

Character Name:

Player:

Date Created:

“Grandpa Wait!” Points: 1

**Character Story** You are a private agent working for hire. The GM will tell you what you know about your employer – all you know is that they pay well, but sometimes want you to do illegal things. You’re not that good at the illegal things, but don’t let them know that. You like money too much, and besides – how hard can it be? You seem to have a sixth sense to warn you when things go wrong.

Defaults:	GW
+4 Superb	*
+3 Great	6
+2 Good	4
+1 Fair	2
+0 Mediocre	1
-1 Poor ..... Most Skills	*
-2 Terrible..... Very Hard Skills	

Most Gifts and some Skills are non-existent unless specified on the character sheet.

**GW** = Raising skills **from** that level with “Grandpa Wait” Points; \* see Chapter 2

**Attributes**

Body-----Good  
 Wits----- Great  
 Heart -----Mediocre

**Damage & Styles**

Dagger..... Good  
 Damage=Min+1

**Agent Professional Skills**

Disguise & Pretense Great  
 Vigilance & Observation Great  
  
 Con Good  
 Dagger Good  
 Research & Inquiry Good  
  
 Savoir Faire Fair  
 Stealth Fair  
 Streetwise Fair  
  
 Breaking & Entering Poor

**Other Skills**

Social:  
 Fast-Talk Fair  
 Repartee Fair  
 Schmoozing Fair  
  
Outdoor:  
 Boating Mediocre  
 Riding Mediocre  
 Tracking Mediocre

**Gifts:** Influential Employer; Danger Sense  
**Inconveniences:** Greedy; Overconfident  
**Notes:** Remind the GM every session that you have the Danger Sense Gift!  
 Con is getting people to believe in your bogus plan, while Pretense is pretending to be someone other than you are - or simply lying.

Wounds                      1, 2                      3, 4                      5, 6                      7, 8                      9+

Scratch                      Hurt                      Very Hurt                      Incapacitated                      Near Death

□□□                      □                      □                      □                      □

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result	-4	-3	-2	-1	+0	+1	+2	+3	+4

**Character Name:**

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**“Grandpa Wait!” Points: 1**

**Character Story:** You're big. Very big. People are afraid of you if you ever stop smiling. But you like children, so you've learned to whittle toys for them in an attempt to make them like you. It works sometimes, but other times they just run away screaming. Which makes you sad, and everybody knows it when you're sad. But you can make good money in wrestling exhibitions, so that's okay.

Defaults:		GW
+4	Superb	*
+3	Great	6
+2	Good	4
+1	Fair	2
+0	Mediocre	1
-1	Poor ..... Most Skills	*
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## Attributes

**Body**----- Superb  
**Wits**-----Mediocre  
**Heart** -----Good

## Damage & Styles

**Throwing**..... Good  
**Improv** ..... Fair  
 Damage=Min  
**Cudgel**..... Poor  
 Damage=Mid

## Brute Professional Skills

**Wrestling** Great  
**Intimidation** Great  
  
**Climbing** Good  
**Throwing** Good  
**Vigilance & Observation** Good  
  
**Whittling Toys** Fair  
**Improvised Weapon** Fair  
**Stealth** Fair  
  
**Cudgel** Poor

## Other Skills

Athletic:  
**Jumping** Fair  
**Riding** Fair  
**Swimming** Fair  
  
Outdoor:  
**Boating** Mediocre  
**Fishing** Mediocre  
**Survival** Mediocre

**Gifts:** Battles Gangs for Local Charities; Lucky  
**Inconveniences:** Code of Honor; Sportsmanlike Conduct; Reluctant to Injure; Easy to Read  
**Notes:** Took an extra two-point Inconvenience to get an extra Attribute point.  
*Battles Gangs for Local Charities* means your penalty for fighting groups is reduced.  
 The *Lucky* Gift lets you reroll a dice roll once per session, and keep the better roll.  
*Easy to Read* means people know how you're feeling if they're at all observant.

