



Sam Stevens

Abilities

*Agility: 14
Charisma: 14
Endurance: 14
Intelligence: 11
Strength: 11
Wisdom: 10

Thief 1
Good

Home: Crosspoint
Age: 16
Height: 5'9"
Weight: 154 lbs
Experience:

Movement: 11

Defense: +1

Mojo: 11

Hand Attack: +0

Thrown Attack: +0

Injuries:

Propelled Attack: +0

Verve: 5

Survival: 6

Reactions

*Evasion: 6
Fortitude: 4
Health: 5
Perception: 5
Reason: 4
Willpower: 4

Skills

Fighting Art +0
basic weapons, short sword

Burglary Science +1
Locks & Traps, Search

Native Culture +2
Anglish, underworld etiquette

Stealth Art +1
Hide

Scaling Craft +1
Tightrope

Specialty

Physical Excellence (Climb): She may climb normal walls, vertically, at a movement of 1 per level; easier walls allow faster movement, harder walls (slick or smooth) will impede movement. She may fight, using one-handed weapons only, at a penalty equal to eight minus her wall movement rate.





Equipment



Carry: 9

- | | |
|---------------------|----|
| 1. 1 shilling | 7. |
| 2. Thieves' tools | 8. |
| 3. short sword (d6) | 9. |
| 4. | |
| 5. | |
| 6. | |



Archetypal Abilities



Background

Sam was born on the waterfront in Crosspoint and lived on the streets until she was taken into a burglary and child-fighting ring. She avoids Crosspoint's obsessive thieves' guild. Charlotte Kordé helped Sam leave the gang, and vouched for her as a caravan guard in Stratford Caravan Security.

"Even though they are dangerous places, I will explore the ruins because they are less dangerous than any city with a thieves guild."

