

Portrait		Identity		Miscellaneous		283 Points						
	✂ Name	Pierre « vif argent » Malfini		Created	Jun 21, 2021, 10:07 AM		-11 <div>Overspent</div>					
	Title	zanmi agoué, mercenaire tourmenté		Modified	Jan 1, 2024, 8:55 PM		0 Ancestry					
	Organization			Player	Yann		120 Attributes					
	Description						52 Advantages					
	✂ Gender	Male	✂ Height	2 m	✂ Hair	Marron, Droit, Court		-20 Disadvantages				
✂ Age	27	✂ Weight	60.5 kg	✂ Eyes	Marron		0 Quirks					
✂ Birthday	Dec 30	Size	+0	✂ Skin	Marron Sombre		142 Skills					
Religion		TL	4	✂ Hand	Gauche		0 Spells					
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge						
[20] 13 Strength (ST)	[0] 10 Will	Roll	Location	DR	Level		Max Load	Move	Dodge			
[80] 14 Dexterity (DX)	[0] 12 Fright Check		Eyes	-9 0	🎒 0 None		17 kg	6	10			
[0] 10 Intelligence (IQ)	[0] 11 Perception (Per)	3-4	Skull	-7 6/4	1 Light		34 kg	4	9			
[20] 12 Health (HT)	[0] 11 Vision	5	Face	-5 0	2 Medium		51 kg	3	8			
Basic Damage		6-7	Right Leg	-2 4/2	3 Heavy		102 kg	2	7			
1d Basic Thrust	[0] 11 Hearing	8	Right Arm	-2 4/2	4 X-Heavy		170 kg	1	6			
2d-1 Basic Swing	[0] 11 Taste & Smell	9-10	Torso	+0 4/2	Lifting & Moving Things							
	[0] 11 Touch	11	Groin	-3 4/2	17 kg Basic Lift							
	[0] 6.5 Basic Speed	12	Left Arm	-2 4/2	34 kg One-Handed Lift							
	[0] 6 Basic Move	13-14	Left Leg	-2 4/2	136 kg Two-Handed Lift							
Point Pools		15	Hand	-4 6/4	204 kg Shove & Knock Over							
[0] 12 of 12 FP [Rested]		16	Foot	-4 6/4	408 kg Running Shove & Knock Over							
[0] 13 of 13 HP [Healthy]		17-18	Neck	-5 4/2	255 kg Carry On Back							
			Vitals	-3 4/2	850 kg Shift Slightly							
Melee Weapon		Usage		SL	Parry	Block	Damage	Reach	ST			
Attaques Naturelles		Coup de pied		13	No	10	1d cr	C,1				
Attaques Naturelles		Coup de poing		15	11	11	1d-1 cr	C				
Attaques Naturelles		Morsure		15	No	No	1d-1 cr	C				
Large Knife		Parade main gauche		18	13	No		C				
Large Knife		Swung		16	11	No	2d-3 cut	C,1	6			
Large Knife		Thrust		16	11	No	1d imp	C	6			
Saber		Swung		21	14F	No	2d-2 cut	1	8			
Saber		Thrust		21	14F	No	1d+1 imp	1	8			
Saber Fire		Swung		23	15F	No	2d cut	1	8			
+2 fire damage												
Saber Fire		Thrust		23	15F	No	1d+3 imp	1	8			
+2 fire damage												
Ranged Weapon		Usage		SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Large Knife		Thrown		15	0	1d imp	10/19	1	T	-2		6
Thrown Weapon (Knife)		Thrown large knife		15	0	1d imp	2	1				
Trait		Pts	📖	Skill / Technique			SL	RSL	Pts	📖		
Attaques Naturelles		0	B271	Acrobatics			16	DX+2	12	B174		
Secret (Cannot kill)		0	B152	Animal Handling (Equines)			10	IQ	2	B175		
Serious Embarrassment annulé avant épisode 8				Area Knowledge (Baldur's Gate)			10	IQ	1	B176		
Bad Temper		-10	B124	All important businesses, streets, citizens, leaders, etc.								
