D			l					N 4.					(- CA	
PORTRAIT IDENTITY NAME Pamina dy Cavarno							0			ANEOUS			65 Points		
		Pamina dy Cavarno							2024, 1			UNSPEN	•		
	0	TITLE					Modified Nov 9, 2024, 1:42 P Player ghaith						180 ATTRIBUTES		
	Organi	IZATION					PLAYI	ER gn	aitn						
					DES	CRIPTION							6 ADVANT		
	>\$ G	ENDER F	emale	24	HEIGH	1.66 m		24	Hair	Bald			5 DISADVA	ANTAGES	
	>\$	AGE 3	2	24	WEIGHT	65 kg		2 ¢	Eyes	Brown	1	- 11	5 QUIRKS		
	⊃\$ Bir	THDAY			Sızı	+0		24	SKIN	Tan			9 SKILLS		
	RE	LIGION			TL	_ 3		7\$ F	HAND	Right			SPELLS		
PRIMARY ATTRIBUTES	;	Secon	ndary A ttri	BUTES		Hur	MANOID			E	NCUMB	rance, M	ove & Dod	OGE	
[0] 10 STRENGTH (ST)		0] 12	lni		Roll		ATION	DR	•	Leve			D Move	Dodge	
[60] 12 DEXTERITY (DX)) [[0] 10	FRIGHT CHEC	CK		Eyes	-9	0			No	10 kg		8	
[120] 14 INTELLIGENCE (10	Q) [[0] 10	Vision		3-4	SKULL	-7	2			Lig	20 kg		7	
[0] 10 HEALTH (HT)	[(0] 10	HEARING		5	FACE	-5	0		II.	ME	30 kg		6	
[0] 10 WILL	[(0] 13	Taste & Sm	ELL	6-7	RIGHT L	EG -2	0		3	HE	60 kg		5	
[0] 10 Perception (Pe	ER) [(0] 10	Тоисн		8	RIGHT A		0		4	X-ŀ	100 kg	g 1	4	
[0] 12 ZAUBEREI (MB)	[(0] 5.5	BASIC SPEED)	9-10		+0	0			LIFTIN	ıg & Movi	ING THINGS	S	
[0] 12 MIRAKEL (WB)	[(0] 5	Basic Move		11	GROIN	-3	_		10 k	a Bas	SIC LIFT			
[0] 0 HERO POINTS (H	HERO)	0] 14	MENTAL POI	NTS (MP		LEFT AF		_		11	-	E-HANDED	LIFT		
[0] 0 Passive Defens	· II		PSYCHE (PP	` .	13-1			_			•	o-Handed			
Basic Damage	()	-	,	,	15	HAND	-4	0			-	OVE & KNO			
					16	FOOT	-4	_			•		VE & KNO	CK OVER	
1d-2 BASIC THRUST					17-1		-5	0			•	RRY ON BA		OK OVER	
1d Basic Swing					_ 1/-1	VITALS	-3	0			_	FT SLIGHT			
	POINT POO	OLS				VIIALS	-3	0	l		ig Oili	I I OLIGITI	LI		
[0] 10 OF 10 HP [HEAL	тнү]														
[0] 10 OF 10 FP [RESTI	ED]														
±	Re/	ACTION				±				Сом	DITION				
-2 from others in any	situation	where	No Sense o	of Humo	r	+2 on a	II HT ro	lls rel	ated	to drin	king				
becomes evident															
						+1 to tr	ained A	cting			sole p	ourpose (of "acting]	
							ained A cent"	cting			sole p	ourpose (of "acting		
	Melee \	Weapon				inno Usage	cent" SL	Par	skill	for the	k D) AMAGE	Reach	ST	
Broadsword	Melee \	WEAPON				USAGE Swung	SL 14	Par 10	skill	BLOCK No	K D) AMAGE d+1 cut	REACH	ST 10	
Broadsword	Melee \	Weapon				USAGE Swung Thrust	SL 14 14	Par 10 10	skill	BLOCK No No	1 d	DAMAGE d+1 cut d-1 cr	REACH 1	ST 10 10	
Broadsword Dagger	MELEE \	WEAPON				USAGE Swung Thrust Thrust	SL 14 14 8	PAF 10 10 6	skill	BLOCK NO NO NO	10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp	REACH 1 1 C	ST 10	
Broadsword Dagger Natural Attacks	Melee \	Weapon				USAGE Swung Thrust Thrust Bite	SL 14 14 14 8 14	PAF 10 10 6 No	skill	BLOCK NO NO NO NO	10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr	REACH 1 1 C C	ST 10 10	
Broadsword Dagger Natural Attacks Natural Attacks	Melee \	WEAPON				USAGE Swung Thrust Thrust Bite Kick	SL 14 14 14 8 14	PAF 10 10 6 No No	skill	BLOCK NO NO NO NO NO	10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr	REACH 1 1 C C C,1	ST 10 10	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks	Melee \	Weapon				USAGE Swung Thrust Thrust Bite Kick Punch	SL 14 14 8 14 12 14	PAF 10 10 6 No No	skill	BLOCK NO NO NO NO NO NO	< D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr	REACH 1 1 C C C C,1 C	ST 10 10 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife	Melee \	WEAPON				USAGE Swung Thrust Thrust Bite Kick Punch Swung	SL 14 14 8 14 12 14 8	PAR 10 10 6 No No 10	skill	BLOCK NO NO NO NO NO NO	X D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE I+1 cut I-1 cr I-3 imp I-2 cr I-1 cr I-2 cr I-3 cut	REACH 1 1 C C C C,1 C C,1	ST 10 10 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife		Weapon				Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust	SL 14 14 8 14 12 14 8 8	PAF 10 10 6 No No 10 6	skill RRY	BLOCK