Seth Frost

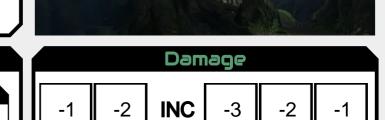
Investigator Male, Spiritualist





Agility: 4
Smarts: 4
Spirit: 4
Strength: 4
Vigor: 4 6 6

Derived Toughness Ч



Fatigue

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

Healing: 4 6 8 10 12

Language

(English): 4 6 8 10 12

Language

(French): 4 6 8 10 12

Language

(Romani): 4 6 8 10 (2)

Language

(Spanish): 4 6 8 10 (12)

Notice: 4 6 8 10 (12)

Occult: 4 6 8 10 12

Performance: 4 6 8 10 0 Persuasion: 4 6 8 10 12

Stealth: 4 6 8 /7 (2)

Thieveru: 4 6 8 10/12

Armor

(Unarmored) 0 Toughness: 4

Gear

You have no gear.

Hindrances

Wounds

All Thumbs (minor) -2 to use mechanical or electrica devices / SWADE p22

Mild Mannered (minor)

-2 to Intimidation rolls / SWADE

Suspicious (major)

The individual is paranoid. Allies subtract 2 when rolling to Suppo him. / SWADE p28

Edges

Beast Master (Small black cat tha likes to curl up in robe pocket) Animals like your hero and he ha pet of some sort. See text. / SWI 51م

Martial Artist

Unarmed Fighting +1, ignore Unar Defender rule, add d4 damage di unarmed Fighting attacks (or inc die a step if you already have it). SWADE p43

Work the Room

Once per turn, roll a second die v Supporting via Performance or Persuasion and apply result to additional ally. / SWADE p51

Weapons and Attacks

Name Damage AP ROFShotsWeight Notes Range Unarmed Strld6]+d4 Melee +1 to Hit, Innate Attack





Special Abilities

Languages Known

Spanish (d6), Romani (d6), French (d6), English (native, d8)

Description

Somewhere between hippy and hipsters sits Seth's style. He is fairly average, maybe a little on the thinner and multi-colored clothing hides that.

Background

Seth works psychic readings at fairs and shops. He does workshops on "seeing the truth in people", "the si "interpretation cartography in the modern age."

His joyous exterior hides a calculating and almost paranoid interiour.