (for a maximum of +8

bonus). Characters can, for 10 chi, negate 1 measure of Confusion penalties during a single encounter for fighting on a physically unstable platform. For 5 chi per attempted action, they can negate a -1 RCT penalty. For 20 chi, Evade's Tumble familiarity can be used as an emergency action at any point in the round, even if the character is out of AM. If so, it takes the next 6 AM to recover and leaves them prone unless they check vs. knockback; this cannot be done twice in a row.)

Skills

- **Combat:** Melee 2, Grapple 2, Evade 4, Propel 2+1=3
- **Lang:** Speak Gladnorean 4/Literate 2
- **Misc:** Ride (horse) 1+1=2, Stealth 4+1=5, Camouflage 3+1=4, Streetwise 4, Mobility 3+1=4, Sleight of Hand 4
- **Outdoor:** Swim 1, Climb 3+1=4, Jump 2

Combat:

familiarities: Familiarity: knife (+1 ease), staff (+1 ease), club (+2 ease); [humanoid] natural weapons (@+2 CS head-butt/punch/kick)

CON = 6

Health = $(10 \times 4) = 40$ [Heals 1/day] (- 1 Balthazar sacrifice)

Tactics: Prefers to strike from behind, or throw with surprise using hidden knives

Equipment & Items

Silver: 40 silver crowns

Basic clothes (1 set), good clothes (1 set), work boots, day pack, knife, bowl, cup, blanket, 3 torches, 10m of cord, 2 belts, 2 small sacks, wine skin w/watered wine, 1 week worth of fresh rations, boot knife, heavy wool cape, hat, small bag of clatrops

Weapons

billy-club (3 AM; 6 dmg, +2 ease), knife (thrown; 4 hidden) (2 AM; 3 dmg)

When "adventuring", keeps front brace of 4 throwing knives in leather strap - sleight of hand check for 0 extra AM to pull and throw

4 knives concealed on body; sleight of hand check indicates palmed one in 0 AM and can throw with surprise, otherwise +1 AM and no surprise

Armor

leather (6; 48)

History

Background

After the War

Social Standing: Average

Activity Record

Character Point Record:

Action Point Record: [MAXimum = current Essence total]