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Alvion Naeeries
 qurpscharactersheet.com

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TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Fearlessness 1	2	B55+	—	Heraldry	11	IQ-1	1	B199	?
Honest Face	1	B101	—	Merchant	11	IQ-1	1	B209	—
Increased Basic Speed 1	5	B17	—	Performance	19	IQ+7	1	B212	—
Luck	9	B66+	—	Savoir-Faire (Dueling Artists)	12	IQ	1	B218+	—
Signature Gear (Dueling Bill) 1	1	B85	—	Sex Appeal	13	HT+1	1	B219	—
Signature Gear (Symphonia) 1	1	B85	—	Singing	15	HT+3	2	B220	—
Voice	10	B97	—	Streetwise	12	IQ	2	B223	—
Weapon Bond	1	HT250+	—	Musical Instrument (Symphonia/Hurdy Gurdy)	14	IQ+2	8		—
✪ Disadvantages	-131		—	Group Performance (Song)	13	IQ+1	2	B198	—
Charitable (CR 12)	-15	B125	—	Musical Composition	12	IQ	2	B210	—
Chummy	-5	B126	—	Tracking	7	Per-5	0	B226	
Code of Honor (Gentleman's)	-10	B127	—	Writing	11	IQ-1	1	B228	
Curious (CR 12)	-5	B129	—	✪ Physical Skills			9		—
✪ Glory Hound	-16	GU15	—	Acrobatics	15	DX	4	B174+	—
Bad Reputation (Showoff to associates) 1	-5	B26+	—	Climbing	14	DX-1	1	B183	—
Bad Reputation (Showoff) 1	-1	B26+	—	Rope Up	13	-1	1	B233	—
Good Reputation (Hero All the time) 1	5	B26+	—	Scaling	12	-2	2	B233	—
Overconfidence (CR 12)	-5	B148	—	Stealth	14	DX-1	1	B222	—
Seek Publicity (CR 12)	-10	B128	—	Swimming	8	HT-4	0	B224	—
Impulsiveness (CR 12)	-10	B139	—	✪ Combat Skills			36		—
Pacifism: Cannot Harm Innocents	-10	B148	—	Armoury/TL3 (Melee Weapons)	11	IQ-1	1	B178	—
Secret Identity (Political Rival)	-30	B152	—	✪ Disarms & Special Skills			20		—
Sense of Duty	-5	B153	—	Bind Weapon	16	-2	2	MA67	—
Social Stigma (Disowned, Outcast)	-10	B155	—	Disarming	20	+2	3	B230+	—
Social Stigma (Half-Breed)	-5	B155	—	Disarming	15	+1	2	B230+	—
Trademark (TBD)	-10	B159	—	Fast-Draw (Polearm)	16	DX+1	1	B194+	—
Natural Attacks	0	B271	—	Fast-Draw (Main-Gauche)	16	DX+1	1	B194	—
✪ Quirks	-4		—	Grand Disarm (Polearm)	15	-3	7	MA84	—
Always slaps people on the back	-1	B162	—	Sweep	18	+0	4	B232+	—
Believes in Fate	-1	B162	—	Judo	13	DX-2	1	B203+	—
Eternal Optimist	-1	B162	—	Tactics	10	IQ-2	1	B224+	—
Questions Authority	-1	B162	—	✪ Weapon Skills			13		—
✪ Race: Half-Elf Ancestry	27	FF58	—	Knife	15	DX	1	B208	—
Extended Lifespan 1	2	B53	—	Main-Gauche	14	DX-1	1	B208+	—
Increased Intelligence 1	20	B15	—	Polearm	18	DX+3	8	B208	—
Magery 2	5	B66	—	Broadsword	15	DX	2	B208	—
				Shortsword	14	DX-1	1	B208	—
				Thaumatology	11	IQ-1	1	B225	!
SPELL				SL	RSL	PTS			
✪ Energy Spells						4	M89	—	
Lend Energy				13	IQ+1	2	M89	—	
Lend Vitality				13	IQ+1	2	M89	—	
✪ Fire Spells						4	M72	—	
Create Fire				13	IQ+1	2	M72	—	
Flame Jet				-	-	0	DFS30		
Ignite Fire				12	IQ	1	M72	—	
Shape Fire				12	IQ	1	M72		
✪ Healing Spells						8	M91	—	
Major Healing				14	IQ+2	4	M91	—	
Minor Healing				14	IQ+2	4	M91	—	

