

# Asmoden "Brick" Hellyers

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## Character Information

|                 |  |         |
|-----------------|--|---------|
| Character Name: | <input type="text" value="[Enter Name]"/>  | [Image] |
| Player Name:    | <input type="text" value="[Enter Player]"/>  |         |
| Playbook:       | Deep Cuts  |         |
| Background:     | <input type="text" value="[Enter Background]"/>  |         |
| Heritage:       | <input type="text" value="[Enter Faction]"/>   |         |
| Look and Style: | <input type="text" value="[Enter XP]"/>  |         |
| XP:             | (6 per clock)<br><div><div>0</div><div>0</div><div>0</div><div>0</div></div> <div>1234</div> |         |

## Stress, Trauma and Harm

| Stress      | Trauma | Harm |
|-------------|--------|------|
|             |        | 4    |
| [Stress/10] |        | 3    |
|             |        | 22   |

## Attributes

| Insight | Prowess  | Resolve |
|---------|----------|---------|
| Hunt    | Finesse  | Attune  |
| Study   | Prowl    | Command |
| Survey  | Skirmish | Consort |
| Tinker  | Wreck    | Sway    |

## Equipment

| Discrete                                | Bulky or Heavy | Playbook Specific |
|---|----------------|-------------------|
| Vice                                    |                |                   |
| <input type="text" value="[Vice]"/>     |                |                   |
| <input type="text" value="[Purveyor]"/> |                |                   |

## Special Abilities

| Special Ability                          | Description                                |
|--|--|
| <input type="text" value="[Ability 1]"/> | <input type="text" value="[Description]"/> |

## Notes

|   |
|---|
| Notes                                       |
| <input type="text" value="[Custom Notes]"/> |

Current Load

| Load   | Amount   |
|--------|----------|
| Light  | [Amount] |
| Normal | [Amount] |
| Heavy  | [Amount] |

Crew and Contacts

| Crew Name        | Crew Type   |
|------------------|-------------|
| [Crew Name]      | [Crew Type] |
| Notable Contacts |             |
| [Contact 1]      |             |
| [Contact 2]      |             |
| [Contact 3]      |             |

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