






Portrait	Identity		Miscellaneous		250 Points						
	✂ Name	Coris Vonderheide	Created	Jul 28, 2021, 2:23 PM	-49	Overspent					
	Title	voleur repentí	Modified	Jan 3, 2024, 10:38 AM	39	Ancestry					
	Organization		Player	Jerome	160	Attributes					
	Description				9	Advantages					
	✂ Gender	Male	✂ Height	1.9444 m	✂ Hair	Black, Wavy, Long					
✂ Age	27	✂ Weight	86.5 kg	✂ Eyes	Blue	-40	Disadvantages				
✂ Birthday	Jan 27	Size	+0	✂ Skin	Light Tan	0	Quirks				
Religion		TL	4	✂ Hand	Right	115	Skills				
						16	Spells				
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
[20] 12 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	14.5 kg	6	9			
[60] 14 Intelligence (IQ)	[0] 14 Perception (Per)	3-4	Skull	-7 2	1 Light	29 kg	4	8			
[0] 10 Health (HT)	[0] 14 Vision	5	Face	-5 0	2 Medium	43.5 kg	3	7			
Basic Damage		6-7	Right Leg	-2 0	3 Heavy	87 kg	2	6			
1d-1 Basic Thrust	[0] 14 Hearing	8	Right Arm	-2 0	4 X-Heavy	145 kg	1	5			
1d+2 Basic Swing	[0] 14 Taste & Smell	9-10	Torso	+0 0	Lifting & Moving Things						
	[0] 14 Touch	11	Groin	-3 0	14.5 kg Basic Lift						
Point Pools		12	Left Arm	-2 0	29 kg One-Handed Lift						
[0] 10 of 10 FP [Rested]	[0] 6 Basic Speed	13-14	Left Leg	-2 0	116 kg Two-Handed Lift						
[0] 12 of 12 HP [Healthy]	[0] 6 Basic Move	15	Hand	-4 0	174 kg Shove & Knock Over						
		16	Foot	-4 2	348 kg Running Shove & Knock Over						
		17-18	Neck	-5 0	217.5 kg Carry On Back						
			Vitals	-3 0	725 kg Shift Slightly						
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST	
Dagger				Thrust	18	11	No	1d-2 imp	C	5	
Garrote					16	No	No	see B405	C		
Large Knife				Swung	18	11	No	1d cut	C,1	6	
Large Knife				Thrust	18	11	No	1d-1 imp	C	6	
Light Jet				Jet	14	No	No	Blinds	10		
blinds only when darkness penalty is -5 or more											
Natural Attacks				Bite	14	No	No	1d-2 cr	C		
Natural Attacks				Kick	12	No	No	1d cr	C,1		
Natural Attacks				Punch	14	No	No	1d-2 cr	C		
Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Dagger		Thrown	18	0	1d-2 imp	6/12	1	T	-1		5
Large Knife		Thrown	18	0	1d-1 imp	9/18	1	T	-2		6
Sunbolt			14	2	1d-1 imp/point	75/150					
Trait		Pts		Skill / Technique		SL	RSL	Pts			
Natural Attacks		0	B271	Acrobatics		16	DX+2	12	B174		
Language: Common		0	B24	Acting		16	IQ+2	8	B174		
Native; Spoken (Native); Written (Native)				Body Language		13	Per-1	1	B181		
Language: Elven		0	B24	Climbing		15	DX+1	4	B183		
Native; Spoken (Native); Written (Native)				Connoisseur (Natural Environments)		13	IQ-1	1	B185		
Language: Lantan		4	B24	Detect Lies		12	Per-2	1	B187		
Spoken (Accented); Written (Accented)				Default: Body Language-4							
Language: Thorass (Amn)		5	B24	Disguise/TL4 (Elf)		15	IQ+1	4	B187		
Spoken (Native); Written (Accented)				Disguise/TL4 (Human)		16	IQ+2	8	B187		
✓ Half-Elf Ancestry		39	BS191	Fast-Draw (Knife)		14	DX	1	B194		
✓ Attributes		20		Fast-Talk		13	IQ-1	1	B195		
Increased Intelligence 1		20	B15	Default: Acting-5							
✓ Racial Advantage		19		Gambling		15	IQ+1	4	B197		
Extended Lifespan 1		2	B53	Garrote		16	DX+2	4	B197		
Magery 2		17	B66	Innate Attack (Beam)		14	DX	1	B201		
One College (Light & Darkness)				Knife		18	DX+4	12	B208		
✓ Disadvantages		-40		Lockpicking/TL4		15	IQ+1	4	B206		
Enemy (Shadow Thieves)		-15	B135	Off-Hand Weapon Training		18	+0	6	B232		
Appears quite rarely (6-); Large/Powerful Group; Hunter				Default: Knife-4							

