

Fighter

Aspects

Veteran Warrior

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+0	0	Reflex	+0	0
Int	+0	0	Will	+0	0
			Per	+0	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 6 pts

Skills

Skill	Base	Mod	Final	Pts
Shield	-1	+1	+0	1
Sword	-2	+2	+0	2
Combat Dodge	+0	+1	+1	1
Strategy	-2	+1	-1	1
Survival	-2	+1	-1	1
Athletic	-2	+1	-1	1
Bow	-2	+1	-1	1
Knife	-1	+1	+0	1

Total: 9 pts

Combat Statistics

Scale	Init	Move	
+0	+1	4	
Dodge	Thresh.		
+1	+3		
Atk	OCV	DCV	Dmg
Broadsword	+0	+1	+3
Shield, Medium	+0	+1	+2
Bow (Rng 60')	-1	n/a	+0
Knife	+0	+0	+1

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Bow, Regular (+1 dmg)

20 x Arrows

Broad Sword +2 dmg

Dagger +0 dmg

95d in coins

Mage

Aspects

Independent Mage

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	-1	-3	End	-1	0
Dex	+0	+0	Reflex	+0	0
Int	+2	6	Will	+2	0
			Per	+2	0
Con	+0	0	Fort	+0	0
			Init	+0	0

Total: 3 pts

Skills

Skill	Base	Mod	Final	Pts
Thaumatology	-3	+3	+0	4
Alchemy	-3	+0	-3	0
Research	-2	+1	-1	1
Herblore	-2	+1	-1	1
Natural Philosophy	-3	+1	-2	1
Staff	-1	+1	+0	1
Knife	-1	+0	-1	0

Total: 8 pts

Spells

2 x 1st Level, 2 pts; 1 x 2nd level, 2 pts

Note: Can cast 1st level Rituals at 10d per ritual + 10 minutes

Total: 4 pts.

Combat Statistics

Scale	Init	Move	
+0	+0	4	
Dodge	Thresh.		
+0	+1		
Atk	OCV	DCV	Dmg
Staff	+0	+0	+0
Knife	-1	-2	-1

Possessions

Staff

Dagger

Charm, 1st level

2 x Scrolls 1st level

2x Potions of Healing

200d in Ritual Components

187d in coin

Priest

Aspects & Gifts

Priest of Delaquin, Goddess of Honor & Justice

Turn Undead, Ritual vs Fortitude, +1 or better turns.

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+0	0	Reflex	+0	0
Int	+1	3	Will	+1	0
			Per	+1	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 9 pts

Skills

Skill	Base	Mod	Final	Pts
Religious Ritual	-3	+2	-1	2
Shield	-1	+1	+0	1
Mace	-2	+1	-1	1
Knowledge (Theology)	-3	+1	-2	1
Knife	-1	0	-1	0

Total: 5 pts

Spells

1 x 1st Level, 2 pts;

Total: 2 pts.

Combat Statistics

Scale	Init	Move	
+0	+1	5	
Dodge	Thresh.		
+0	+3		
Atk	OCV	DCV	Dmg
Mace	-1	+0	+3
Shield	+0	+1	+2
Knife	-1	-1	+1

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Mace, Heavy +2 dmg

Dagger +0 dmg

1x Scroll, 1st level

100d in Ritual Components

67d in coins

Burglar

Aspects

Experienced Burglar within the Brotherhood of the Lion

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+0	0	End	+0	0
Dex	+2	6	Reflex	+2	0
Int	+0	0	Will	+1	0
			Per	+1	0
Con	+0	0	Fort	+0	0
			Init	+2	0

Total: 6 pts

Skills

Skill	Base	Mod	Final	Pts
Climbing	-2	+1	-1	1
Eavesdrop	-1	+1	+0	1
Legerdemain	-2	+2	-0	2
Perceive	+0	+1	+1	1
Stealth	-2	+1	-1	1
One Handed Sword	-2	+1	-1	1
Knife	-1	+1	+0	1
Knowledge (Streets)	-2	+1	-1	1

Total: 9 pts

Combat Statistics

Scale	Init	Move	
+0	+2	6	
Dodge	Thresh.		
+2	+1		
Atk	OCV	DCV	Dmg
Short Sword	+1	+1	+1
Dagger	+2	+1	+0
Sm Dagger (15ft)	+2	n/a	+0

Possessions

Leather Armor (+1 Armor)

Short Sword (+1 Dmg)

Helm

Dagger +0 dmg

5x Small Dagger +0 dmg

750d in coins