NO NO NO NO NO NO NO NO	100 100 100 100 100 100 100 100 100 100	DAMAGE 1+1 cut 1-1 cr 1-3 imp 1-2 cr 1-1 cr 1-2 cr 1-3 cut 1-3 imp	REACH 1 1 C C C,1 C C,1 C	ST 10 10 5 5 5 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA		WEAPON	Usage	SL	Acc	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE	SL 14 14 8 14 12 14 8 8 RAN	PAF 10 10 6 No No 10 6	RRY	BLOCK NO NO NO NO NO NO NO NO	100 100 100 100 100 100 100 100 100 100	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK	REACH 1 1 C C C C,1 C C,1	ST 10 10 5 5 5 5 ST	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger		WEAPON	Usage Thrown	8	0	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10	PAR 10 10 6 No No 10 6	ROF 1	BLOCK NO NO NO NO NO NO NO NO	X D 100 100 100 100 100 100 100 100 100 1	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1	REACH 1 1 C C C,1 C C,1 C	ST 10 10 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow		WEAPON	Thrown	8 15	0 1	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/	PAR 10 10 6 No No 10 6 6	RRY ROF 1	BLOCK NO NO NO NO NO NO NO T T	< D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4	REACH 1 1 C C C,1 C C,1 C	ST 10 10 5 5 5 5 5 7	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow		WEAPON	Thrown Fire Bolt	8 15 15	0 1 1	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 70/1	PAR 10 10 6 No 10 6 6 8 IGE	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO NO NO	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5	REACH 1 1 C C C,1 C C,1 C	ST 10 10 5 5 5 5 7 8t	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife	.PON	WEAPON	Thrown Fire Bolt Thrown	8 15 15 8	0 1 1 0	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp 1d-3 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/10 5/10	PAR 10 10 6 No No 10 6 6 4 GE	RRY ROF 1	BLOCK NO NO NO NO NO NO NO T 1(4 10(T	10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-3 cut d-3 imp BULK -1 -4 -5 -1	REACH 1 1 C C C C,1 C C,1 C RECOIL	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife	.PON	WEAPON	Thrown Fire Bolt Thrown PTS	8 15 15	0 1 1	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp 1d-3 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/1 5/10 / Techn	PAR 10 10 6 No 10 6 6 6 UGE	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10(T SL	X	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-3 cut d-3 imp BULK -1 -4 -5 -1	REACH 1 1 C C C,1 C C,1 C RECOIL	ST 10 10 5 5 5 5 7 8t	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages	.PON	WEAPON	Thrown Fire Bolt Thrown PTS 23	8 15 15 8	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp 1d-3 imp 1d-3 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/1 70/1 5/10	PAR 10 10 6 No No 10 6 6 8 8 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO NO T 1(4 10(T	10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-3 cut d-3 imp BULK -1 -4 -5 -1	REACH 1 1 C C C,1 C C,1 C	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT	PON	WEAPON	Thrown Fire Bolt Thrown PTS	8 15 15 8	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp 1d-3 imp 1d-1d-3 imp 1d-1d-3 imp	SL 14 14 8 14 12 14 8 8 RAN 5/10 70/1 5/10 / TECHN nistratio : Mercha my/TL3	PAR 10 10 6 No No 10 6 6 8 200 50	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	X	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-3 cut d-3 imp BULK -1 -4 -5 -1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing	PON	WEAPON	Thrown Fire Bolt Thrown PTS 23 2	8 15 15 8 8 B35	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d-2 imp 1d-3 imp 1d-3 imp Admir Default Alchei Area	SL 14 14 8 14 12 14 8 8 RAN 5/10 70/1 5/10 / TECHN nistratio : Mercha my/TL3 (nowled	PAR 10 10 6 No 10 6 6 8 10 10 6 6 10 10 10 10 10 10 10 10 10 10 10 10 10	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS	REACH 1 1 C C C,1 C C,1 C