



Colton Evcot

Abilities

Agility: 10
Charisma: 15
Endurance: 14
Intelligence: 7
Strength: 5
*Wisdom: 16

Prophet 1
Good

Home: Watertown
Age: 17
Height: 5'10"
Weight: 174 lbs
Experience:

Movement: 9
Mojo: 14

Defense: +0

Hand Attack: -1/-2

Thrown Attack: +0/-1

Propelled Attack: +0

Survival: 6

Injuries:
Verve: 5

Reactions

Evasion: 4
Fortitude: 2
Health: 4
Perception: 6
Reason: 4
*Willpower: 8

Skills

Fighting Art +0
simple weapons

Food Craft +1
Herbs & Spices

Native Culture +2
Anglish, Fisherman etiquette

Specialty

Turn Undead: On a successful willpower roll, you repel all visible undead of first level or lower. If successful by at least two, all undead up to second level; by four, up to third level. You must have and display your crucifix.





Equipment



Carry: 6



1. 16 shillings

2. crucifix



3.



4.



5.



6.



Archetypal Abilities



Calling points: 3



It costs 1 verve to manifest a spirit.



It costs 1 verve plus number of spirits called, to call spirits; and takes 20 minutes plus twice the number of spirit levels called.



Spirit Types: Prophet, Healing, Fire, Prophecy, Protection



Background



Colton survived a zombie invasion of Pirate's Cove by driving off the undead through his faith alone. He is on a mission from God to protect the people from the spirits of evil loose in the world.



"Even though they are dangerous and deadly, I will explore the ruins because I ain't afraid of no ghosts."

