

Portrait	Identity			Miscellaneous			250 Points					
	Name	Coris Vonderheide		Created	Jul 28, 2021, 2:23 PM		-13	Overspent				
	Title	voleur repent		Modified	Jul 3, 2023, 10:01 PM		39	Race				
	Organization			Player	Jerome		140	Attributes				
	Description						9	Advantages				
	Gender	Male	Height	1.9444 m	Hair	Black, Wavy, Long	-40	Disadvantages				
	Age	27	Weight	86.5 kg	Eyes	Blue	0	Quirks				
Birthday	Jan 27	Size	+0	Skin	Light Tan	107	Skills					
Religion		TL	4	Hand	Right	8	Spells					
Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge					
[0] 10	Strength (ST)	[0] 14	Will	Roll	Location	DR	Level	Max Load	Move	Dodge		
[80] 14	Dexterity (DX)	[0] 14	Fright Check		Eyes	-9 0	0 None	10 kg	6	9		
[60] 14	Intelligence (IQ)	[0] 14	Perception (Per)	3-4	Skull	-7 2	1 Light	20 kg	4	8		
[0] 10	Health (HT)	[0] 14	Vision	5	Face	-5 0	2 Medium	30 kg	3	7		
Basic Damage		[0] 14	Hearing	6-7	Right Leg	-2 0	3 Heavy	60 kg	2	6		
1d-2 Basic Thrust		[0] 14	Taste & Smell	8	Right Arm	-2 0	4 X-Heavy	100 kg	1	5		
1d Basic Swing		[0] 14	Touch	9-10	Torso	+0 0	Lifting & Moving Things					
		[0] 6	Basic Speed	11	Groin	-3 0	10 kg Basic Lift					
		[0] 6	Basic Move	12	Left Arm	-2 0	20 kg One-Handed Lift					
Point Pools					13-14	Left Leg	-2 0	80 kg Two-Handed Lift				
[0] 10 of 10 FP [Rested]					15	Hand	-4 0	120 kg Shove & Knock Over				
[0] 10 of 10 HP [Healthy]					16	Foot	-4 2	240 kg Running Shove & Knock Over				
					17-18	Neck	-5 0	150 kg Carry On Back				
						Vitals	-3 0	500 kg Shift Slightly				
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST		
Dagger				Thrust	18	11	No	1d-3 imp	C	5		
Garrote					16	No	No	see B405	C			
Large Knife				Swung	18	11	No	1d-2 cut	C,1	6		
Large Knife				Thrust	18	11	No	1d-2 imp	C	6		
Light Jet				Jet	14	No		Blinds	10			
blinds only when darkness penalty is -5 or more												
Natural Attacks				Bite	14	No	No	1d-3 cr	C			
Natural Attacks				Kick	12	No		1d-1 cr	C,1			
Natural Attacks				Punch	14	10		1d-3 cr	C			
Ranged Weapon			Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Dagger			Thrown	18	+0	1d-3 imp	5/10	1	T(1)	-1		5
Large Knife			Thrown	18	+0	1d-2 imp	8/15	1	T(1)	-2		6
Trait			Pts		Skill / Technique			SL	RSL	Pts		
Natural Attacks			0	B271	Connoisseur (Natural Environments)			13	IQ-1	1	B185	
Language: Common			0	B24	Savoir-Faire (High Society)			14	IQ	1	B218	
Native; Spoken (Native); Written (Native)												
Language: Elven			0	B24	Savoir-Faire (Thief guild)			14	IQ	1	B218	
Native; Spoken (Native); Written (Native)												
Language: Lantan			4	B24	Acting			16	IQ+2	8	B174	
Spoken (Accented); Written (Accented)												
Language: Thorass (Amn)			5	B24	Acrobatics			16	DX+2	12	B174	
Spoken (Native); Written (Accented)												
Half-Elf			39	BS191	Body Language			13	Per-1	1	B181	
Attributes			20		Climbing			15	DX+1	4	B183	
Increased Intelligence 1			20	B15	Fast-Talk			13	IQ-1	1	B195	
Racial Advantage			19		Default: Acting-5							
Extended Lifespan 1			2	B53	Detect Lies			12	Per-2	1	B187	
Magery 2			17	B66	Default: Body Language-4							
One College (Light & Darkness)												
Disadvantages			-40		Disguise/TL4 (Elf)			15	IQ+1	4	B187	
Enemy (Shadow Thieves)			-15	B135	Disguise/TL4 (Human)			16	IQ+2	8	B187	
Appears quite rarely (6-); Large/Powerful Group; Hunter												