RECOIL	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio	PON	WEAPON	Thrown Fire Bolt Thrown PTS 23 2 5	8 15 15 8 8 B35 B34	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp 1d-3 imp 1d-3 imp Admir Default Alchei Area k (Horas	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/0 70/1 5/10 / TECHN nistratio : Mercha my/TL3 (nowledsreich;	PAR 10 10 6 No 10 6 6 8 10 10 6 6 10 10 10 10 10 10 10 10 10 10 10 10 10	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic	PON	WEAPON	Thrown Fire Bolt Thrown PTS 23 2 5 6 10	8 15 15 8 <u>B35</u> B34 B35 B51	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d+2 imp 1d-3 imp SKILL Admir Default Alchel Area k (Horas there)	SL 14 14 8 14 12 14 8 8 RAN 5/10 70/1 5/10 / TECHN inistration : Merchal my/TL3 (nowledsreich;	PAF 10 10 6 No No 10 6 6 3 4 50 Sint-3 8 dge Lived	skill RRRY ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Timing Absolute Timing Absolute Taste & Sm Eidetic Memory Photographic Natural Attacks	PON	WEAPON	Thrown Fire Bolt Thrown PTS 23 2 5 6 10	8 15 15 8 8 B35 B34 B35 B51 B271	0 1 1 0	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp 4 chein Alchein Area k (Horasthere) Genera	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/ 70/1 5/10 / TECHN inistration : Merchal my/TL3 (nowledsreich;	PAF 10 10 6 No No 10 6 6 3 3 4 3 4 4 5 9 10 10 10 10 10 10 10 10 10 10 10 10 10	ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Timing Absolute Timing Absolute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi	on nell 3		Thrown Fire Bolt Thrown PTS 23 2 5 6 10	8 15 15 8 <u>B35</u> B34 B35 B51	0 1 1 1 0 -	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp Control Contro	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/ 70/1 5/10 / TECHN inistration : Merchal my/TL3 (nowledsreich;	PAR 10 10 6 No No 10 6 6 3 3 4 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	ROF 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi Native; Spoken (Native);	on nell 3	ative)	Thrown Fire Bolt Thrown PTS 23 2 5 6 10 0 0	8 15 15 8 <u>B35</u> <u>B34</u> <u>B35</u> <u>B51</u> <u>B271</u> <u>B24</u>	0 1 1 1 0 -	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp Control Contro	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/ 70/1 5/10 / TECHN inistration : Merchal my/TL3 (nowledsreich;	PAR 10 10 6 No No 10 6 6 4 GE 200 50 No Int-3 B dge Lived	ROF 1 1 1 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10) T SL 13	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi Native; Spoken (Native); Cultural Familiarity (on nell 3	ative)	Thrown Fire Bolt Thrown PTS 23 2 5 6 10	8 15 15 8 8 B35 B34 B35 B51 B271	0 1 1 1 0 -	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d imp 1d-2 imp 1d-3 imp 1d-3 imp Genera settlem politica leaders of State	SL 14 14 8 14 12 14 8 8 RAN 5/10 70/1 5/10 / TECHN histratic cherts and I allegiar d, and modus 5+	PAR 10 10 6 No No 10 6 6 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	ROF 1 1 1 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10(T SL 13 14	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174 B174 B176	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi Native; Spoken (Native); Cultural Familiarity (Native)	on nell 3 ; Written (N:	ative)	Thrown Fire Bolt Thrown PTS 23 2 5 6 10 0 0	8 15 15 8 <u>B35</u> <u>B34</u> <u>B35</u> <u>B51</u> <u>B271</u> <u>B24</u>	0 1 1 1 0 -	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp Gefault Alchel Area k (Horasthere) General Settlem political leaders of State Archit	SL 14 14 8 14 12 14 8 8 RAN 5/10 150/0 70/1 5/10 / TECHN nistratio : Mercha my/TL3 (nowled sreich; lallegian, and mous 5+ ecture/	PAR 10 10 6 No No 10 6 6 3 3 4 50 nint-3 8 dge Lived of its d towns nces, ost citiz	RoF 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	BLOCK NO