

PORTRAIT			IDENTITY			MISCELLANEOUS			265 POINTS							
		NAME	Pamina dy Cavarno			CREATED	Nov 9, 2024, 12:08 PM			0 UNSPENT						
		TITLE				MODIFIED	Nov 9, 2024, 1:42 PM			0 ANCESTRY						
		ORGANIZATION				PLAYER	ghaith			180 ATTRIBUTES						
	DESCRIPTION									26 ADVANTAGES						
		GENDER	Female			HEIGHT	1.66 m			HAIR	Bald		-35 DISADVANTAGES			
		AGE	32			WEIGHT	65 kg			EYES	Brown		-5 QUIRKS			
		BIRTHDAY				SIZE	+0			SKIN	Tan		99 SKILLS			
		RELIGION				TL	3			HAND	Right		0 SPELLS			
	PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[0]	10	STRENGTH (ST)		[0]	12	INI		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[60]	12	DEXTERITY (DX)		[0]	10	FRIGHT CHECK			EYES	-9	0		0 No	10 kg	5	8
[120]	14	INTELLIGENCE (IQ)		[0]	10	VISION		3-4	SKULL	-7	2		1 LIG	20 kg	4	7
[0]	10	HEALTH (HT)		[0]	10	HEARING		5	FACE	-5	0		2 ME	30 kg	3	6
[0]	10	WILL		[0]	13	TASTE & SMELL		6-7	RIGHT LEG	-2	0		3 HE	60 kg	2	5
[0]	10	PERCEPTION (PER)		[0]	10	TOUCH		8	RIGHT ARM	-2	0		4 X-1	100 kg	1	4
[0]	12	Zauberei (MB)		[0]	5.5	BASIC SPEED		9-10	TORSO	+0	0	LIFTING & MOVING THINGS				
[0]	12	MIRAKEL (WB)		[0]	5	BASIC MOVE		11	GROIN	-3	0	10 kg BASIC LIFT				
[0]	0	HERO POINTS (HERO)		[0]	14	MENTAL POINTS (MP)		12	LEFT ARM	-2	0	20 kg ONE-HANDED LIFT				
[0]	0	PASSIVE DEFENSE (PD)		[0]	10	PSYCHE (PP)		13-14	LEFT LEG	-2	0	80 kg TWO-HANDED LIFT				
BASIC DAMAGE								15	HAND	-4	0	120 kg SHOVE & KNOCK OVER				
1d-2 BASIC THRUST								16	FOOT	-4	0	240 kg RUNNING SHOVE & KNOCK OVER				
1d BASIC SWING								17-18	NECK	-5	0	150 kg CARRY ON BACK				
POINT POOLS									VITALS	-3	0	500 kg SHIFT SLIGHTLY				
[0]	10	OF	10 HP [HEALTHY]													
[0]	10	OF	10 FP [RESTED]													
± REACTION								± CONDITION								
-2	from others in any situation where No Sense of Humor becomes evident							+2	on all HT rolls related to drinking							
								+1	to trained Acting skill for the sole purpose of "acting innocent"							
MELEE WEAPON								USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST		
Broadsword								Swung	14	10	No	1d+1 cut	1	10		
Broadsword								Thrust	14	10	No	1d-1 cr	1	10		
Dagger								Thrust	8	6	No	1d-3 imp	C	5		
Natural Attacks								Bite	14	No	No	1d-2 cr	C			
Natural Attacks								Kick	12	No	No	1d-1 cr	C,1			
Natural Attacks								Punch	14	10	No	1d-2 cr	C			
Small Knife								Swung	8	6	No	1d-3 cut	C,1	5		
Small Knife								Thrust	8	6	No	1d-3 imp	C	5		
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST			
Dagger				Thrown	8	0	1d-3 imp	5/10	1	T	-1		5			
Pistol Crossbow					15	1	1d imp	150/200	1	1(4)	-4		7			
Repeating Crossbow				Fire Bolt	15	1	1d+2 imp	70/150	1	10(3i)	-5		8+			
Small Knife				Thrown	8	0	1d-3 imp	5/10	1	T	-1		5			
TRAIT			PTS			SKILL / TECHNIQUE			SL	RSL	PTS					
✔ Advantages			23			Administration			13	IQ-1	1	<u>B174</u>				
Absolute Timing			2	<u>B35</u>		Default: Merchant-3										
Absolute Direction			5	<u>B34</u>		Alchemy/TL3			13	IQ-1	4	<u>B174</u>				
Acute Taste & Smell 3			6	<u>B35</u>		Area Knowledge (Horasreich; Lived there)			14	IQ	1	<u>B176</u>				
Eidetic Memory			10	<u>B51</u>		General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+										
Photographic																
Natural Attacks			0	<u>B271</u>	—											
Language: Garethi			0	<u>B24</u>												
Native; Spoken (Native); Written (Native)																
Cultural Familiarity (Horasisch)			0	<u>B23</u>												
Native																
Do not suffer the normal -3 penalty for unfamiliarity																
✔ Perks			2		—	Architecture/TL3			13	IQ-1	1	<u>B176</u>				
Honest Face			1	<u>B101</u>		Armoury/TL3 (Heavy Weapons)			13	IQ-1	1	<u>B178</u>				