Enemy (Conseil des 6 de Amn)			-15	B135	Innate Attack (Beam)			14	DX	1	B201	
Appears quite rarely (6-); Large/Powerful Group; Hunter												
						Lockpicking/TL4			15	IQ+1	4	B206
						Pickpocket			13	DX-1	2	B213
						Default: Sleight of Hand-4						
						Poisons/TL4			14	IQ	4	B214
						Shadowing			13	IQ-1	1	B219
						Default: Stealth-4						
						Seamanship/TL4			14	IQ	1	B185

Trait			Pts	📖	Skill / Technique	SL	RSL	Pts	📖				
Secret (Assassin in Shadow Thieves) Utter Rejection			-10	B152	Sleight of Hand	14	DX	4	B221				
					Stealth	16	DX+2	8	B222				
					Streetwise	13	IQ-1	1	B223				
					Traps/TL4	15	IQ+1	4	B226				
					Default: Lockpicking/TL4-3								
					Garrote	16	DX+2	4	B197				
					Knife	18	DX+4	12	B208				
					Fast-Draw (Knife)	14	DX	1	B194				
					Off-Hand Weapon Training	18	+0	6	B232				
Default: Knife-4													
Thrown Weapon (Knife)		18	DX+4	12	B226								
Spell						SL	RSL	Pts	📖				
Blur						14	IQ	1	M113				
Ritual: speak quietly and make a gesture Class: Regular; Cost: 1-5; Maintain: Same; Time: 2 sec; Duration: 1 min; College: Light & Darkness													
Continual Light						14	IQ	1	M110				
Ritual: speak quietly and make a gesture Class: Regular; Cost: 2 moon, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness													
Darkness						14	IQ	1	M111				
Ritual: speak quietly and make a gesture Class: Area; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness													
Invisibility						14	IQ	1	M114				
Ritual: speak quietly and make a gesture Class: Regular; Cost: 5; Maintain: 3; Time: 3 sec; Duration: 1 min; College: Light & Darkness													
Light						14	IQ	1	M110				
Ritual: speak quietly and make a gesture Class: Regular; Cost: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness													
Light Jet						14	IQ	1	M112				
blinds only when darkness penalty is -5 or more Ritual: speak quietly and make a gesture Class: Regular; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness													
Shape Darkness						14	IQ	1	M113				
Ritual: speak quietly and make a gesture Class: Area; Cost: 2#, Maintain: Same; Time: 1 sec; Duration: 1 min; College: Light & Darkness													
Shape Light						14	IQ	1	M111				
Ritual: speak quietly and make a gesture Class: Regular; Cost: 2; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Light & Darkness													
✓	#	Carried Equipment (6.185 kg; \$1362)			Uses	TL	LC	🪙	🛒	📦	🛒	📦	📖
✓	1	Garrote				0		2	0.005 kg	2	0.005 kg		B272
✓	10	Dagger				1		20	0.125 kg	200	1.25 kg		B272
✓	1	Large Knife				0		40	0.5 kg	40	0.5 kg		B272
✓	1	Boots				2		80	1.5 kg	80	1.5 kg		B284
		Flexible; Concealable											
✓	1	📌 Pouch, Small				1		10	0.25 kg	920	0.43 kg		B288
✓	20	Silver Coin				1		4	0.002 kg	80	0.04 kg		B264
✓	10	Gold Coin				1		80	0.002 kg	800	0.02 kg		B264
✓	30	Copper Farthing				1		1	0.004 kg	30	0.12 kg		B264
✓	1	📌 Backpack, Small				1		60	1.5 kg	120	2.5 kg		B288
✓	1	Whetstone				1		5	0.5 kg	5	0.5 kg		B289
		For sharpening tools and weapons											
✓	1	Lockpicks				3		50	0 kg	50	0 kg		B289
		Basic equipment for Lockpicking skill											
✓	1	Personal Basics				0		5	0.5 kg	5	0.5 kg		B288
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.											