



Isabet Fleethaven, Shorewalker of the Quick-Wit Shadowsails

			<h2>Personality Traits</h2> <div style="text-align: center;"> <p>Current</p> <p>20</p> <p>Max</p> </div> <table border="0"> <tr> <td>8</td> <td>Adaptable</td> <td>Steadfast</td> <td>12</td> </tr> <tr> <td>8</td> <td>Bold</td> <td>Cautious</td> <td>12</td> </tr> <tr> <td>11</td> <td>Impulsive</td> <td>Deliberate</td> <td>9</td> </tr> <tr> <td>10</td> <td>Altruistic</td> <td>Egoistic</td> <td>10</td> </tr> <tr> <td>10</td> <td>Confident</td> <td>Humble</td> <td>10</td> </tr> <tr> <td>8</td> <td>Empathetic</td> <td>Detached</td> <td>12</td> </tr> </table>			8	Adaptable	Steadfast	12	8	Bold	Cautious	12	11	Impulsive	Deliberate	9	10	Altruistic	Egoistic	10	10	Confident	Humble	10	8	Empathetic	Detached	12	<h2>Who is Isabet?</h2> <p>Born and raised on the churning decks of a Moko ship, Isabet took her name 'Fleethaven' after her first task as a Shorewalker found her absconding with a detailed ledger marking the identities and ships of many Shadowsail families. It was a messy escape (as has become her unfortunate brand) but she silenced the author and delivered the ledger to Captain Torbio Quick-Wit in time for the Quick-Wit Fleet to sabotage an ambush and save hundreds of her Moko brothers and sisters.</p> <p>Since then, she has established herself as a Shorewalker that finishes the job a little earlier than expected and with a few mouths needing silencing. She was sent back to the Free Lands for domestic education, but good luck to any that think they can pry the truth of her presence while she still draws breath.</p>																																																																																		
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<h2>Loud and Cunning</h2> <p>Isabet is a Moko Shadowsail through and through; She uses dirty tricks and big doe eyes.</p> <p>Your Trip/Knockdowns are Harder to resist; Using Sincerity to lie is Easier (except against other Moko)</p>			<h2>Fatigue</h2> <p>1 ea.</p>			<h2>Wealth</h2> <p>5</p>																																																																																																										

Isabet's Safety Measures

Middle of the Road

Isabet has a middling set of Personality Traits. This is both a boon and bane. She can comfortably bid Steadfast, Cautious, and Detached approaches to her Skills for an even-chance of success. She is a little better at making Impulsive over Deliberate action, but is even-keel when it comes to personal priorities and perspective.

The good thing for this, is it gives a freedom to lean into being a big of a braggart by culture (even if it is a false face). You will often find that bidding a Trait will either help grab a Success, or you would have failed either way.

It also means that Isabet can be played very strategic and smart, especially when under threat. She is not overly Bold or Confident, meaning she has little reason to keep herself in a bad situation (especially if she can rephrase it into a great story later!). She leans toward Caution, which mixes with her slight Impulse to be similar to a mother reflexively raising an arm to protect a child rather than a tunnel-visioned battle-rager. She's a bit Detached towards other people, more prone to flashing an empty smile and nodding when someone is talking about things she does not care about. Use this to your favor: Isabet leans more toward the end than the means. She wants to solve the purpose, for the greater purpose, more than she wants to save everyone.

Loud and Laughing

When it comes to fighting, play dirty. Look for ways to set up for applying Combat Effects. Get into the melee, and stick to Focused Responses, you can take it.

You have an additional Action on your turn in Combat. That makes your Focused Response as good (and faster) than another player's Balanced Response if you don't need to move. Get in, and go fast with the reduced challenge from Focusing.

You wield a Sword (Blade): That means you can Deflect with your Sword Skill twice *per combat round* for free. Go ham, be the whirlwind duelist.

You have an off-hand dagger: You can either swing an extra +1D6 damage per attack, or get *another free Deflect* at half your Dagger Skill. Throw Cautious on that (attempting to mitigate risk) and the fact you get a Challenge reduction for sticking to Focused and that can easily be a 70% chance of additional defense!

You are a Moko Shadowsail. You have touched foreign soil, dueled strange beings from far away.

When a fight breaks out on your home turf, and you are part of it, go in Loud and Laughing.