

# RESTS & REMEMBER: WEIMAR

NAME:

CHARACTER CONCEPT:

## STATS

STATISTIC	FORMULA	During Act I...	Act II	Act III	Act IV	Act V
Initiative Bonus:	(Awareness Bonus + Running Bonus + Bravery Bonus)					
Defense ("AC"):	10 + Dodge Bonus					
Passive Awareness:	10 + Awareness Bonus					
Health ("hp"):	10 + Toughness Bonus					
Current Health:						

## SKILLS

Skill	Act I Bonus	Act II Bonus	Act III Bonus	Act IV Bonus	Act V Bonus	Temporary Modifiers (Drugs, etc.)
Artistry						
Awareness						
Bravery						
Carouse						
Dodge						
Erudition						
Fast Talk						
Firearms*						
Furl						
Intimidation						
Medic						
Performance						
Rhetoric						
Running						
Scrap						
Seduction						
Skullduggery						
Tinker						
Toughness						
Weimar	+2/+	+2/+	+2/+	+2/+	NA	

### Initial Charges Bonii

- 2x +5 Bonus
- 4x +3 Bonus
- 6x +2 Bonus

### Act II Add'l Bonii

- +3
- +3
- +3
- +3
- +3

### Act III Add'l Bonii

- +2
- +2
- +2
- +2

### Act IV Add'l Bonii

- +4
- +4
- +4
- +4
- +4

### Alternate Character Bonii

- +4
- +4
- +4
- +4
- +4

\* Only characters that are combat veterans of the Great War can take this skill.



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## TRAITS

Perks

(Notes/Effects)

Flaws

(Notes/Effects)

## ANCHORS

## VIOLENCE

Attack/Weapon	To-hit Bonus	Range Category	Size/Reach	Damage	Ammo/Notes

## Contacts, Friends, and Enemies

Name	Relationship/Notes