NO NO NO NO NO NO T 1(4 10)(T SL 13 14	C	DAMAGE di+1 cut di-1 cr di-3 imp di-2 cr di-1 cr di-3 cut di-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174 B174 B176	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi Native; Spoken (Native); Cultural Familiarity (Native) Do not suffer the norma unfamiliarity	on nell 3 ; Written (N:	ative)	Thrown Fire Bolt Thrown PTS 23 2 5 6 10 0 0	8 15 15 8 <u>B35</u> <u>B34</u> <u>B35</u> <u>B51</u> <u>B271</u> <u>B24</u>	0 1 1 1 0 -	Inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 im	RAN 5/10 150/1 70/1 5/10 7 TECHN histratic Mercha my/TL3 (nowled sreich; I nature of ents and I allegiar t, and mous 5+ ecture/ ury/TL3	PAR 10 10 6 No No 10 6 6 3 3 4 50 nint-3 8 dge Lived of its d towns nces, ost citiz	RoF 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	BLOCK NO NO NO NO NO NO T 1(4 10(T SL 13 14	(D 10 10 10 10 10 10 10 10 10 10 10 10 10	DAMAGE d+1 cut d-1 cr d-3 imp d-2 cr d-1 cr d-2 cr d-3 cut d-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174 B174 B176	ST 10 10 5 5 5 5 7 8† 5	
Broadsword Dagger Natural Attacks Natural Attacks Natural Attacks Small Knife Small Knife RANGED WEA Dagger Pistol Crossbow Repeating Crossbow Small Knife TRAIT Advantages Absolute Timing Absolute Directio Acute Taste & Sm Eidetic Memory Photographic Natural Attacks Language: Garethi Native; Spoken (Native); Cultural Familiarity (Native Do not suffer the norma	on nell 3 ; Written (N:	ative)	Thrown Fire Bolt Thrown PTS 23 2 5 6 10 0 0	8 15 15 8 <u>B35</u> <u>B34</u> <u>B35</u> <u>B51</u> <u>B271</u> <u>B24</u>	0 1 1 1 0 -	inno USAGE Swung Thrust Thrust Bite Kick Punch Swung Thrust DAMAGE 1d-3 imp 1d+2 imp 1d-3 imp 1d-3 imp Gefault Alchel Area k (Horasthere) General Settlem political leaders of State Archit	RAN 5/10 150/1 70/1 5/10 7 TECHN histratic Mercha my/TL3 (nowled sreich; I nature of ents and I allegiar t, and mous 5+ ecture/ ury/TL3	PAR 10 10 6 No No 10 6 6 3 3 4 50 nint-3 8 dge Lived of its d towns nces, ost citiz	RoF 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	BLOCK NO NO NO NO NO NO NO T 1(4 10)(T SL 13 14	C	DAMAGE di+1 cut di-1 cr di-3 imp di-2 cr di-1 cr di-3 cut di-3 imp BULK -1 -4 -5 -1 PTS 1	REACH 1 1 C C C,1 C C,1 C RECOIL B174 B174 B176	ST 10 10 5 5 5 5 7 8† 5	

	Trait	Pts			SKILL / TECHNIQUE	SL	RSL	Pts		
	Alcohol Tolerance	1	B100		Armoury/TL3 (Missile	13	IQ-1	1	B178	
	Likes Cats	-1	B164		Weapons)					
0	Quirks	-3		_	Artillery/TL3	13	IQ-1	1	B178	
	Alarm Clock	1		_	(Catapult)					
	Collects Rocks	-1		_	Brawling	14	DX+2	4		
	Hates it when someone else wears	-1		_	Biology/TL3	13	IQ-1	4	<u>B180</u>	
	black Irritated by children Likes Blood				(Earthlike)	- 4 4	D)/ 0		5000	
			D164	_	Broadsword	14	DX+2	8	B208	
	Disadvantages	-1 10	<u>B164</u>		Creekey	14	IQ DV+2	1	B183	
	Bad Temper	-10 -5	D124	_	Crossbow Diplomacy	12	DX+3 IQ-2	8	B186 B187	
	CR: 15 (Resist almost all the time)	-3	<u>B124</u>		Artist (Drawing)	12	IQ-2	1		
	Curious	-5	B129		Diagnosis/TL3	12	IQ-2	1	B187	
	CR: 12 (Resist quite often)				Engineer/TL3	12	IQ-2	1	B190	
	Make a self-control roll when presented				(Artillery)			·	2.20	
	with an interesting item or situation Impulsiveness	-10	B139		Default: Armoury/TL3					
	CR: 12 (Resist quite often)	-10	<u>D139</u>		(Heavy Weapons)-6					
	Make a self-control roll whenever it would be				Engineer/TL3 (Civil)	12	IQ-2	1	<u>B190</u>	
	wise to wait and ponder. If you fail, you must				Default: Architecture/ TL3-6					
	act	10	D1 46		Engineer/TL3	13	IQ-1	2	B190	
	No Sense of Humor Truthfulness	-10 -5	B146		(Crossbow)			_		
	CR: 12 (Resist quite often)	-5	<u>B159</u>		Default: Armoury/TL3					
	Make a self-control roll whenever you must				(Heavy Weapons)-6					
	keep silent about an uncomfortable truth				Expert Skill (Herbalist)	13	IQ-1	2	B193+	!
