



NAME:

Aenid McCawben

WILLPOWER POINTS

17

HIT POINTS

11

DEATH ROLLS

SUCCESSSES
FAILURES

ARMOR RATING

ARMOR

BANE ON SNEAKING
EVADE ACROBATICS

KIN:

Mallard

AGE:

Adult

PROFESSION:

Mage



WEAKNESS Haughty

- 5 AXES (STR)
- 5 BOWS (AGL)
- 5 BRAWLING (STR)
- 5 CROSSBOWS (AGL)
- 5 HAMMERS (STR)
- 10 KNIVES (AGL)
- 5 SLINGS (AGL)
- 5 SPEARS (STR)
- 5 STAVES (AGL)
- 5 SWORDS (STR)

- 5 ACROBATICS (AGL)
- 14 AWARENESS (INT)
- 12 BARTERING (CHA)
- 7 BEAST LORE (INT)
- 6 BLUFFING (CHA)
- 7 BUSHCRAFT (INT)
- 5 CRAFTING (STR)
- 10 EVADE (AGL)
- 14 HEALING (INT)
- 5 HUNTING/FISHING (AGL)

- 14 LANGUAGES (INT)
- 14 LEGENDS (INT)
- 6 PERFORMANCE (CHA)
- 12 PERSUASION (CHA)
- 10 RIDING (AGL)
- 7 SEAMANSHIP (INT)
- 5 SLEIGHT OF HAND (AGL)
- 5 SNEAKING (AGL)
- 14 SPOT HIDDEN (INT)
- 5 SWIMMING (AGL)

WEAPONS

GRIP

RANGE

DAMAGE

DUR.

FEATURES

Knife

1H

2m

1D8

6

Subtle, pierce, thrown



ARMOR RATING

HELMET

BANE ON AWARENESS
RANGED ATTACKS

DURABILITY

SHIELD

REST
ROUND STRETCH

ABILITIES & SPELLS

Ill-Tempered: 3wp, Boon to non-int Skill, get Angry

Webbed Feet: Boon to swim, full speed in water

Heat/Chill: alter temperature within 10m

Ignite: 10m, light or extinguish normal small flame

Sense Magic

Fireball: 20m, 2D6 and ignite flammable objects. Dodge/parry as a ranged attack. Pow lv adds 1D6 or +1 target

Gust of Wind: 10m(cone) objects and creatures up to human size are pushed 2D4m and take the same as bludgeon dam.

Dispel: 10m, cancel ongoing spell of <= pow lv.

SECONDARY SKILLS

Elementalism

14

DAMAGE BON. STR

-

DAMAGE BON. AGL

-

MOVEMENT

8

ENCUMBRANCE LIMIT

INVENTORY

5

1 Backpack

2 4x Field Ration

3 Grimoire

4 Wand

5 Quill and ink

6 Bandages

7 Magnifying glass

8

9

10

MEMENTO

A raged old journal

TINY OBJECTS

Chalk

Tallow candles

Parchment

COPPER

SILVER

GOLD