✓	#	CARRIED EQUIPMENT (16.502 LB; \$926)	TL	LC						
✓	1	☑ Clothing		4	0	0 lb	105	3 lb		—
✓	1	Leather Gloves	1		30	0 lb	30	0 lb	B284	—
✓	1	Reinforced Boots	7		75	3 lb	75	3 lb	B284	—
✓	1	Symphonia	3	4	0	0 lb	0	0 lb		—
✓	1	☑ Weapons & Armor		4	0	0 lb	390	13.5 lb		—
✓	1	Brigandine, Light Abdomen Armor	4		225	2.5 lb	225	2.5 lb	LTIA6	!
✓	1	Brigandine, Light Groin Armor	4		45	0.5 lb	45	0.5 lb	LTIA7	
✓	1	Dueling Bill	3		0	6 lb	0	6 lb	MA229	—
	1	Small Knife	0		30	0.5 lb	30	0.5 lb	B272	—
✓	1	Spider Silk Undergarment		4	90	4 lb	90	4 lb		—
✓	1	Magic Ring of Fatigue 1		4	6	0 lb	6	0 lb		—
✓	1	4 pt Powerstone			425	0.002 lb	425	0.002 lb	M20	!

#	OTHER EQUIPMENT (35.291 LB; \$2,761)	TL	LC						
1	☑ Backpack, Small	1		60	3 lb	2,142	8.841 lb	B288	—
1	Cloth Gloves	1		15	0 lb	15	0 lb	B284	—
1	Fishhooks & Line	0		50	0.01 lb	50	0.01 lb	B288	—
1	Light Cloak	1		20	2 lb	20	2 lb	B287	—
1	☑ Money (Pouch)		4	0	0 lb	1,949	0.956 lb		—
0	Copper Farthing	1		1	0.008 lb	0	0 lb	B264	—
190	Gold Coin	1		10	0.004 lb	1,900	0.76 lb	B264	—
49	Silver Coin	1		1	0.004 lb	49	0.196 lb	B264	—
1	Personal Basics	0		5	1 lb	5	1 lb	B288	—
1	Selfish Scribe	3	4	0	0.125 lb	0	0.125 lb		—
1	Small Knife	0		30	0.5 lb	30	0.5 lb	B272	—
1	Torch	0		3	1 lb	3	1 lb	B288	—
1	Wineskin	0		10	0.25 lb	10	0.25 lb	B288	—
1	Broadsword	4		0	3 lb	0	3 lb	MA227	—
1	Main-Gauche	4		50	1.25 lb	50	1.25 lb	MA228	—
1	Notebook, Pencil, Chalk	8		2	0.1 lb	2	0.1 lb	MH1:54	
1	Smallsword	4		400	1.5 lb	400	1.5 lb	MA227	—
9	Torch	0		3	1 lb	27	9 lb	B288	—
1	Scale, Medium Pot Helm	1	3	110	5.6 lb	110	5.6 lb	LTIA13	
1	Cloth Armor	1		30	6 lb	30	6 lb	B283	—

NOTE										
☑	Race: Half-Elf								FF58	—
	Half-Elves are the offspring of Elves and humans. They are more muscular than Elves and the males are slightly hairier. Half-Elves can pass for human, but are usually easily distinguishable from Elves. When a Half-Elf breeds with a human or another Half-Elf, the offspring are human, though often quite graceful and attractive; when he breeds with an Elf the offspring are Half-Elven. Half-Elves are usually welcome among both races. Half-Elves are rare, and many of them – not feeling at home in either culture – turn to a life of wandering and adventure.									—
☑	Jumping									—
	Broad Jump (11')									—
	High Jump (32")									—
	Running High Jump (32")									—
	Running Broad Jump (22')									—