

Othello King

Veteran Male Human

Player: Noir Enigma

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

Attributes

Agility:	4	6	8	10	12	
Smarts:	4	6	8	10	12	
Spirit:	4	6	8	10	12	+1
Strength:	4	6	8	10	12	
Vigor:	4	6	8	10	12	

Derived

Pace	Parry	Toughness
6	8	9

Hindrances

Cursed (major)

The GM starts with an extra Benny! / Deadlands p15

Secret (minor,)

The hero has a dark secret of some kind. / SWADE p26

Vengeful (minor)

The adventurer seeks payback for slights against her. / SWADE p28

Skills

(Unskilled):	4	6	8	10	12	-2
Athletics:	4	6	8	10	12	
Common						
Knowledge:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Language						
(Native):	4	6	8	10	12	
Notice:	4	6	8	10	12	
Performance:	4	6	8	10	12	
Persuasion:	4	6	8	10	12	-2
Riding:	4	6	8	10	12	-2
Stealth:	4	6	8	10	12	

Armor

(Unarmored)	0
..... Toughness: 9	
Armored hat (heavy)	4
..... Toughness: 11 (2)	

Gear

Backpack	3
└ (empty)	
Boots	4
5x Cigar	0
5x Detonation wire (per 50')	5
Duster	4
Guitar	6
Shirt/blouse, dress	1
Shoes	1
Stetson	0
Watch, standard	0.5
Wealth Die: d6	0

Edges

Claws

Gains free action retractable claws that cause Str+d6 damage in combat. / Deadlands p62

Ghost

Free action becomes incorporeal until next turn, Distracted until physical again. May remain incorporeal as long as he wishes. If Shaken/Wounded, must make a Spirit roll or become corporeal. / Deadlands p62

Harrowed

Undead with-2 Riding rolls, +2 recover Shaken, no extra damage from Called Shot except to head, ignore 1 Wound penalty. Doesn't breathe, immune to disease/poison, can't Bleed Out. Let the Devil Out (+d6 to all Trait and damage rolls for next five rounds) but roll on Dominion Table p87. 1d6 hours sleep and 1 lb meat/24 hours. Pick one Harrowed Edge in the Edges Tab. / Deadlands p22

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Claws	Str+d6	Melee	0	-	-	0	Innate Attack
Dynamite, 7 Sticks	4d6	2/4/8	0	1	1	2	
Ghost Steel Knife, Bowie	Str+d4+2	Melee	2	-	-	2	



Special Abilities

Languages Known
Native (native, d8)

More Edges

Soul Eater

If causes Wound with Claws or barehanded Fighting attack, roll Spirit at -2. With success, heals one of his own wounds (or Fatigue). / Deadlands p63

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Supernatural Attribute (Agility)

Improves agility by two die types. / Deadlands p63

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Supernatural Attribute (Spirit)

Improve Spirit by two die types. / Deadlands p63

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Supernatural Attribute (Strength)

Improves Strength by two die types. / Deadlands p63

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Supernatural Attribute (Vigor)

Improves Vigor two die types. / Deadlands p63

Advances

Novice

- 1 Edge: Supernatural Attribute, (Agility)
- 2 Edge: Supernatural Attribute, (Spirit)
- 3 Edge: Supernatural Attribute, (Vigor)

Seasoned

- 4 Raise Skills:, Fighting/Performance
- 5 Edge: Claws
- 6 Raise Skills:, Fighting/Persuasion
- 7 Edge: Ghost

Veteran

- 8 Edge: Soul Eater