

Mentalist (Stock)  
by Jace on 02/17/2011

Portrait	Team Identity
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Race: Kobold Sex: F Points: 32 / 32 1:     2:     3:     4:     5:      
 (Base) Nat/ Adj /Alt

ST: (6) 8 / 8 Hits:            Fat:             
 DX: (10) 11 / 11 / 12 XP:            Needed: 125  
 IQ: (10) 13 / 13  
 MA: (10) 10 / 10 1 hex for mental abilities; 1/2 MA for other actions

**Native Abilities:** Quick-witted, intelligent; available IIQ = IQ + 1

<b>Wt D/pt IIQ Rod / Ethereal Bow</b>	<b>Notes</b>
<i>In action phase, roll 3d6 vs Dx to hit, then roll Dam.</i>	
<u>   </u> <u>d6</u> <u>2</u> <u>Lightning Bolt</u>	<u>2x</u> damage against metal armor
<u>   </u> <u>d6</u> <u>2</u> <u>Fireball</u>	<u>2x</u> damage against ice; ½ fire
<u>   </u> <u>d6</u> <u>2</u> <u>Iceball</u>	<u>2x</u> damage against fire; ½ ice

<b>Wt DX Hit MA Armor/Shld Loc</b>	<b>Wt Mundane Item Loc</b>
<u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u>	<u>2</u> <u>First Aid Kit</u> <u>BP</u>
<u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u>	<u>2.5</u> <u>5</u> <u>Torches</u> <u>BP</u>

<b>Wt Active Artifact</b>	<b>Size</b>	<b>Languages</b>
<u>   </u> <u>   </u> <u>   </u>	<u>   </u>	<u>Common</u> <u>Dwarvish</u> <u>Troll</u>
<u>   </u> <u>   </u> <u>   </u>	<u>   </u>	<u>Elvish</u> <u>Giant</u>

<b>IIQ Fat Ability</b>	<b>Details</b>
<u>2</u> <u>1/pt</u> <u>Lightning Bolt</u>	<u>Dx+1</u>
<u>(1)</u> <u>1/pt</u> <u>Fireball</u>	<u>Dx+1</u>
<u>(1)</u> <u>1/pt</u> <u>Iceball</u>	<u>Dx+1</u>
<u>2</u> <u>   </u> <u>Create Artifact</u>	<u>up to \$300 in value; \$200/day</u> <u>sell artifacts at +20% value</u>
<u>2</u> <u>   </u> <u>Summon</u>	<u>see list below</u>
<u>2</u> <u>   </u> <u>Literacy</u>	<u>2 languages / IQ over 11</u>
<u>2</u> <u>   </u> <u>Physicker</u>	<u>heal 2 hits on humanoid</u>

<b>Pwr</b>	<b>Summon</b>	<b>St</b>	<b>Dx</b>	<b>IQ</b>	<b>MA</b>	<b>Ht</b>	<b>Dam</b>	<b>Call</b>	<b>Ill</b>	<b>Img</b>
<u>3.7</u>	<u>Poisonous Snake</u>	<u>6</u>	<u>12</u>	<u>4</u>	<u>6</u>	<u>0</u>	<u>d4+d6</u>	<u>2+1</u>	<u>1</u>	<u>1</u>
<u>8.1</u>	<u>Dire Wolf</u>	<u>16</u>	<u>12</u>	<u>5</u>	<u>12</u>	<u>1</u>	<u>3d4</u>	<u>3+1</u>	<u>2</u>	<u>1</u>
<u>11.8</u>	<u>4-hex Dragon</u>	<u>25</u>	<u>13</u>	<u>16</u>	<u>6/16</u>	<u>3</u>	<u>2d4</u>	<u>3+1</u>	<u>2</u>	<u>1</u>

may also breathe (choose dragon type): 2d6 damage for 3 Fat cost

Brawler (Stock)  
by Jace on 02/17/2011

Portrait	Team Identity
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Race: Reptile Man Sex: M Points: 38 / 38 1:     2:     3:     4:     5:      
 (Base) Nat/ Adj /Alt

ST: (14) 17 / 17 Hits:            Fat:            SB:             
 DX: (8) 12 / 13 / 16 XP:            Needed: 500  
 IQ: (8) 9 / 9  
 MA: (10) 10 / 10 1 hex for mental abilities; 1/2 MA for other actions

**Native Abilities:** d6 tail damage to rear; IQ > 16 chameleon

<b>Wt ST DC1 Dam # Weapon/Missile</b>	<b>Special Loc</b>
<i>In action phase, roll 3d6 vs Dx to hit, then roll Dam.</i>	
<u>   </u> <u>   </u> <u>4.5</u> <u>d8+2</u> <u>Bare hands (+1 in HTH)</u>	<u>          </u>
<u>   </u> <u>   </u> <u>5.5</u> <u>d10</u> <u>Hand-to-hand combat</u>	<u>          </u>
<u>.5</u> <u>8</u> <u>2.5</u> <u>d4</u> <u>1 Whip (3-5 hexes away)</u>	<u>          </u>
<u>2.5</u> <u>12</u> <u>6.5</u> <u>d12</u> <u>1 Shaolin Chain Whip (1-2 hx)</u>	<u>          </u>

<b>Wt DX Hit MA Armor/Shld Loc</b>	<b>Wt Mundane Item Loc</b>
<u>   </u> <u>   </u> <u>+2</u> <u>   </u> <u>Phys. Fit.</u> <u>   </u>	<u>.5</u> <u>Adventurer's Belt</u> <u>WRN</u>
<u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u> <u>   </u>	<u>3</u> <u>Labyrinth Kit</u> <u>BP</u>

<b>IIQ Ability</b>	<b>Fat Roll Details</b>
<i>Note Ability Details as IIQ changes.</i>	
<u>2</u> <u>Unarmed Combat</u>	<u>Damage +2 with bare hands</u>
<u>2</u> <u>Unusual: Whip</u>	<u>Dx + 1 with whips</u>
<u>2</u> <u>Physical Fitness</u>	<u>+2 hit protection</u>

**Languages:**           

<b>Pet</b>	<b>St</b>	<b>Dx</b>	<b>IQ</b>	<b>MA</b>	<b>Ht</b>	<b>Dam</b>	<b>Hits</b>	<b>Fat</b>	<b>Cost</b>	<b>XP</b>	<b>Nxt</b>
<i>This section for use with Animal Handler ability only.</i>											

Jewels	d20*10	Notes:	
Bars	100:1		
Gold	10:1		
Silver	1:1		
Copper	1:10		
Bank	110 Silver		

Jewels	d20*10	Notes:
Bars	100:1	
Gold	10:1	
Silver	1:1	
Copper	1:10	
Bank	625 Silver	