CR: 12 (Resist quite often)				Area Knowledge (Sembia; Lived there)			10	IQ	1	B176		
Combat Reflexes		15	B43	General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+								
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)				Area Knowledge (Sword Coast)			10	IQ	1	B176		
Post-Combat Shakes		-5	B150	General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+								
CR: 12 (Resist quite often)												
Make a self-control roll at the end of any battle. If you fail, roll 3d, add the amount by which you failed your self-control roll, and look up the result on the Fright Check Table.												

Trait			Pts		Skill / Technique			SL	RSL	Pts	
<b>Sense of Duty</b>			-5	B153	<b>Artillery/TL4 (Catapult)</b>			9	IQ-1	1	B178
Friends and Companions					<b>Artist (Sculpting)</b>			8	IQ-2	1	B179
<b>Language Talent</b>			10	B65	<b>Axe/Mace</b>			14	DX	2	B208
<b>Language: Chondathan</b>			0	B24	<b>Boating/TL4 (Unpowered)</b>			9	DX-5	0	B180
Native; Spoken (Native); Written (Native)					<b>Brawling</b>			15	DX+1	2	B182
Sembia-Cormyr-Waterdeep					<b>Carousing</b>			13	HT+1	2	B183
<b>Language: Common</b>			0	B24	<b>Climbing</b>			15	DX+1	4	B183
Native; Spoken (Native); Written (Native)					<b>Crossbow</b>			16	DX+2	4	B186
<b>Language: Lantan</b>			2	B24	<b>Disarming</b>			23	+2	3	B230+
Spoken (Accented); Written (Accented)					Default: Saber						
Lantan-Nelanther					<b>Fast-Draw (Knife)</b>			15	DX+1	1	B194
<b>Thorass</b>			2	B24	<b>Fast-Draw (Saber)</b>			16	DX+2	2	B194
Spoken (Accented); Written (Accented)					<b>Feint</b>			22	+1	2	B231+
Amn					Default: Saber						
<b>Language: Orc</b>			2	B24	<b>First Aid/TL4</b>			10	IQ	1	B195
Spoken (Accented); Written (Accented)					<b>Guns/TL4 (Musket)</b>			16	DX+2	4	B198
With Language Talent					<b>Knife</b>			16	DX+2	4	B208
<b>Language: Elven</b>			2	B24	<b>Knot-Tying</b>			11	DX-3	1	B203
Spoken (Accented); Written (Accented)					Default: Climbing-4						
With Language Talent					<b>Lance</b>			13	DX-1	1	B204
<b>Language: Dwarvish</b>			2	B24	Default: Spear-3						
Spoken (Accented); Written (Accented)					<b>Leadership</b>			9	IQ-1	1	B204
With Language Talent					<b>Main-Gauche</b>			18	DX+4	16	B208
<b>Language: Chultan</b>			2	B24	Default: Knife-4						
Spoken (Accented); Written (Accented)					<b>Navigation/TL4 (Sea)</b>			11	IQ+1	4	B211
With Language Talent					Default: Seamanship/TL4-5						
<b>Increased Perception 1</b>			5	B16	<b>Off-Hand Weapon Training</b>			15	-1	4	B232
<b>Increased Strength 1</b>			10	B14	Default: Knife-4						
					<b>Off-Hand Weapon Training</b>			21	+0	8	B232
					Default: Saber-4						
					<b>Packing</b>			9	IQ-1	1	B212
					<b>Retain Weapon</b>			22	+1	2	B232+
					Default: Saber						
					<b>Riding (Equine)</b>			13	DX-1	1	B217
					<b>Saber</b>			21	DX+7	24	B208
					Default: Main-Gauche-3						
					<b>Savoir-Faire (Military)</b>			10	IQ	1	B218
