THE FIVE COLONIES

Character Sheet — Autumn's Anthology Role-Playing Game · By J.B. Ramsey

CHARACTER NAME: **Wren Halloway**
CLASS: **Ark Throttle Jockey**
LEVEL: **1**
ORIGIN: **Ash**
ALIGNMENT: **Neutral Good**
PLAYER: **— sample —**
TRADE OR BACKGROUND: **Rigger, Apex docks**

ABILITIES

Strength	11	+0 · doors 3
Dexterity	15	+1 missiles · AC –1
Constitution	10	+0 hit points
Intelligence	9	1 proficiency point
Wisdom	12	+0
Charisma	8	3 henchmen · –1

COMBAT

HIT POINTS: **6** MAX: **6**
ARMOR CLASS: **7** ATTACK RANK: **Jockey 1**
MOVE: **12"** LOAD (LB): **38.5**

Leather AC 8, Dexterity improves to 7.

EXPERIENCE & PURSE

EXPERIENCE POINTS: **0**
NEXT LEVEL AT: **2,200**
CREDITS IN PURSE: **60 cr**

Prime requisite Dexterity: +10% XP.

SAVING THROWS (1d20, equal or better)

Paralyzation, Poison, or Death	13
Petrification or Polymorph	14
Rod, Staff, or Wand	15
Breath Weapon	16
Spell	16

WEAPONS

	Damage	Weight
Cutlass	1d6	3 lb
Dagger	1d4	1 lb

GEAR CARRIED (weight in pounds — load bands: 40 / 60 / 80 / 120 lb, Chapter 5)

Leather armor	15	Cutlass	3
Dagger	1	Backpack (leather)	2
Lantern, hooded	3	Oil flask	1
Trail rations, 1 week	5	Rope, 50 ft hemp	7.5
Waterskin	1	Total load	38.5 lb

PROFICIENCIES, TRAITS & ORIGIN GIFT

Airship Handling (1 point owed to 2nd level)
Trait (14): Core-Sense — tells a core's grade by its hum at ten paces
Origin gift (Ash): +1 in woodland; never lost in the Ash Forest while sun or stars show

TALISMAN, GIFTS & CORES

No talisman — the gift is not Wren's road.
Cores carried: none yet.

THE LINE THAT MAKES THEM A PERSON

"Wren Halloway, Ash-born rigger off the Apex docks — wants a helm of her own before she's twenty-five, and owes the Rose Wood workshops a debt she means to pay in work, not coin."

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