



STATS

Brains	4
Face	1

Guts	4
Hands	4
Legs	2

Mana: 7	Guts + Spellcasting
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SKILLS

Out-Think	2
Remember	2
Notice	2
Charm	1
Connive	0
Sailing	3
Wind (Physical Stamina)	0
Courage	1
Shop (Crafting)	2
Unarmed Fighting	-2
Defense (Dodging, Blocking)	3
Athletics	0
Spellcasting	3
Firearms	4
Melee Weapons	-2

Mageblades	0
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EQUIPMENT AND GEAR

Service Pistol	Standard-issue back in the Stormwar. It belonged to Val's father, now it belongs to Val. Deals damage equal to Width at close to mid range, but suffers a -1 dice penalty at long ranges.
Huntsman's Rifle	A rifle better suited to hunting than warfare. Deals damage equal to width at moderately long range, but suffers a -1 dice penalty in close quarters.
Mage's Hat	It doesn't actually do anything other than keep light out of your eyes. Holds sentimental value to Val.
Grade C Lightning Catalyst	Enables the use of Lightning-aligned magic anywhere, even in the absence of the Violet Spire. Does not confer any bonus dice at current grade.
Harness and Hook	Complimentary harness with attachment hook provided by the Golden Mirage. Mostly used to make sure you don't fall off of the ship, but also comes in handy for sliding down ropes!

SPELLS AND ABILITIES

Energize	Costs 1 mana to use. A fire-aspected spell that deals AoE damage equal to width - 1 to a number of adjacent body parts equal to the width, and to a number of characters also equal to the width.
Ricochet Expert	Enables you to use the Ricochet technique with firearms, decreasing the malus by one dice.

RELATIONSHIPS

Becoming recognized as the world's greatest gunman	2 Dice
Becoming recognized as the world's greatest spellcaster	2 Dice
Studying new and interesting things	2 Dice