											10	4.5	-3				
Portrait	IDENTITY NAME Alvion Naceries					MISCELLANEOUS						181 POINTS &					
	NAME Alvion Naeeries						CREATED Jan 31, 2024, 9:08 PM Modified Sep 28, 2025, 12:10 AM					18 UNSPENT					
	ORGANIZATION										27 ANCESTRY 150 ATTRIBUTES						
						PLAYER mo gaston						57 ADVANTAGES					
						RIPTION 125 DIOA											
	☐ GENDER Male ☐ HEIGHT 5'8							HAIR Bro		-135 DISADVANTAGES -5 QUIRKS							
	AGE 23	_	₩EIG				- 3¢	Eyes Gre				SKILLS					
	→ BIRTHDAY June	2		IZE +				SKIN Oliv				SPELLS					
	RELIGION			TL 3				HAND Rig	ht			0. 2220					
PRIMARY ATTRIBUTES	SECONDARY ATTRIB			Ним	ANOID				Епсиме	BRANCE, I	Move & Do						
[10] 12 STRENGTH (ST)	[0] 12 WILL	RoL	_	OCATIO		DR	Ĥ		LEVEL		Max Load	_					
, ,	[0] 15 FRIGHT CHE		EYES		-9	0		<u>▲</u> 0 N			29 lb		11				
[20] 12 INTELLIGENCE (IQ)			SKUL		-7	2	F00/	1 Li			58 lb	_	10				
[20] 12 HEALTH (HT)	[0] 13 VISION	5	FACE	-	-5 -2	0	50%	3 H	EDIUM		87 lb 174 lb	4 2	9				
Basic Damage	[0] 12 HEARING	6-7 8		T LEG		0/1			HEAVY		290 lb	1	8				
1d-1 Basic Thrust	[0] 12 TASTE & SM	1ELL 0 9-1(+0	3/4		4 ^		0.14			7				
1d+2 Basic Swing	[0] 12 Touch		GROI	~	-3	3/4					OVING THING	iS					
	[0] 7 BASIC SPEE			ARM	-3 -2	0/1			29 lb BA								
	[0] 7 Basic Move	13-1			-2	0/1			58 lb On								
POINT F	Pools	15	HANI		-4	2		II .	232 lb Tv								
[0] 26 OF 28 FP [TIRING]		16	Foot		-4	2			348 lb S⊦								
[0] 12 OF 12 HP [HEALTH	Υ]	17-1			-5	0/1			696 lb Ru			OCK U VER	2				
			VITA	•	-3	0			435 lb C/								
								<u> </u>	,450 lb S⊦		HILY						
<u>±</u>	REACTION		- \		±			lla da assala		OITION	•						
-1 from bigoted member		ir own Kind(s)		+6				e up or to	recover	from sur	prise or					
-2 from others	2 from experienced NPCs						mental stun +2 power for casting Healing spells										
-2 from others -1 from others aware of your reputation						+1 to initiative rolls for your side (+2 if you are the leader)											
+2 from others who can hear your voice					-1			skills wh	,	, •		,					
+2 from young or naive		elieve you a	re as go	od	+1	to tra	ined A	Acting skil	I for the s	ole purp	oose of "a	cting					
as you say you are						inno	cent"										
+2 to others																	
	MELEE WEAPON				Usa	GE	SL	Parry	Вьоск		MAGE	REACH	ST				
Create Fire					Area		0	No	No	1d-1 b		1 0+	04				
Dueling Bill ☐ Hook may use Hook technique	(MΔ74) Can disarm v	vithout -2 non	-fencina		Blade		18	13U	No	1d+4	cut	1-2*	9†				
penalty.	(IVIA74). Gair alsaith v	vitilout 2 iloli	reneing														
Dueling Bill 🖪					Blunt	pole	14	11U	No	1d+4	cr	1-2	9†				
Hook may use Hook technique	(MA74). Can disarm v	vithout -2 non	-fencing														
penalty. Dueling Bill					Blunt	tip	14	11	No	1d+1	er	1-2	9†				
Hook may use Hook technique	(MA74). Can disarm v	vithout -2 non	-fencing														
penalty.								4011		4.1.0							
Dueling Bill ☐ Hook may use Hook technique	(MA74) Can dicarm v	vithout -2 non	foncing		Hook		18	13U	No	1d-2 c	ut	1-2*	9†				
penalty.	(WA74). Call disailli v	vitilout -2 flori	rencing														
