



CHARACTER SHEET

Name tmp
Ht Wt
Appearance

Player Jole
Size Modifier 0 Age

Point Total 125
Unspent Points 0

ST	9	[-10]	HP	9	[0]
DX	11	[20]	Will	14	[0]
IQ	14	[80]	Per	14	[0]
HT	9	[-10]	FP	9	[0]

Languages	Spoken	Written

DR 0	TL: 4 Cultural Familiarities	[0]
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BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY 10	Reaction Modifiers
BLOCK 0	Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty' when in dangerous situations if Sense of Duty is known

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

SKILLS		
Name	Level	Relative Level
Cartography/TL4	13	IQ-1 [1]
First Aid/TL4 (Human)	14	IQ+0 [1]
Hazardous Materials/TL4 (Magic items)	13	IQ-1 [1]
Hidden Lore (Demon Lore)	14	IQ+0 [2]
Hidden Lore (Magic items)	14	IQ+0 [2]
Hidden Lore (Spirit Lore)	14	IQ+0 [2]
Innate Attack (Projectile)	14	DX+3 [8]
Poisons/TL4	12	IQ-2 [1]
Scrounging	14	Per+0 [1]
Search	13	Per-1 [1]
Speed-Reading	14	IQ+0 [2]
Staff	12	DX+1 [4]
Stealth	11	DX+0 [3]
Tactics	12	IQ-2 [1]
Thaumatology	12	IQ-2 [2]
Traps/TL4	14	IQ+0 [2]

ADVANTAGES AND PERKS	
Book learned wisdom (Slot 1 (+2); Slot 2 (+1))	[16]
Innate attack (Fireball) 2	[10]
Wild Talent 1 (No advantage required)	[30]

DISADVANTAGES AND QUIRKS	
Bad Sight (Nearsighted) (Glasses)	[-10]
Curious (12 or less)	[-5]
Sense of Duty (Small Group)	[-5]
Skinny	[-5]
Xenophilia (9 or less)	[-15]
_Unused Quirk 1	[-1]
_Unused Quirk 2	[-1]
_Unused Quirk 3	[-1]
_Unused Quirk 4	[-1]
_Unused Quirk 5	[-1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-3 cr	C	11 (No)				
	Kick	1d-2 cr	C,1	9 (No)				
	Punch	1d-3 cr	C	11 (8)				
1	Quarterstaff						10	4
	staff swing	1d+1 cr	1,2	12 (11)	7†			
	staff thrust	1d cr	1,2	12 (11)	7†			

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Fireball	2d burning	+3	10 / 100	1	1	0	*	*	0	*		0	0

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Backpack, Small		60	3
1	Corrective spectacles		150	0
1	Enchanted Leather Armor Suit	full suit	590	19.5
1	First Aid Kit		50	2
1	Major healing potion (2d)		350	0
1	Personal Basics		0	0
6	Traveler's Rations		12	3

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/Cultural Familiarity	[56]
Disadvantages/Quirks	[-45]
Skills/Techniques	[34]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Quarterstaff					10	4
	staff swing	1d+1 cr	1,2	12 (11) 7†			
	staff thrust	1d cr	1,2	12 (11) 7†			
	sword swing	1d+1 cr	1,2	6 (6) 9†			
	sword thrust	1d-1 cr	2	6 (6) 9†			