



Name: Drake Able  
 Nationality: English  
 Age: 22    XPs: 6 (todo)  
 Description: ??

Abilities		Derived Statistics		Skills	
Agility	d10	Base	Mod.	Score	Skill
Smarts	d6	0	Charisma	d10	Fighting
Spirit	d4	6	Pace	d6	Gambling
Strength	d4	7	Parry	d4	Guts
Vigor	d6	5	Toughness	d6	Notice
				d8	Stealth
				d4	Streetwise
				d6	Taunt

### Edges

First Strike [1 free attack vs. opponent who moved adjacent]  
 Trademark Weapon [+1 fighting with dagger]  
 Close Fighting [Bonus to parry of opponent's weapon reach +1]

### Indrines

Vengeful (major)  
 Delusional (minor)  
 Quirk (minor)

Powers	CN	Range	Duration	Damage/Effect
		//		
		//		

### Possessions

WT	Weapon	Range	Rof	Damage	AP	Notes
1	Phurba	//		2d4+1		d10+1 fighting, opponent's reach +1 to parry
		//				

WT	Possession	WT	Possession	Armour	WT	Type
	Marked Cards			Head		
2	Crowbar			Torso		
	£50			Arms		
				Legs		
				Total WT		3
				Enc. Limit		20
				Enc. Penalty		

### Notes

Background Drake made his living as a con artist until one day an angry victim followed him into a dark alley and stabbed him in the back with a strange Tibetan dagger. Everything turned black and Drake knew he was dying. However he suffered through a strange vision where the dark god on the daggers pommel spoke to him, telling him he had been chosen to hunt the evil in the world and

	recruit them into an army; by killing them and performing a ritual to force their souls into servitude. When he awoke, Drake found his attacker dead on the ground (of a heart attack). Drake took this as a sign the dagger chose him over his assailant, and swore allegiance to his dark god.													
Quirk	<p>Ever the gambler, Drake has devised the following method for `recruiting' lesser evils:</p> <table><thead><tr><th colspan="2">Die Roll</th><th>Dagger Face</th><th>Fate</th></tr></thead><tbody><tr><td>1-2</td><td>Sleeping</td><td>No action; leave alone if not dead</td></tr><tr><td>3-4</td><td>Awake</td><td>Deserving of death</td></tr><tr><td>5-6</td><td>Vengeful</td><td>Drafted as a foot soldier into the hellish army.</td></tr></tbody></table>	Die Roll		Dagger Face	Fate	1-2	Sleeping	No action; leave alone if not dead	3-4	Awake	Deserving of death	5-6	Vengeful	Drafted as a foot soldier into the hellish army.
Die Roll		Dagger Face	Fate											
1-2	Sleeping	No action; leave alone if not dead												
3-4	Awake	Deserving of death												
5-6	Vengeful	Drafted as a foot soldier into the hellish army.												
Fury	<p>Drake's Pet Falcon <b>Attributes:</b> Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6</p> <p><b>Skills:</b> Fighting d6, Guts d6, Notice d12+4, Stealth d8</p> <p><b>Pace:</b> —; <b>Parry:</b> 5; <b>Toughness:</b> 3</p> <p><b>Special Abilities:</b></p> <ul style="list-style-type: none"><li>• <b>Blind:</b> When attacking large prey (such as characters), hawks go for the eyes. If the hawk scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of Wild Die, results in him gaining the Blind Hindrance for that time.</li><li>• <b>Claws:</b> Str+d6.</li><li>• <b>Flying:</b> Flying Pace 8".</li><li>• <b>Size -2:</b> Hawks measure up to 2' in height.</li><li>• <b>Small:</b> Attackers suffer a -2 penalty to attack rolls because of the beast's size.</li></ul>													