Dueling Bill 🖪					Spear		18	13	No	1d+2 i	imp	1-2*	9†				
Hook may use Hook technique	(MA74). Can disarm v	vithout -2 non	-fencing														
penalty. Flame Jet					Jet		11	No	No	1d hu	rn/point	1					
Natural Attacks					Bite		15	No	No	1d-2 c		C					
Natural Attacks					Kick		13	No	No	1d cr		C,1					
Natural Attacks					Punch	1	15	11	No	1d-2 c		C					
Trait		Pts						CHNIQUE	SL	RSL	_ Pts						
Advantages		52		-	O 5		Skills				25		_				
Acute Vision 1	2 <u>B35</u> –					Acting 13 IQ+1						B174	_				
Ambidexterity		5 <u>B3</u> 15 B4		_			ousing		12		1	B183	_				
Combat Reflexes		10 B4	J	_		ras	t-Talk		13	3 IQ+1	1	B195					

Trait	Ртѕ		=	Skill / Technique	SL	RSL	Ртѕ		
Fearlessness 1	2	B55+	_	Heraldry	11	IQ-1	1	B199	?
Honest Face		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	12	IQ	1	B218+	_
Signature Gear (Dueling Bill) 1		B85	_	Artists)					
Signature Gear (Symphonia) 1		B85	_	Sex Appeal	13	HT+1	1	B219	_
Voice		B97	_	Singing	15	HT+3	2	B220	_
Weapon Bond		HT250+	_	Streetwise	12	IQ	2	B223	_
Disadvantages			_	Musical Instrument	14	IQ+2	8		_
Charitable (CR 12)		B125	_	(Symphonia/Hurdy					
Chummy	-15 -5	B126	_	Gurdy)					
Code of Honor (Gentleman's)	-10	B127	_	Group Performance	13	IQ+1	2	B198	_
Curious (CR 12)	-5	B129	_	(Song)		14.1	_	<u> </u>	
Glory Hound	-16	GU15	_	Musical Composition	12	IQ	2	B210	_
Bad Reputation (Showoff to	-5	B26+	_	Tracking	7	Per-5	0	B226	
associates) 1		<u> </u>		Writing	11	IQ-1	1	B228	
Bad Reputation (Showoff) 1	-1	B26+	_	Physical Skills		IQ I	9	DZZO	_
Good Reputation (Hero All the	5	B26+	_	Acrobatics	15	DX	4	B174+	_
time) 1	J	<u> </u>		Climbing	14	DX-1	1	B174+ B183	_
Overconfidence (CR 12)	-5	B148	_	Rope Up	13	-1	1	B233	_
Seek Publicity (CR 12)	-5 -10	B148 B128		Scaling	12	-1 -2	2	B233	
· · · · · · · · · · · · · · · · · · ·		B128 B139		9	14	-2 DX-1			
Impulsiveness (CR 12) Pacifism: Cannot Harm Innocents	-10	B139 B148	_	Stealth			1	B222	_
	-10			Swimming	8	HT-4	0	<u>B224</u>	
Secret Identity (Political Rival)	-30	B152	_	Combat Skills		10.4	36	D470	_
Sense of Duty	-5	B153	_	Armoury/TL3 (Melee	11	IQ-1	1	<u>B178</u>	_
Social Stigma (Disowned, Outcast)	-10	B155	_	Weapons)					
Social Stigma (Half-Breed)	-5	B155	_	Disarms & Special			20		_
Trademark (TBD)	-10	B159	_	Skills			_		
Natural Attacks	0	<u>B271</u>	_	Bind Weapon	16	-2	2	MA67	_
O Quirks	-4		_	Disarming	20	+2	3	B230+	-
Always slaps people on the back	-1	<u>B162</u>	_	Disarming	15	+1	2	B230+	_
Believes in Fate	-1	B162	-	Fast-Draw	16	DX+1	1	<u>B194+</u>	_
Eternal Optimist	-1	<u>B162</u>	_	(Polearm)					
Questions Authority	-1	B162	_	Fast-Draw	16	DX+1	1	<u>B194</u>	_
Race: Half-Elf Ancestry	27	FF58	_	(Main-Gauche)					
Extended Lifespan 1	2	B53	_	Grand Disarm	15	-3	7	MA84	_
Increased Intelligence 1	20	<u>B15</u>	_	(Polearm)					
Magery 2	5	B66	_	Sweep	18	+0	4	B232+	_
				Judo	13	DX-2	1	B203+	_
				Tactics	10	IQ-2	1	B224+	_
				Weapon Skills			13		-
				Knife	15	DX	1	B208	_
				Main-Gauche	14	DX-1	1	B208+	_
				Polearm	18	DX+3	8	B208	_
				Broadsword	15	DX	2	B208	
				Shortsword	14	DX-1	1	B208	_
				Thaumatology	11	IQ-1	1	B225	!