Trait			Pts		Skill / Technique		SL	RSL	Pts			
<b>Enemy (Conseil des 6 de Amn)</b> Appears quite rarely (6-); Large/Powerful Group; Hunter			-15	B135	<b>Pickpocket</b> Default: Sleight of Hand-4		13	DX-1	2	B213		
<b>Secret (Assassin in Shadow Thieves)</b> Utter Rejection			-10	B152	<b>Poisons/TL4</b>		14	IQ	4	B214		
					<b>Savoir-Faire (High Society)</b>		14	IQ	1	B218		
					<b>Savoir-Faire (Thief guild)</b>		14	IQ	1	B218		
					<b>Seamanship/TL4</b>		14	IQ	1	B185		
					<b>Shadowing</b> Default: Stealth-4		13	IQ-1	1	B219		
					<b>Sleight of Hand</b>		15	DX+1	8	B221		
					<b>Stealth</b>		16	DX+2	8	B222		
					<b>Streetwise</b>		13	IQ-1	1	B223		
					<b>Thrown Weapon (Knife)</b>		18	DX+4	12	B226		
					<b>Traps/TL4</b> Default: Lockpicking/TL4-3		15	IQ+1	4	B226		
Spell							SL	RSL	Pts			
<b>Blackout</b> Ritual: speak quietly and make a gesture Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M112		
<b>Blur</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 1-5; Maintain: Same; Time: 2 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M113		
<b>Dark Vision</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 5; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M111		
<b>Colors</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M110		
<b>Continual Light</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 2 moon, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness							14	IQ	1	M110		
<b>Darkness</b> Ritual: speak quietly and make a gesture Class: Area; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M111		
<b>Glow</b> Ritual: speak quietly and make a gesture Class: Area; Cast: Varies; Time: Varies; Duration: 2d days; College: Light & Darkness							14	IQ	1	M112		
<b>Hide</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 1-5; Maintain: Same; Time: 5 secs; Duration: 1 hour; College: Light & Darkness							14	IQ	1	M113		
<b>Invisibility</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 5; Maintain: 3; Time: 3 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M114		
<b>Light</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M110		
<b>Light Jet</b> blinds only when darkness penalty is -5 or more Ritual: speak quietly and make a gesture Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M112		
<b>Night Vision</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 3; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M111		
<b>Shape Darkness</b> Ritual: speak quietly and make a gesture Class: Area; Cast: 2#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M113		
<b>Shape Light</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 2; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M111		
<b>Sunbolt</b> Ritual: speak quietly and make a gesture Class: Missile; Cast: 1-3xMagery; Time: 1-3 sec; Duration: Instant; College: Light & Darkness							14	IQ	1	M114		
<b>Sunlight</b> Ritual: speak quietly and make a gesture Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Light & Darkness							14	IQ	1	M114		
	#	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

✓	#	Carried Equipment (6.185 kg; \$1362)	Uses	TL	LC					
✓	1	<b>Large Knife</b>		0		40	0.5 kg	40	0.5 kg	B272
✓	1	<b>Boots</b> Flexible; Concealable		2		80	1.5 kg	80	1.5 kg	B284
✓	1	☑ <b>Pouch, Small</b>		1		10	0.25 kg	920	0.43 kg	B288
✓	20	<b>Silver Coin</b>		1		4	0.002 kg	80	0.04 kg	B264
✓	10	<b>Gold Coin</b>		1		80	0.002 kg	800	0.02 kg	B264
✓	30	<b>Copper Farthing</b>		1		1	0.004 kg	30	0.12 kg	B264
✓	1	☑ <b>Backpack, Small</b>		1		60	1.5 kg	120	2.5 kg	B288
✓	1	<b>Whetstone</b> For sharpening tools and weapons		1		5	0.5 kg	5	0.5 kg	B289
✓	1	<b>Lockpicks</b> Basic equipment for Lockpicking skill		3		50	0 kg	50	0 kg	B289
✓	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