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Alcohol Tolerance	1	<u>B100</u>		Armoury/TL3 (Missile Weapons)	13	IQ-1	1	<u>B178</u>	
Likes Cats	-1	<u>B164</u>		Artillery/TL3 (Catapult)	13	IQ-1	1	<u>B178</u>	
☛ Quirks	-3		—	Brawling	14	DX+2	4	<u>B182+</u>	
Alarm Clock	1		—	Biology/TL3 (Earthlike)	13	IQ-1	4	<u>B180</u>	
Collects Rocks	-1		—	Broadsword	14	DX+2	8	<u>B208</u>	
Hates it when someone else wears black	-1		—	Carpentry	14	IQ	1	<u>B183</u>	
Irritated by children	-1	<u>B164</u>	—	Crossbow	15	DX+3	8	<u>B186</u>	
Likes Blood	-1	<u>B164</u>		Diplomacy	12	IQ-2	1	<u>B187</u>	
☛ Disadvantages	-10		—	Artist (Drawing)	12	IQ-2	1	<u>B179</u>	
Bad Temper	-5	<u>B124</u>		Diagnosis/TL3	12	IQ-2	1	<u>B187</u>	
CR: 15 (Resist almost all the time)				Engineer/TL3 (Artillery)	12	IQ-2	1	<u>B190</u>	
Curious	-5	<u>B129</u>		Default: Armoury/TL3 (Heavy Weapons)-6					
CR: 12 (Resist quite often)				Engineer/TL3 (Civil)	12	IQ-2	1	<u>B190</u>	
Make a self-control roll when presented with an interesting item or situation				Default: Architecture/TL3-6					
Impulsiveness	-10	<u>B139</u>		Engineer/TL3 (Crossbow)	13	IQ-1	2	<u>B190</u>	
CR: 12 (Resist quite often)				Default: Armoury/TL3 (Heavy Weapons)-6					
Make a self-control roll whenever it would be wise to wait and ponder. If you fail, you must act				Expert Skill (Herbalist)	13	IQ-1	2	<u>B193+</u>	!
No Sense of Humor	-10	<u>B146</u>		Fast-Draw (Arrow)	13	DX+1	2	<u>B194+</u>	
Truthfulness	-5	<u>B159</u>		First Aid/TL3	14	IQ	1	<u>B195</u>	
CR: 12 (Resist quite often)				Geology/TL3 (Earthlike)	14	IQ	4	<u>B198</u>	
Make a self-control roll whenever you must keep silent about an uncomfortable truth (lying by omission). Roll at -5 if you actually have to tell a falsehood! If you fail, you blurt out the truth, or stumble so much that your lie is obvious.				Gunner/TL3 (Catapult)	14	DX+2	4	<u>B198</u>	
				Hazardous Materials/TL3 (Chemical)	13	IQ-1	1	<u>B199</u>	
				Herb Lore/TL3	12	IQ-2	2	<u>B199</u>	
				Hidden Lore (Magical Ingredients)	13	IQ-1	1	<u>B199+</u>	
				Judo	12	DX	4	<u>B203+</u>	
				Allows parrying two different attacks per turn, one with each hand.					
				Lockpicking/TL3	14	IQ	2	<u>B206</u>	
				Mathematics/TL3 (Applied)	12	IQ-2	1	<u>B207</u>	
				Mechanic/TL3 (Weapons)	13	IQ-1	1	<u>B207</u>	
				Merchant	13	IQ-1	1	<u>B209</u>	
				Naturalist (Earthlike)	13	IQ-1	2	<u>B211</u>	
				Default: Biology/TL3 (Earthlike)-3					
				Occultism	13	IQ-1	1	<u>B212</u>	
				Parkour	12	DX	4	<u>LHR</u>	?
				Philosophy (DSA)	12	IQ-2	1	<u>B213</u>	
				Physiology/TL3 (Human)	12	IQ-2	1	<u>B213</u>	
				Pickpocket	10	DX-2	1	<u>B213</u>	
				Poisons/TL3	12	IQ-2	1	<u>B214</u>	
				Research/TL3	13	IQ-1	1	<u>B217</u>	
				Riding (Equines)	11	DX-1	1	<u>B217</u>	
				Savoir-Faire (High Society)	14	IQ	1	<u>B218+</u>	
				Savoir-Faire (Military)	14	IQ	1	<u>B218+</u>	
				Smith/TL3 (Iron)	13	IQ-1	1	<u>B221</u>	

Skill / Technique						SL	RSL	PTS		
Strategy (Land)						12	IQ-2	1	<u>B222</u>	
Streetwise						13	IQ-1	1	<u>B223</u>	
Tactics						14	IQ	4	<u>B224+</u>	
Teamster (Equines)						13	IQ-1	1	<u>B225</u>	
Throwing						13	DX+1	4	<u>B226</u>	
Traps/TL3						14	IQ	2	<u>B226</u>	
Default: Lockpicking/TL3-3										
Urban Survival						10	Per	2	<u>B228</u>	

	#	CARRIED EQUIPMENT (8.875 kg; \$1,200)	USES	TL	LC						
	1	Dagger		1		20	0.125 kg	20	0.125 kg	<u>B272</u>	
	1	Broadsword		2		500	1.5 kg	500	1.5 kg	<u>B271</u>	
	1	Pistol Crossbow Rated ST 10		3		150	2 kg	150	2 kg	<u>B276</u>	
	1	Repeating Crossbow Rated ST 10		2		500	5 kg	500	5 kg	<u>LT73</u>	
	1	Small Knife		0		30	0.25 kg	30	0.25 kg	<u>B272</u>	