

Body Fair

Mind Superb

Spirit Good

Skill/Attribute Levels

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Name: Oscar Wilde

Player: NPC (player point limits waived)

Skill Points: 20

Gifts: 3

Attribute Points: 5

Gifts and Faults

Rich
Charismatic (+2 Spirit when talking)
Unfazeable
Very handsome
Huge alcohol tolerance (+2 Spirit when drinking)
Lucky (reroll any roll 3x per session)

Lecherous
Homosexual
Dipsomaniacal

Wound Track

1-2	3-4	5-6	7-8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
0 0 0	0 0	0 0	0	0
	P	M		

Intellect Track

1-2	3-4	5-6	7-8	9+
Dazed	Baffled	Confused	Unconscious	Comatose
0 0 0	0 0 0	0 0 0	0 0	0
	P F	M Good	Great	

Emotion Track

1-2	3-4	5-6	7-8	9+
Shaken	Frightened	Horried	Irrational	Catatonic
0 0 0	0 0 0	0 0 0	0	0
	P F	M Good		

Skills

Repart��	Legendary	4
Oratory	Superb	2
Seduction	Superb	2
Fast Talk	Superb	2
Writing	Superb	2
Aesthetics	Superb	2
Carousing	Superb	2
Irish	Good	1
French	Good	1
Gambling	Fair	1
Shooting	Fair	1



Attribute Cost	(start with 3)
Superb	4
Great	2
Good	1
Fair	0
Mediocre	-1
Poor	-2
Terrible	-4

Start with 3 gifts; take up to 3 faults to balance gifts. You may have up to a total of 6 gifts and 3 faults.

Skills: start with 33 points, of which 22 may be immediately allocated. Easy skills can be used untrained. Hard skills cannot.

Easy skills at two levels less than the controlling attribute are free and cost one point for one level less than the attribute. A hard skill costs one point for two levels less than its controlling attribute. Each additional skill level doubles its cost.