

**Character Name:** Tony Vincenzi      **Age:** 36  
**Occupation:** Freelance gunman  
**Species:** werewolf  
**Alignment:** Order      **d6 Class:** Fighter  
**Weight:** 190  
**Height:** 5'11"      **Gender:** Male  
**Move** 10



<b>Reflexes</b> <span style="border: 1px solid black; padding: 2px;">2D+2/4D</span>	<b>Presence</b> <span style="border: 1px solid black; padding: 2px;">3D/2D</span>
acrobatics _____	animal handling _____
p brawling <span style="border: 1px solid black; padding: 2px;">3D/4D+1</span>	charm _____
climbing _____	command _____
contortion _____	con _____
p dodge <span style="border: 1px solid black; padding: 2px;">3D/4D+1</span>	disguise _____
flying _____	intimidation _____
jumping _____	persuasion _____
p melee combat <span style="border: 1px solid black; padding: 2px;">3D/4D+1</span>	p willpower <span style="border: 1px solid black; padding: 2px;">4D/3D</span>
riding _____	_____
p sneak <span style="border: 1px solid black; padding: 2px;">3D/4D+1</span>	_____
_____	_____
_____	_____

<b>S Coordination</b> <span style="border: 1px solid black; padding: 2px;">3D+1/3D</span>	<b>W Knowledge</b> <span style="border: 1px solid black; padding: 2px;">2D+2/1D</span>
lockpicking _____	business _____
p marksmanship <span style="border: 1px solid black; padding: 2px;">4D/3D+2</span>	demolitions _____
p missile weapons <span style="border: 1px solid black; padding: 2px;">4D/3D+2</span>	forgery _____
piloting _____	languages _____
sleight of hand _____	medicine _____
p throwing <span style="border: 1px solid black; padding: 2px;">4D/3D+2</span>	p navigation <span style="border: 1px solid black; padding: 2px;">3D/1D+1</span>
_____	scholar _____
_____	security _____
_____	tech _____
_____	_____
_____	_____

<b>Physique</b> <span style="border: 1px solid black; padding: 2px;">3D+1/4D</span>	<b>Perception</b> <span style="border: 1px solid black; padding: 2px;">3D+2/4D+2</span>
lifting _____	gambling _____
p running <span style="border: 1px solid black; padding: 2px;">4D/4D+2</span>	p hide <span style="border: 1px solid black; padding: 2px;">4D/5D</span>
p stamina <span style="border: 1px solid black; padding: 2px;">4D/4D+2</span>	investigation _____
swimming _____	p Know-how <span style="border: 1px solid black; padding: 2px;">4D/5D</span>
_____	repair _____
_____	search _____
_____	p streetwise <span style="border: 1px solid black; padding: 2px;">4D/5D</span>
_____	survival _____
_____	tracking _____
_____	_____

**Magic** 0D

alteration \_\_\_\_\_

apportation \_\_\_\_\_

conjunction \_\_\_\_\_

divination \_\_\_\_\_

**Spells**

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<b>Funds</b> <span style="border: 1px solid black; padding: 2px;">3D</span>	<b>Char. Pts</b> <span style="border: 1px solid black; padding: 2px;">5</span>
<b>Strength Dmg.</b> <span style="border: 1px solid black; padding: 2px;">3D</span>	<b>Fate Pts</b> <span style="border: 1px solid black; padding: 2px;">1</span>

<b>Body Pts</b> <span style="border: 1px solid black; padding: 2px;">37</span>	<b>Taken</b> <span style="border: 1px solid black; padding: 2px;"> </span>
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Wound Level	Body Pts Range	
Stunned	30	22
Wounded	22	15
Severely Wnd	14	7
Incap.	7	4
Mortally Wnd	3	0
Dead (0)	0	

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**Advantages:**

Hardiness (R1), +1 to DR totals; Natural Armor: Hide R1); Natural Weapons (R1): Claws and Fangs (+1D) , Sense of Direction (R1), +1D to navigation and tracking skills; Shapeshifting: Wolf Form(R1). Natural Magick: Sense Unnatural (+2D to opposed willpower rolls

**Disadvantages**

Advantage Flaw: Infection (R4), all Special Abilities and Disadv., infection skill at Physique +4D; Achilles Heel (R4), damage total of silver weapons used against you increase by 5; prejudice (R1), by humans. Advantage Limitation: Natural Armor and Weapons Ability Loss while in Human form.

**Equipment:**

.44 Karr automatic pistol (damage 5D; ammo 12; range 10/25/50), lead ammo; spare clothes, duffle bag.

**Description:**

You patrolled the walls of Galitia as a sentinel not long ago. You and your partner were ambushed by wild 'shifters from the Wilderness. Both of you were wounded and ...infected. The healers declared you both healed, but they obviously did not understand the nature of these 'shifters. A week later, you and your partner started noticing something was different. When you both realized what you were, things changed between you both. He embraced his new self while you hid it. His approach got him killed by the local Sentinel Were Control Bureau. You fear that the investigation might lead to you, so leaving Galitia is looking better every day. You have already resigned your position as a sentinel, which is already suspicious. You do not want to spend the rest of your life in a WCB cell while mages try to "cure" you at the cost of your sanity. This job is Albredua might prove to be good. Who would think to look for you there - a place where Unnaturals are even less tolerated than Galitia.