	Spel	L			SL	RSL	Ртѕ		<u> </u>
Energy Spells	OI EL						4	M89	
Lend Energy					13	IQ+1	2	M89	_
Lend Vitality	13	IQ+1	2	M89	_				
♥ Fire Spells	13	1411	4	M72	_				
Create Fire	13	IQ+1	2	M72	_				
Flame Jet	13	IQTI	0	DFS30					
Ignite Fire	12	IQ	1	M72	_				
Shape Fire	12	IQ	1	M72					
● Healing Spells					14	IQ+2	8	M91	_
Major Healing							4	M91	_
Minor Healing	14	IQ+2	4	<u>M91</u>	_				

✓	#		Carried Equipment (16.502 lb; \$926)	TL	LC	9		\$€	\$ ▲		
/	1	0	Clothing		4	0	0 lb	105	3 lb	2004	_
!	1		Leather Gloves	1		30	0 lb	30	0 lb	B284	-
\	1		Reinforced Boots	7		75	3 lb	75	3 lb	<u>B284</u>	_
!	1		Symphonia	3	4	0	0 lb	0	0 lb		-
\	1	0	Weapons & Armor		4	0	0 lb	390	13.5 lb	LTIAC	-
/	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	<u>B272</u>	_
\	1		Spider Silk Undergarment		4	90	4 lb	90	4 lb		-
\	1		Magic Ring of Fatigue 1		4	6	0 lb	6	0 lb	1400	-
<u> </u>	1		4 pt Powerstone			425	0.002 lb	425	0.002 lb	<u>M20</u>	!
#			OTHER EQUIPMENT (35.291 LB; \$2,761)	TL	LC	9		\$	\$ ≜		
1	⊘ E		pack, Small	1		60	3 lb	2,142	8.841 lb	B288	_
1			oth Gloves	1		15	0 lb	15	0 lb	B284	_
1			shhooks & Line	0		50	0.01 lb	50	0.01 lb	B288	_
1			ght Cloak	1		20	2 lb	20	2 lb	B287	-
1	•	M	oney (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	<u>B264</u>	_
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			elfish Scribe	3	4	0	0.125 lb	0	0.125 lb		_
1			nall Knife	0		30	0.5 lb	30	0.5 lb	<u>B272</u>	_
1			orch	0		3	1 lb	3	1 lb	B288	_
1			ineskin	0		10	0.25 lb	10	0.25 lb	B288	_
1			dsword	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			lsword	4		400	1.5 lb	400	1.5 lb	MA227	_
9		Torch		0		3	1 lb	27	9 lb	B288	_
1			e, Medium Pot Helm	1	3	110	5.6 lb	110	5.6 lb	LTIA13	
1	(loth	Armor	1		30	6 lb	30	6 lb	B283	_
			N оте								
O R	ace: F	lalf-	Elf							FF58	_
	Half	-Elv	es are the offspring of Elves and humans. They are more	muscul	ar tha	n Elves	s and the m	ales are	slightly		_
	hairier. Half-Elves can pass for human, but are usually easily distinguishable from Elves. When a Half-Elf breeds with										
	a hu	ıma	n or another Half-Elf, the offspring are human, though ofton	en quite	e grace	ful and	d attractive	; when he	e 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.										
O J	⊘ Jumping										_
Broad Jump (11')										_	
	High Jump (32")									_	
			High Jump (32")								-
	Running Broad Jump (22')									_	
	ruiiiiiy bivau Juliip (22)										