

## **Fighter**

Aspects

Veteran Warrior

### *Attributes*

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+0	0	Reflex	+0	0
Int	+0	0	Will	+0	0
			Per	+0	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 6 pts

### *Skills*

Skill	Base	Mod	Final	Pts
Shield	-1	+1	+0	1
Sword	-2	+2	+0	2
Combat Dodge	+0	+1	+1	1
Strategy	-2	+1	-1	1
Survival	-2	+1	-1	1
Athletic	-2	+1	-1	1
Bow	-2	+1	-1	1
Knife	-1	+1	+0	1

Total: 9 pts

### *Combat Statistics*

Scale	Init	Move	
+0	+1	4	
Dodge	Thresh.		
+1	+3		
Atk	OCV	DCV	Dmg
Broadsword	+0	+1	+3
Shield, Medium	+0	+1	+2
Bow (Rng 60')	-1	n/a	+0
Knife	+0	+0	+1

### *Possessions*

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Bow, Regular (+1 dmg)

20 x Arrows

Broad Sword +2 dmg

Dagger +0 dmg

95d in coins

## **Mage**

### *Aspects*

Independent Mage

### *Attributes*

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	-1	-3	End	-1	0
Dex	+0	+0	Reflex	+0	0
Int	+2	6	Will	+2	0
			Per	+2	0
Con	+0	0	Fort	+0	0
			Init	+0	0

Total: 3 pts

### *Skills*

Skill	Base	Mod	Final	Pts
Thaumatology	-3	+3	+0	4
Alchemy	-3	+0	-3	0
Research	-2	+1	-1	1
Herblore	-2	+1	-1	1
Natural Philosophy	-3	+1	-2	1
Staff	-1	+1	+0	1
Knife	-1	+0	-1	0

Total: 8 pts

### *Spells*

2 x 1<sup>st</sup> Level, 2 pts; 1 x 2<sup>nd</sup> level, 2 pts

Note: Can cast 1<sup>st</sup> level Rituals at 10d per ritual + 10 minutes

Total: 4 pts.

### *Combat Statistics*

Scale	Init	Move	
+0	+0	4	
Dodge	Thresh.		
+0	+1		
Atk	OCV	DCV	Dmg
Staff	+0	+0	+0
Knife	-1	-2	-1

### *Possessions*

Staff

Dagger

Charm, 1<sup>st</sup> level

2 x Scrolls 1<sup>st</sup> level

2x Potions of Healing

200d in Ritual Components

187d in coin

## **Priest**

### *Aspects & Gifts*

Priest of Delaquin, Goddess of Honor & Justice

Turn Undead, Ritual vs Fortitude, +1 or better turns.

### *Attributes*

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+0	0	Reflex	+0	0
Int	+1	3	Will	+1	0
			Per	+1	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 9 pts

### *Skills*

Skill	Base	Mod	Final	Pts
Religious Ritual	-3	+2	-1	2
Shield	-1	+1	+0	1
Mace	-2	+1	-1	1
Knowledge (Theology)	-3	+1	-2	1
Knife	-1	0	-1	0

Total: 5 pts

### *Spells*

1 x 1<sup>st</sup> Level, 2 pts;

Total: 2 pts.

### *Combat Statistics*

Scale	Init	Move	
+0	+1	5	
Dodge	Thresh.		
+0	+3		
Atk	OCV	DCV	Dmg
Mace	-1	+0	+3
Shield	+0	+1	+2
Knife	-1	-1	+1

### *Possessions*

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Mace, Heavy +2 dmg

Dagger +0 dmg

1x Scroll, 1<sup>st</sup> level

100d in Ritual Components

67d in coins

## **Burglar**

### *Aspects*

Experienced Burglar within the Brotherhood of the Lion

### *Attributes*

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+0	0	End	+0	0
Dex	+2	6	Reflex	+2	0
Int	+0	0	Will	+1	0
			Per	+1	0
Con	+0	0	Fort	+0	0
			Init	+2	0

Total: 6 pts

### *Skills*

Skill	Base	Mod	Final	Pts
Climbing	-2	+1	-1	1
Eavesdrop	-1	+1	+0	1
Legerdemain	-2	+2	-0	2
Perceive	+0	+1	+1	1
Stealth	-2	+1	-1	1
One Handed Sword	-2	+1	-1	1
Knife	-1	+1	+0	1
Knowledge (Streets)	-2	+1	-1	1

Total: 9 pts

### *Combat Statistics*

Scale	Init	Move	
+0	+2	6	
Dodge	Thresh.		
+2	+1		
Atk	OCV	DCV	Dmg
Short Sword	+1	+1	+1
Dagger	+2	+1	+0
Sm Dagger (15ft)	+2	n/a	+0

### *Possessions*

Leather Armor (+1 Armor)

Short Sword (+1 Dmg)

Helm

Dagger +0 dmg

5x Small Dagger +0 dmg

750d in coins