					<b>Scrounging</b>			11	Per	1	B218
					<b>Seamanship/TL4</b>			12	IQ+2	4	B185
					<b>Shield (Buckler)</b>			14	DX	1	B220
					<b>Shiphandling/TL4 (Ship)</b>			10	IQ	4	B220
					Default: Seamanship/TL4-5						
					<b>Spear</b>			13	DX-1	1	B208
					<b>Stealth</b>			15	DX+1	4	B222
					<b>Swimming</b>			12	HT	1	B224
					<b>Tactics</b>			11	IQ+1	8	B224
					<b>Tailler les pierres</b>			11	IQ+1	2	B207
					<b>Thrown Weapon (Knife)</b>			15	DX+1	2	B226
✓	#	Carried Equipment (15.88 kg; \$273385)			Uses	TL	LC				
✓	1	<b>Saber</b>				4		700	1 kg	700	1 kg B273
✓	1	<b>Saber</b>				4		700	1 kg	700	1 kg B273
✓	1	<b>Large Knife</b>				0		40	0.5 kg	40	0.5 kg B272
✓	1	<b>Leather Gloves</b>				1		30	0 kg	30	0 kg B284
✓	1	<b>Boots</b>				2		80	1.5 kg	80	1.5 kg B284
		Flexible; Concealable									
✓	1	☑ <b>Purse, Small</b>				1		10	0.1 kg	920	0.28 kg B288
✓	10	<b>Gold Coin</b>				1		80	0.002 kg	800	0.02 kg B264
✓	20	<b>Silver Coin</b>				1		4	0.002 kg	80	0.04 kg B264

✓	#	Carried Equipment (15.88 kg; \$273385)	Uses	TL	LC					
✓	30	<b>Copper Farthing</b>		1		1	0.004 kg	30	0.12 kg	B264
✓	1	<input checked="" type="checkbox"/> <b>Backpack, Small</b> Holds 40 lbs of gear				60	1.5 kg	65	2 kg	DFA111
✓	1	<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	0.5 kg	5	0.5 kg	B288
✓	1	<input checked="" type="checkbox"/> <b>Haversack</b> Worn on Shoulder. Holds 10 lbs				30	0.5 kg	95	3 kg	PY106:11
✓	1	<b>First Aid Kit</b> +1 to First Aid				50	1 kg	50	1 kg	DFA111
✓	1	<b>Bandages</b> Bandages for a half-dozen wounds. Might be clean cloth, adhesive dressings, or spray-on "Plastiskin", depending on TL. Basic equipment for First Aid skill.		0		10	1 kg	10	1 kg	B289
✓	1	<b>Whetstone</b> For sharpening tools and wapons		1		5	0.5 kg	5	0.5 kg	B289
✓	1	<input checked="" type="checkbox"/> <b>Hip Quiver</b> Holds 20 arrows or bolts		0		15	0.5 kg	55	1.1 kg	B289
✓	20	<b>Crossbow Bolt</b>		2		2	0.03 kg	40	0.6 kg	B276
✓	1	<b>Saber Fire</b>		4		700	1 kg	700	1 kg	B273
✓	1	<input checked="" type="checkbox"/> <b>Mail Suit - Elven</b>				0	0 kg	270000	4.5 kg	MI1 25
✓	1	<b>Mail Body Armor - Elven</b> Elven mail				94500	1.58 kg	94500	1.58 kg	DFA109
✓	1	<b>Mail Boots - Elven</b> Elven mail				31500	0.52 kg	31500	0.52 kg	DFA109
✓	1	<b>Mail Gloves - Elven</b> Elven mail				9000	0.15 kg	9000	0.15 kg	DFA109
✓	1	<b>Mail Helmet - Elven</b> Elven mail				22500	0.38 kg	22500	0.38 kg	DFA109
✓	1	<b>Mail Leggings - Elven</b> Elven mail				67500	1.12 kg	67500	1.12 kg	DFA109
✓	1	<b>Mail Sleeves - Elven</b> Elven mail				45000	0.75 kg	45000	0.75 kg	DFA109
#	Other Equipment (\$55)		Uses	TL	LC					
1	<input checked="" type="checkbox"/> <b>Sack</b>	40 lb, DR 1, HP 5				30	1.5 kg	55	4 kg	DFA111
1	<b>Personal Basics</b>	Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	0.5 kg	5	0.5 kg	B288
1	<b>Blanket</b>			1		20	2 kg	20	2 kg	B288
Note										
character points :										
• reste 0 avant épisode 17										