MASTERS OF METAL & MAGIC

www.ruinedsea.com

PC CREATION DATE: _____

CAMPAIGN NAME: _____

PLAYER NAME

INITIATIVE

SURPRISE: +1

DEFENSE

CHARACTER NAME: Djinn Infiltrator

SPECIE: Djinn

CULTURE: None

SPECIE OR CULTURAL PERKS & NOTES: 1,000 Bits starting

ARMOR PROFICIENCY: Padded Armor (CP 2)

ARMOR EQUIPPED: Padded Armor

ARMOR MATERIAL: Cloth

Th #

ARMOR VALUE: 4 (ARMOR) / MAX 8 / CURRENT / 4 (SHIELD)

TOUGHNESS

ENDURANCE

TOUGH HIDE

SHIELD PROFICIENCY: Forearm Shield (CP 2)

SHIELDS EQUIPPED: Forearm Shield x2

SHIELD MATERIAL: Wood

WOUNDS

L. ARM 5-6 | R. ARM 7-8 | 12 | L. LEG 1-2 | R. LEG 3-4 | 9-11

(MARK DAMAGED LOCATIONS)

BANKED CP	SPENT CP	PRIMARY ASPECT	SECONDARY ASPECT	TERTIARY ASPECT	MOVE RATE	REPUTATION
	55	Dexterous	Cunning	Theoretical	5	

WEAPON PROFICIENCIES - ATTACKS - MISSILE TRACKING

WEAPON PROFICIENCY OR ATTACK	CP	MODIFIERS	DAMAGE: TYPE - AMOUNT		MISSILES: TYPE #	USED/LOST
Dagger	2		Slashing/Piercing	1		
Thrown Weapon	2		Varies	1	Varies	

LIFE FORCE: 1 BONUS / CURRENT

CP SPENT | CLF

ADVANTAGES

DESCRIPTION	CP

DISADVANTAGES

DESCRIPTION	CP BONUS
Reaper Cursed	Djinn
Tainted Blood Severe Silver	Djinn

TOTAL BONUS STARTING CP: 0

BITS: 6

SILVER RINGS

GOLD RINGS

COINS

BANK MONEY

VALUABLE TRINKETS

TOTAL BITS

BANK LOCATIONS

SPELLS/EQUIPMENT/TRAPS NOTES/RUNIC ITEMS or READIED ELIXIRS/GRENADES

(20 ELIXIRS/10 GRENADES ON BANDOLIER)

- Cure Major Wound Ingested x2
- Strength Ingested x1
- Mind Veil Ingested x1
- Breathe Water Ingested x1
- Cure Disease Ingested x3
- General Antidote Ingested x4
- Fortitude Ingested x2
- Feign Death Poison Ingested x3

PROTECTIVE'S

- SHROUD
- RESIST
- RESIST
- RESIST
- RESIST

STATUS EFFECTS

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC
Stealth	8	Dexterous
Lock Picking level 2	12	Dexterous
Hidden Pocket x1	4	Cunning
Pickpocket level 1	5	Dexterous

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BOUGHT	CP
Manifest Supplies	6
Mimic Form	12

ADVANTAGES

DESCRIPTION	CP

NOTES/SPELLS/RUNIC ITEMS/ELIXIRS

EQUIPMENT/TRAPS/DEVICES/ELIXIRS/RUNIC ITEMS

Dagger: +1 atk with finesse; +2 dmg when riposting
Blowgun with 25 needles
Padded Armor
Forearm Shield x2
Belt, Combat
Pouch x3

ITEMS IN BACKPACK OR POUCHES

CYBERNETIC MODIFICATIONS:

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BROUGHT	CP

STEAM ITEMS

STEAM MODIFIERS

INITIATIVE: ☐ **MOVE:** ☐

SURPRISE: ☐

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES