

Portrait		Identity			Miscellaneous			230 Points				
	Name Salhazard				Created Sep 19, 2021, 9:30 PM		-73 Overspent					
	Title Voleur en cavale				Modified Apr 19, 2023, 8:56 AM		0 Race					
	Organization				Player Cyril		130 Attributes					
	Description						107 Advantages					
	Gender Male		Height 1.75 m		Hair Brown, Wavy, Short		-45 Disadvantages					
	Age 21		Weight 74.5 kg		Eyes Brown		0 Quirks					
Birthday Feb 25		Size +0		Skin Pale		111 Skills						
Religion		TL 4		Hand Right		0 Spells						
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge						
[10] 14 Strength (ST)	[0] 12 Will	Roll	Location	DR	Level	Max Load	Move	Dodge				
[80] 15 Dexterity (DX)	[0] 12 Fright Check		Eyes	-9 0	0 None	19.5 kg	6	9				
[40] 12 Intelligence (IQ)	[0] 15 Perception (Per)	3-4	Skull	-7 2	1 Light	39 kg	4	8				
[0] 11 Health (HT)	[0] 15 Vision	5	Face	-5 0	2 Medium	58.5 kg	3	7				
Basic Damage		6-7	Right Leg	-2 0	3 Heavy	117 kg	2	6				
1d Basic Thrust	[0] 15 Hearing	8	Right Arm	-2 0	4 X-Heavy	195 kg	1	5				
2d Basic Swing	[0] 15 Taste & Smell	9-10	Torso	+0 0	Lifting & Moving Things							
	[0] 15 Touch	11	Groin	-3 0	19.5 kg Basic Lift							
	[0] 6.5 Basic Speed	12	Left Arm	-2 0	39 kg One-Handed Lift							
	[0] 6 Basic Move	13-14	Left Leg	-2 0	156 kg Two-Handed Lift							
Point Pools		15	Hand	-4 0	234 kg Shove & Knock Over							
[0] 11 of 11 FP [Rested]		16	Foot	-4 2	468 kg Running Shove & Knock Over							
[0] 14 of 14 HP [Healthy]		17-18	Neck	-5 0	292.5 kg Carry On Back							
			Vitals	-3 0	975 kg Shift Slightly							
±	Condition											
-5	to other Perception check											
Melee Weapon					Usage	SL	Parry	Block	Damage	Reach	ST	
Garrote						18	No	No	see B405	C		
Natural Attacks					Bite	15	No	No	1d-1 cr	C		
Natural Attacks					Kick	13	No		1d+1 cr	C,1		
Natural Attacks					Punch	15	10		1d-1 cr	C		
Shortsword +2					Swung	20	13	No	2d+4 cut	1	8	
Shortsword +2					Thrust	20	13	No	1d+2 imp	1	8	
Ranged Weapon			Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Composite Bow (ST14)				18	3	1d+3 imp	280/350	1	1(2)	-7		14+
+2 accuracy												
Trait			Pts		Skill / Technique			SL	RSL	Pts		
Disadvantages			-45		Acrobatics			16	DX+1	8	B174	
Enemy (Cowled Wizard)			-15	B135	Acting			14	IQ+2	8	B174	
Appears quite rarely (6-); Large/Powerful Group					Area Knowledge (Sword Coast)			12	IQ	1	B176	
Enemy (Shadow Thieves)			-15	B135	General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+							
Appears quite rarely (6-); Large/Powerful Group; Hunter					Area Knowledge (Amn; Lived there)			13	IQ+1	2	B176	
Secret (Assassin in Shadow Thieves)			-10	B152	General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+							
Utter Rejection					Architecture/TL4			13	IQ+1	4	B176	
Sense of Duty			-5	B153	Climbing			15	DX	2	B183	
compagnons d'aventures					Jumping			16	DX+1	2	B203	
Languages			2		Merchant			11	IQ-1	1	B209	
Language: Common			0	B24	post ellipse							
Native; Spoken (Native); Written (Native)					Lockpicking/TL4			14	IQ+2	8	B206	
Language: Lantan			2	B24	Observation			15	Per	2	B211	
Spoken (Accented); Written (None)					Poisons/TL4			12	IQ	4	B214	
Language: Thorass (Amn)			0	B24								
Native; Spoken (Native); Written (Native)												
Psi			29									

Trait				Pts	🔖	Skill / Technique				SL	RSL	Pts	🔖
Danger Sense ESP				14	PSI43	Savoir-Faire (Thief guild) Default: Streetwise-3				13	IQ+1	2	B218
Autoteleport Autoteleport_6; Unreliable (Activation 5); Uncontrollable (Harmless) Teleportation ability. Instantly travel over great distances.				12	PSI68	Seamanship/TL4				12	IQ	1	B185
Combat Teleport (Have Autoteleport) Modifier; Uncontrollable (Harmless); Unreliable (Activation 5) Teleportation ability. Teleport to dodge attacks.				3	PSI68	Shadowing Default: Stealth-4				13	IQ+1	2	B219
Increased Health 1 +1 avant ep. 17				10	B14	Sleight of Hand				15	DX	4	B221
Increased Strength 1 +1 avant ep. 17				10	B14	Stealth				16	DX+1	4	B222
Increased Strength 2 ajouté avant épisode 8				20	B14	Streetwise				14	IQ+2	8	B223
Increased Perception 3				15	B16	Swimming post ellipse				12	HT+1	2	B224
Honest Face +1 to trained Acting skill for the sole purpose of "acting innocent"				1	B101	Traps/TL4 Default: Lockpicking/TL4-3				13	IQ+1	4	B226
Natural Attacks				0	B271	🗡️ Combat						26	
Increased Dexterity 1 post ellipse				20	B15	Bow				16	DX+1	4	B182
						Fast-Draw (Arrow)				15	DX	1	B194
						Garrote				18	DX+3	8	B197
						🗡️ Shortsword						13	
						Shortsword				18	DX+3	12	B209
						Fast-Draw (Shortsword)				15	DX	1	B194
						🧠 Psi						16	
						Autoteleport				13	IQ+1	8	PSI68
						Danger Sense				16	Per+1	8	PSI43

✓	#	Carried Equipment (9.285 kg; \$2867)			Uses	TL	LC	📦	📦	📦	📦	🔖
✓	1	Cape de dissimulation niveau 5 Flexible, concealable, "hide" lvl 5				1		0	0 kg	0	0 kg	B284
✓	1	🗡️	Backpack, Small Holds 40 lbs of gear					60	1.5 kg	65	2 kg	DFA111
✓	1	Personal Basics 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	Boots Flexible; Concealable				2		80	1.5 kg	80	1.5 kg	B284
✓	1	Composite Bow (ST14) +2 accuracy				1		1260	2 kg	1260	2 kg	B275
✓	1	Garrote				0		2	0.005 kg	2	0.005 kg	B272
✓	1	🗡️	Haversack Worn on Shoulder. Holds 10 lbs					30	0.5 kg	85	1 kg	PY106:11
✓	1	Lockpicks Basic equipment for Lockpicking skill				3		50	0 kg	50	0 kg	B289
✓	1	Whetstone For sharpening tools and wapons				1		5	0.5 kg	5	0.5 kg	B289
✓	1	🗡️	Hip Quiver Holds 20 arrows or bolts			0		15	0.5 kg	55	1.5 kg	B289
✓	20	Arrow				0		2	0.05 kg	40	1 kg	B276
✓	1	🗡️	Purse, Small			1		10	0.1 kg	920	0.28 kg	B288
✓	30	Copper Farthing				1		1	0.004 kg	30	0.12 kg	B264
✓	10	Gold Coin				1		80	0.002 kg	800	0.02 kg	B264
✓	20	Silver Coin				1		4	0.002 kg	80	0.04 kg	B264
✓	1	Shortsword +2				2		400	1 kg	400	1 kg	B273

#	Other Equipment (\$55)				Uses	TL	LC	📦	📦	📦	📦	🔖
1	🗡️	Sack 40 lb, DR 1, HP 5						30	1.5 kg	55	4 kg	DFA111
1	Personal Basics 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	Blanket					1		20	2 kg	20	2 kg	B288



character points : rest 5pts avant épisode 12