



# Constance Jackson

## Abilities

Agility: 12  
Charisma: 6  
Endurance: 12  
Intelligence: 11  
\*Strength: 14  
Wisdom: 12

Warrior 1  
Chaotic Good

Home: Watertown  
Age: 19  
Height: 6'3"  
Weight: 174 lbs  
Experience:

Movement: 12  
Mojo: 10

Defense: +1  
Hand Attack: +0/+1  
Thrown Attack: +0  
Propelled Attack: +0  
Survival: 16

## Reactions

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

Injuries:  
Verve: 5

## Skills

Fighting Art +1  
unarmed combat, weapon fluency, battleaxe, spear

Native Culture +2  
Anglish, farming etiquette

## Specialty

Tough upbringing: +10 to survival.





## Equipment



Carry: 10



## Archetypal Abilities



1. 14 shillings
2. banded leather (+3)
3. battleaxe (d10)
4. (battleaxe is two-handed—bulk 18)
5. spear (d6)
6. 33 yards rope
7. (33 yards rope is bulk 33)
8. (33 yards rope is bulk 33)
9. shovel
- 10.

| Combat Bonus Use               | Cost |
|--------------------------------|------|
| +1 damage                      | 1    |
| +1 defense                     | 1    |
| +1 throw off surprise          | 1    |
| +3 combat movement             | 1    |
| +1 quickdraw                   | 1    |
| (Max bonus is 2 at 1st level.) |      |

## Background

Constance grew up on a farm west of Pirate's Cove, helping her family eke out a living on rocky soil. She learned to fight in the taverns of Pirate's Cove.

"Even though my family expects me to be a farmwife, I will explore the ruins because I am a warrior at heart."