**Wounds**

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result	-4	-3	-2	-1	+0	+1	+2	+3	+4

Character Name:

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“Grandpa Wait!” Points: 1

**Character Story:** You are very nearly a master fencer – you hope to achieve that status someday. Right now, you make your living any way you can, always working to improve your skills. Alas, you have no patience for fools and tend to offend most people by being blunt. It’s okay, you just want to fence. But you’re not bad looking, so are trying to learn to talk to people you find attractive yourself.

Defaults:	GW
+4 Superb	*
+3 Great	6
+2 Good	4
+1 Fair	2
+0 Mediocre	1
-1 Poor ..... Most Skills	*
-2 Terrible..... Very Hard Skills	

Most Gifts and some Skills are non-existent unless specified on the character sheet.

**GW** = Raising skills **from** that level with “Grandpa Wait” Points; \* see Chapter 2

**Attributes**

Body----- Great  
 Wits----- Fair  
 Heart ----- Fair

**Damage & Styles**

Fencing ..... Great  
 Crossbow..... Good  
 Damage=Mid+1  
 Styles: Bonetti, Agrippa, Morazzo

**Fencer Professional Skills**

Fencing Great  
 Aerialist Great  
 Stealth Good  
 Balance Good  
 Riding Good  
 Jumping Fair  
 Jook Fair  
 Vigilance & Observation Fair  
 Blave Poor

**Other Skills**

Underworld:  
 Escape Fair  
 Shady Contacts Fair  
 Streetwise Fair  
Knowledge:  
 Area Knowledge Mediocre  
 First Aid Mediocre  
 Travelwise Mediocre

**Gifts:** Quick Reflexes; Ambidextrous; Attractive  
**Inconveniences:** Blunt and Tactless (offends sensitive people)  
**Notes:** *Blunt and Tactless* precludes taking *Social Skills* as a General Skills Group. If you take an Inconvenience, you have to play it!  
*Jook* is athletic dodging in both melee and ranged combat.  
*Escape:* think Houdini. You’ll need tools to pick locks, though.

	1, 2	3, 4	5, 6	7, 8	9+
Wounds	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result	-4	-3	-2	-1	+0	+1	+2	+3	+4

**Character Name:**

**Player:**

**Date Created:**

**“Grandpa Wait!” Points: 1**

**Character Story:** You’ve been around a while – you’re no spring chicken. Not as old as the famous Miracle Max, but you’ve seen a lot of things going down. You make your living helping farmers, mostly, because you’ve wandered a lot. Maybe it’s time you settled down. But you’re always hearing about some people in trouble and you have to go off to see if you can help them.

Defaults:		GW
+4	Superb	*
+3	Great	6
+2	Good	4
+1	Fair	2
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-1	Poor ..... Most Skills	*
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Most Gifts and some Skills are non-existent unless specified on the character sheet.

**GW** = Raising skills **from** that level with “Grandpa Wait” Points; \* see Chapter 2

## Attributes

**Body**-----Mediocre  
**Wits**-----Good  
**Heart** ----- Great

## Damage & Styles

**Quarterstaff** .....Fair  
 Damage=Mid

## Miracle Worker Professional Skills

<b>Medicine*</b>	Great
<b>Herbalist*</b>	Great
<b>Farm Lore*</b>	Good
<b>Schmoozing*</b>	Good
<b>Merchant</b>	Good
<b>Artificer</b>	Fair
<b>Jury-Rig</b>	Fair
<b>Research &amp; Inquiry</b>	Fair
<b>General Lore</b>	Poor

## Other Skills

Adventuring:  
 Vigilance & Observtion Good  
 Quarterstaff Fair  
 Stealth Fair

Manual Dexterity:  
 Knot-Tying Fair  
 Pottery Mediocre  
 Repair Mediocre

**Gifts:** Miracle Worker; Veteran  
**Inconveniences:** Humanitarian; Pain Intolerant  
**Notes:** The *Veteran* Gift allows *Knot Tying* to be raised to Fair, and *Vigilance & Observation* to be raised to Good.  
*Artificer* is both thinking up engineering ideas, and building them. *Jury-Rig* is temporary repair of anything broken.  
 Aside from *Medicine* and *Herbalist*, *Farm Lore* is how a Miracle Worker would usually make their money. Farmers pay you to increase crop yields and heal sick livestock.  
 \* Skills with an asterisk can be raised from the mundane level to the Miracle level. Ask the GM how this works.

