

RESIST & REMEMBER: WEIMAR

NAME: Isaac Becker

CHARACTER CONCEPT: Cinema Renegade

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:		PACE		60'		

Skill	Act I Bonus	Act II Bonus	Act III Bonus	Act IV Bonus	Act V Bonus	Temporary Modifiers (Drugs, etc.)
Artistry	+5					
Awareness	+5					
Bravery	+3					
Carouse	+3					
Dodge	+3					
Erudition	+2					
Fast Talk	+2					
Firearms*	+0					
Furl	+0					
Intimidation	+2					
Medic	+0					
Performance	+0					
Rhetoric	+3					
Running	+2					
Scrap	+0					
Seduction	+2					
Skullduggery	+2					
Tinker	+0					
Toughness	+0					
Weimar	+2/+	+2/+	+2/+	+2/+	NA	

Initial Chargen 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

+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.

FATE DIE: 

(FRONT)

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TRAITS

Perks

(Notes/Effects)
<i>Friends In Low Places</i>
<i>Friends In High Places</i>
<i>Merci Por Le Venin (5 Times Per Act, Add fate instead of subtracting it.)</i>
<i>Paranoia</i>
<i>Ideals (Anarchy: +2 Bonus to all actions committed in the name of Anarchy.)</i>

Flaws

(Notes/Effects)
<i>Addiction (Cocaine)</i>
<i>Addicted To Bad Ideas</i>
<i>Degenerate X3: Gay Jewish Anarchist (+3 to all Fate Die rolls)</i>

ANCHORS

VIOLENCE

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

Contacts, Friends, and Enemies

Name	Relationship/Notes