

AGENTS OF S·U·N


Character Sheet

Name: Rip Calhoun

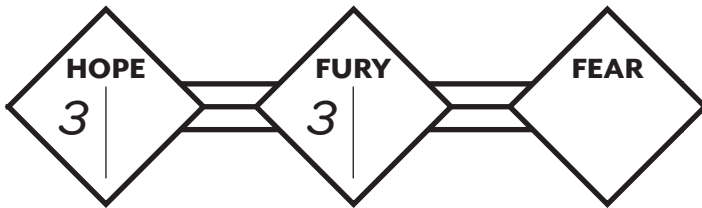
Archetype: Adventurer

Perk: You can never be Out of your Element

Neg: You have enemies around the world

Experience: 

MOXIE



Vice: Bluegrass Bourbon

Indulging in your vice will remove 1 point of Fear or restore 1 point of Hope or Fury.

Element: Every

When 'out of your element' a roll of 1 always causes an ill effect.

S.T.A.T.S.

ATTRIBUTE	MAXIMUM	CURRENT
STRENGTH	3	
TOUGHNESS	3	
AGILITY	4	
TENACITY	3	
SMARTS	3	

INVENTORY

WEAPON	TYPE	DMG
<i>Pistol</i>	<i>Toughness</i>	<i>1</i>

GEAR
<i>Signature jacket, Rope, Survival Pack</i>

SKILLS

SKILL	BONUS
<i>Quick Draw (Agility)</i>	<i>1</i>
<i>Seen This Before (Smarts)</i>	<i>1</i>
<i>I know a little... (Tenacity)</i>	<i>1</i>

NOTES

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Character Sheet

Name: Jorge Cardona

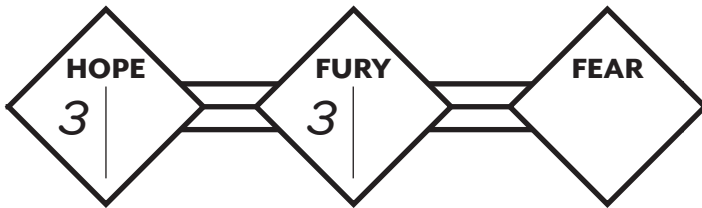
Archetype: Mechanic

Perk: Increase all dice results by 1 pip when making a repair test involving Conventional Technology

Neg: You cannot reroll or adjust a natural roll of a 1, maximum 1 per test

Experience: 

MOXIE



Vice: Cold AmeriCola

Indulging in your vice will remove 1 point of Fear or restore 1 point of Hope or Fury.

Element: Ocean

When 'out of your element' a roll of 1 always causes an ill effect.

S.T.A.T.S.

ATTRIBUTE	MAXIMUM	CURRENT
STRENGTH	4	
TOUGHNESS	3	
AGILITY	4	
TENACITY	2	
SMARTS	3	

INVENTORY

WEAPON	TYPE	DMG
<i>Wrench</i>	<i>Toughness & Smarts</i>	<i>1</i>

GEAR
<i>Mechanic's coveralls, Toolbelt with tools, goggles</i>

SKILLS

SKILL	BONUS
<i>Percussive Maintenance (Strength)</i>	<i>2</i>
<i>Thrill Ride (Agility)</i>	<i>1</i>

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Name: Martine Deloix

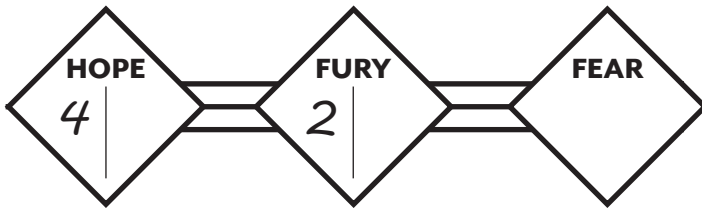
Archetype: Cursed

Perk: You may adjust a single success to a Critical Success when making a test

Neg: You cannot reroll or adjust a natural roll of a 1, maximum 1 per test. If lost your Cursed item will always return to you within 24 hours

Experience: 

MOXIE



Vice: Hacienda Pirmo Cigars

Indulging in your vice will remove 1 point of Fear or restore 1 point of Hope or Fury.

Element: Tropics

When 'out of your element' a roll of 1 always causes an ill effect.

S.T.A.T.S.

ATTRIBUTE	MAXIMUM	CURRENT
STRENGTH	2	
TOUGHNESS	2	
AGILITY	3	
TENACITY	5	
SMARTS	4	

INVENTORY

WEAPON	TYPE	DMG
<i>Wrench</i>	<i>Toughness & Smarts</i>	<i>1</i>

GEAR
<i>Cursed Atlantian Coin, Fine outdoor sportswear,</i>
<i>Binoculars</i>

SKILLS

SKILL	BONUS
<i>ReichSpeak (Tenacity)</i>	<i>1</i>
<i>Eye For Danger (Smarts)</i>	<i>1</i>
<i>Scout (Smarts)</i>	<i>1</i>


NOTES

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Name: Tog **Archetype:** The One Time Forgot

Perk: +1D6 on all tests involving animals, starts with an Animal Companion **Neg:** Always Out of Your Element unless far from civilization and in the wild

Experience: 

MOXIE



Vice: Cheeseburgers

Indulging in your vice will remove 1 point of Fear or restore 1 point of Hope or Fury.

Element: Jungle

When 'out of your element' a roll of 1 always causes an ill effect.

S.T.A.T.S.

ATTRIBUTE	MAXIMUM	CURRENT
STRENGTH	4	
TOUGHNESS	5	
AGILITY	4	
TENACITY	1	
SMARTS	2	

INVENTORY

WEAPON	TYPE	DMG
Bone Blade	Toughness	1

GEAR
Long Coat

SKILLS

SKILL	BONUS
Brutality (Strength)	2
Primordial Parkour (Agility)	1

NOTES Yut, the Snake: 2 STR, 1 TOU, 3 AGI, 1 TEN, 2 SMA