	1, 2	3, 4	5, 6	7, 8	9+
<b>Wounds</b>	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
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**Character Story:** [You need to work out with the GM if you’re a member of the Dread Pirate Roberts’ crew or from some other pirate ship.] You’re an average sailor on your ship, but you’re well liked because you’re always ready to party, and always ready to give money to anyone who asks. They even put up with your tin whistle playing, bless their souls!

Defaults:		GW
+4	Superb	*
+3	Great	6
+2	Good	4
+1	Fair	2
+0	Mediocre	1
-1	Poor ..... Most Skills	*
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Most Gifts and some Skills are non-existent unless specified on the character sheet.

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## Attributes

Body-----	Good
Wits-----	Fair
Heart -----	Good

## Damage & Styles

<b>Fencing</b> .....	Great
Damage=	Mid+1
<b>Styles:</b>	Capo Ferro, Fabris, Agrippa

## Pirate Professional Skills

<b>Fencing</b>	Great
<b>Watercraft</b>	Great
<b>Intimidate</b>	Good
<b>Stealth</b>	Good
<b>Vigilance &amp; Observation</b>	Good
<b>Balance</b>	Good
<b>Seamanship</b>	Fair
<b>Appraisal</b>	Fair
<b>Shady Contacts</b>	Fair
<b>Tin Whistle</b>	Poor

## Other Skills

<u>Social:</u>	
Camaraderie	Fair
Blave	Fair
Storytelling	Fair
<u>Athletic:</u>	
Acrobatics	Mediocre
Jumping	Mediocre
Riding	Mediocre

**Gifts:** Sealegs; Resistant to Poison; Rapid Healing

**Inconveniences:** Compulsive Carousing; Compulsive Generosity

**Notes:** *Balance* is at Good due to the Sealegs Gift.  
*Watercraft* includes operating small boats, Swimming, and Fishing.  
*Seamanship* includes Climbing, Shipboard Repair, Weather Sense, and following orders to operate a large ship  
*Blave*, of course, is to bluff, both in gambling and otherwise.

	1, 2	3, 4	5, 6	7, 8	9+
<b>Wounds</b>	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	□□□	□	□	□	□

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
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**Character Story:** You were raised on a farm, but left it last year. It was a tearful parting with your mother, but you wanted to see the world and meet your True Love while you’re young enough to enjoy it. It’s been a year, but you haven’t met anyone special yet, nor been able to settle anyway. You’re always wondering what the next town might hold. And you like learning new things.

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**Attributes**

Body-----	Fair
Wits-----	Fair
Heart -----	Great

**Damage & Styles**

Quarterstaff .....	Fair
Damage=	Mid

**Wandering Farmhand Professional Skills**

Farmhand	Great
Riding	Great
Storytelling	Good
Singing	Good
Schmoozing	Good
Vigilance & Observation	Fair
Watercraft	Fair
Travelwise	Fair
Climbing	Poor

**Other Skills**

<u>Adventuring:</u>	
First Aid	Fair
Quarterstaff	Fair
Stealth	Fair
<u>Athletics:</u>	
Balance	Mediocre
Jouk	Mediocre
Wrestling	Mediocre

**Gifts:** Common Sense; Attractive; Never Gets Lost

**Inconveniences:** Curious; Idealist (“True Love is just around the corner”)

**Notes:** Because of the *Farmhand* skill, Body is at +1 for non-combat uses of Strength. *Farmhand* Skill includes Animal Handling, Wagoner (wagons and pack animals), and growing crops. *Watercraft* Skill includes Boating, Swimming, and Fishing. *Travelwise* means knowing the best things to do when arriving in a new location: food, lodging, avoiding seedy areas, currency exchange, etc.

Wounds	1, 2	3, 4	5, 6	7, 8	9+
	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
	□□□	□	□	□	□

3d6 Sum	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
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