



# Lionel Hough

## Abilities

\*Agility: 16  
Charisma: 11  
Endurance: 15  
Intelligence: 10  
Strength: 14  
Wisdom: 6

Thief 1  
Ordered Good

Home: Watertown  
Age: 20  
Height: 6'1"  
Weight: 181 lbs  
Experience:

Movement: 12  
Mojo: 14

Defense: +2  
Hand Attack: +0/+1  
Thrown Attack: +1/+0  
Propelled Attack: +1  
Survival: 7

## Reactions

\*Evasion: 7  
Fortitude: 6  
Health: 6  
Perception: 5  
Reason: 4  
Willpower: 3

Injuries:  
Verve: 6

## Skills

Fighting Art +0  
basic weapons

Burglary Science +1  
search

Native Culture +2  
Anglish, underworld etiquette

Stealth Art+1  
pick pockets

Murder Craft +1  
backstab

## Specialty

Closed Mind: +2 to all reactions against psychic effects; +1 to reactions against telepathic-like spells, such as mind-reading or illusions.





## Equipment



Carry: 11



1. 7 shillings, 6 pennies

7.

2. leather armor

8.



3. quarter staff

9.



4.

10.

5.

11.



6.



## Archetypal Abilities



## Background



Lionel is a Watertown thief, and is currently avoiding the thieves guilds in both Watertown and Crosspoint.



“Even though the pickings are easier in the city, I will explore the ruins because the treasure is greater.”

