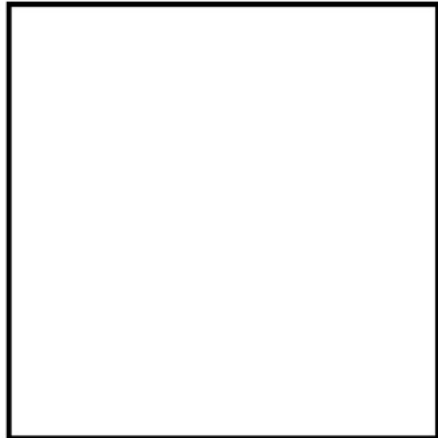


ACIDIAN GOD PLANNING SHEET

Name and title:

The Mason, builder of worlds

Aspects: *politics*
civilization
diplomacy
negociation
order
progress
innovation
prosperity
society



Player notes

Delmar - Rodasian Ex-Guerilla
Fransford - Unaffiliated free agent, joined the company for profit
Elanna - A former gun runner between the Nevioon empire and Hortonus
Arturo Despin - Citizen turned mercenary after home was destroyed in last war between the Nevion and Hortonus empires.

Geasa

Arturo D. Reward: +50 gunsoul/special item
 Establish and preserve peace between the Nevonian empire and the Hortonus empire by preventing events which may spark hostilities or by establishing a solid treaty of some kind.
 Item reward: Mysidian Hybrid weapon with mods

Session Goals/notes

The Trickster God may aim to cause massive disorder in our peacemaking efforts, may need to ally self with the Warden God or the time being to preserve peace and order, Strife most likely does not have enough influence to gain control but efforts to minimize his level of control should also be made, especially if he allies with one of the other Malevolent Gods.

Long Term/ Overarching plan

Establish a lasting peace and center of diplomacy between the Nevion and Hortonus Empire, and thwart all efforts to stop it. Use the aid of other Gods who may benefit from peace and turn them against our mutual enemies such as the Trickster, Strife, or Adderon.

GUN MAGE CHARACTER SHEET

Name: *Alistar*

Nation: *Nevion*

Abilities

Agility successes on S+

GunSoul

Feat of Agility

Paired revolvers:

Life points

110

Info

Alistar is a former Nevion Military Agent who was discharged from his position aboard the airship Centurion after a coverup involving the Rodasians went wrong and he was made a scapegoat.

Elements

FIRE	5
WATER	4
EARTH	3
AIR	6

Geldrins

NEVION	1500
RODASIAN	
VALARIAN	
HORTONUS	

Mysidian

100

Ability

Dice

FEAT OF MIGHT	3
FEAT OF AGILITY	5
EVASION	3
COMBAT	2
GUNNERY	5
GUNSMITHING	4
PILOTING	3
KNOWLEDGE	2
COMMUNICATION	2
INGENUITY	4
AWARENESS	3

Title

Bonuses

<i>Fit</i>	<i>+10 life max</i>
<i>Gunslinger</i>	<i>Quick draw</i>

GUNS AND AMMUNITION

WEAPON

Revolver A		
Damage	6Dx2	
Caliber	3	
Range	4	
Ammo max	5	
Improved damage 1		
Single action upgrade		

Loaded ammo

Steam blast 2 +15 dmg	<input type="checkbox"/>	<input type="checkbox"/>
Ice +10 dmg	<input type="checkbox"/>	<input type="checkbox"/>
Shock +20 dmg/ -1 mc	<input type="checkbox"/>	<input type="checkbox"/>
Repel	<input type="checkbox"/>	<input type="checkbox"/>
Pass through stone	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Revolver B		
Damage	6Dx2	
Caliber	3	
Range	5	
Ammo max	5	
Improved damage 1		
Single action upgrade		
Improved range +1		

Loaded ammo

Scorch 4 +35 dmg	<input type="checkbox"/>	<input type="checkbox"/>
Lava splash 2 +15 dmg	<input type="checkbox"/>	<input type="checkbox"/>
Inflate +5dmg/5 rds	<input type="checkbox"/>	<input type="checkbox"/>
Weaken 1 -1 die	<input type="checkbox"/>	<input type="checkbox"/>
Grapplvine	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Military sabre		
Damage	+1D	
Caliber	0/1*	*stab
Range		
Ammo max		

Loaded ammo

	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Damage		
Caliber		
Range		
Ammo max		

Loaded ammo

	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

INVENTORY AND ARMOR

Head	AR 2	Torso	AR 2
Type	Mesh helm	Type	Mesh vest
DUR	300 / 245	DUR	450 / 396
R Arm	AR 2	L Arm	AR 2
Type	Mesh vest	Type	Mesh vest
DUR	200	DUR	200
R Leg	AR 2	L Leg	AR 2
Type	Mesh leggings	Type	Mesh leggings
DUR	300 / 272	DUR	300

Reserve ammo	Quantity	Quantity
Scorch 4 +35 dmg	3	Firestorm Mysidian Grenades +25 dmg 5
Repel	7	
Lava splash 2 +15 dmg	2	
Shock +20 dmg/ -1 mc	1	
Tracer rounds	4	
Smoke screen	3	
Firestorm +25dmg	1	
Dispel rounds	4	

Equipment

Diplomatic parcel to Nevonian Ambassadors

Gun mage parcel

Bullet supplies	
Hand Gun	110
Rifle	
Heavy	15
damaged?	
Bullet press	
Bullet Mold	
Tool Kit	X
Parts fund	750 G