	(lying by omission). Roll at -5 if you actually				Fast-Draw (Arrow)		DX+1		B194+	
	have to tell a falsehood! If you fail, you blurt out the truth, or stumble so much that your lie				First Aid/TL3	14	IQ	1	B195	
	is obvious.				Geology/TL3	14	IQ	4	<u>B198</u>	
					(Earthlike) Gunner/TL3	14	DX+2	4	B198	
					(Catapult)	14	DATZ	4	<u>D190</u>	
					Hazardous Materials/	13	IQ-1	1	B199	
					TL3 (Chemical)		14 1		5177	
					Herb Lore/TL3	12	IQ-2	2	B199	
					Hidden Lore (Magical	13	IQ-1	1	B199+	
					Ingredients)		·			
					Judo	12	DX	4	B203+	
					Allows parrying two					
					different attacks per turn, one with each hand.					
					Lockpicking/TL3	14	10	2	B206	
					Mathematics/TL3	12		1	B207	
					(Applied)					
					Mechanic/TL3	13	IQ-1	1	B207	
					(Weapons)					
					Merchant	13		1	B209	
					Naturalist (Earthlike)	13	IQ-1	2	<u>B211</u>	
					Default: Biology/TL3					
					(Earthlike)-3 Occultism	12	IQ-1	1	B212	
					Parkour		DX		LHR	?
					Philosophy (DSA)	12		1	B213	·
					Physiology/TL3		IQ-2	1	B213	
					(Human)	_	•	·		
					Pickpocket	10	DX-2	1	B213	
					Poisons/TL3		IQ-2		B214	
					Research/TL3	13		1	B217	
					Riding (Equines)	11	DX-1	1	B217	
					Savoir-Faire (High	14	IQ	1	B218+	
					Society)					
					Savoir-Faire (Military)	14		1	B218+	
					Smith/TL3 (Iron)	13	IQ-1	1	<u>B221</u>	

		SVIII / TEALBUOLE						SL	RSL	Ртѕ		
5	SKILL / TECHNIQUE Strategy (Land)								IQ-2	1	B222	
	Streetw	• ` '						13	IQ-1	1	B223	
Т	Tactics								IQ	4		
T	Teamster (Equines)							13	IQ-1	1	B225	
T	Throwing							13	DX+1	4	B226	
	Traps/TL3							14	IQ	2	<u>B226</u>	
	Default: Lockpicking/TL3-3							10	_		D000	
	Urban Survival							10	Per	2	B228	
✓	#	Carried Equipment (8.875 kg; \$1,200)	Uses	TL	LC	3				\$ ▲		<u> </u>
✓	1	Dagger		1		20	0.125 kg	3	20	0.125 kg		
✓	1	Broadsword		2		500	1.5 kg	J	500	1.5 kg		
'	1	Pistol Crossbow Rated ST 10		3		150	2 kg	J	150	2 kg	<u>B276</u>	
✓	1	Repeating Crossbow Rated ST 10		2		500	5 kg	I	500	5 kg	<u>LT73</u>	
✓	1	Small Knife		0		30	0.25 kg	3	30	0.25 kg	<u>B272</u>	