

## STATS & SKILLS

## PERSONAL

<b>NAME</b>	Terrek Odin
<b>SEX</b>	Male
<b>ETHNICITY</b>	Gothic
<b>AGE</b>	18 years
<b>HOME</b>	Warhall
<b>BODY</b>	Fit
<b>HEIGHT</b>	176 cm
<b>WEIGHT</b>	67 kg

## TRAITS

<b>LOYALTY</b>	18	Falcon Order
<b>HONOR</b>	14	
<b>EMPATHY</b>	14	
<b>AGGRESSION</b>	15	Insults
<b>GREEDINESS</b>	10	
<b>FAITH</b>	18	
<b>FAME</b>	5	
<b>LUCK</b>	15	

## CHARACTERISTICS BASE

<b>STRENGTH</b>	<b>STR</b>	15	7
<b>TOUGHNESS</b>	<b>TOU</b>	20	10
<b>AGILITY</b>	<b>AGI</b>	20	10
<b>INTELLIGENCE</b>	<b>INT</b>	18	9
<b>WILLPOWER</b>	<b>WIL</b>	13	6
<b>PERCEPTION</b>	<b>PER</b>	20	10
<b>CHARISMA</b>	<b>CHA</b>	22	11
<b>KNOWLEDGE</b>	<b>KNO</b>	13	6

## TALENTS

Polygot (All Language Skills are Talented)
Magic resistance (-1d10 difficulty to resist Magic effects)
Friendly
Narcissist

## FATE POINTS

<b>TOTAL</b>	3
<b>CURRENT</b>	

## COMBAT XP

**INITIATIVE** 23  
 $(AGI+PER)/2 + (COMBAT\ XP)/5$

## INSANITY

5

## ACTIONS

**(AGI)/6+(COMBAT XP)/10**

## SKILL

## LEVEL

NAME	LEVEL	
<b>AWARENESS</b>	<b>PER</b>	25
<b>BARTER</b>	<b>CHA</b>	11
<b>BLATHER</b>	<b>CHA</b>	11
<b>CAROUSE</b>	<b>TOU</b>	7
<b>CHARM</b> (T)	<b>CHA</b>	26
<b>CLIMB</b>	<b>AGI</b>	25
<b>COMMAND</b>	<b>CHA</b>	11
<b>CONCEALMENT</b>	<b>AGI</b>	25
<b>CONTORTIONIST</b>	<b>AGI</b>	11
<b>DECEIVE</b>	<b>CHA</b>	26
<b>DODGE</b>	<b>AGI</b>	20
<b>EDUCATE</b>	<b>CHA</b>	11
<b>EVALUATE</b>	<b>KNO</b>	11
<b>GAMBLING</b>	<b>INT</b>	9
<b>INQUIRY</b>	<b>INT</b>	9
<b>INTERROGATE</b>	<b>WIL</b>	6
<b>INTIMIDATE</b>	<b>TOU</b>	7
<b>JUMP</b>	<b>AGI</b>	15
<b>MARCHING</b>	<b>TOU</b>	12
<b>MOVE SILENTLY</b>	<b>AGI</b>	25
<b>SCRUTINY</b>	<b>PER</b>	15
<b>SEARCH</b>	<b>PER</b>	10
<b>SLEIGHT OF HAND</b>	<b>AGI</b>	15
<b>SURVIVAL</b>	<b>INT</b>	14
<b>SWIM</b>	<b>AGI</b>	10
<b>THROW</b>	<b>AGI</b>	15
<b>TRACKING</b>	<b>PER</b>	10
<b>UNARMED</b>	<b>AGI</b>	20
<b>WRANGLING</b>	<b>WIL</b>	6

## SKILL

## LEVEL

		20	
Disguise	PER	20	
Illusion	WIL	16	
Melee(Dagger)	AGI	25	
Melee(Sword)	AGI	25	
Ranged(Crossbow)	AGI	30	
Ride(Horse)	AGI	20	

## MOVEMENT

MOVE (AGI)/3	FULL MOVE (AGI)/2	RUN (AGI) X1	SPRINT (AGI) X2
6 M	10 M	20 M	40 M

## RANGE

SHORT (PER) X1	NORMAL (PER) X3	LONG (PER) X6	EXTREME (PER) X10
20 M	60 M	120 M	200 M

## BACKGROUND

Born in Gwendellor and raised by the Order of the Falcons, Terrek is used to the harsh training regime.

Terrek has gained a favor from the skilled Battlemage (27) Jovarin Gordis

Terrek once saved the life of Mercenary (24)  
Jalmund Dannis

**SPELLS:**

Flash, level 1, Target suffers +1d10 to attack

Light, level 1, Light equal that of a torch

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Conceal item, level 2, -2d10 to Concealment

## LANGUAGE SKILLS

[illegible]

## HEALTH & BODY

## BASE DAMAGE

<b>SLASH</b> (STR+AGI)/6	<b>BLUNT</b> (STR)/3	<b>THRUST</b> (AGI)/3
5	5	6

## DAMAGE

<b>RADIATION</b>		<b>-HIT POINTS</b>
<b>TRAUMA</b>		<b>-HIT POINTS &amp; -SHOCK POINTS</b>
<b>FATIGUE</b>		<b>-SHOCK POINTS</b>
<b>PAIN</b>		<b>-SHOCK POINTS</b>

## HIT POINTS

<b>INT-100-100</b> <b>(STR+TOU)</b>	<b>OF</b>	<b>55</b>
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## WOUNDED

LIGHTLY (HP)/6		MODERATELY (HP)/3		HEAVILY (HP)/2	
5	X	11	X	17	X
TOU +1D10		TOU +2D10		TOU +3D10	

## SHOCK POINTS

(STR+TOU+WIL)		OF	10
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## STRAINED

LIGHTLY (SHOCK)/6		MODERATELY (SHOCK)/3		HEAVILY (SHOCK)/2	
8	X	16	X	24	X
SKILLS +1D10		SKILLS +2D10		SKILLS +3D10	

## INJURIES

INJURIES	INJURY TEST (HP)/10	
		4

## DISORDERS & ADDICTIONS

## BODY ENHANCEMENTS

[illegible]

## WEAPONS

<b>WEAPONS</b>	<b>DAMAGE</b>	<b>PEN</b>	<b>RNG</b>	<b>ROF</b>	<b>CLIP</b>	<b>RLD</b>	<b>DB</b>	<b>WT.</b>
Crossbow	Inf3d10+4S	10	150m	S/-/-	1	2 Full	15	5.5
<b>SPECIAL RULES</b>	Drawn, Silent							
Dagger	Inf2d10T	0	-	-	-	-	8	0.5
<b>SPECIAL RULES</b>								
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## ARMOR

ARMOR	COVERS	S	B	T	E	DB	WT.
Leather shirt	Torso, Arms, Hip	5	6	5	5	4.5	21
<b>SPECIAL RULES</b>							
Leather gloves	Hands	5	6	5	5	0.5	21
<b>SPECIAL RULES</b>							
Leather pants	Legs	5	6	5	5	2.5	21
<b>SPECIAL RULES</b>							
Leather boots	Feet	5	6	5	5	1.0	21
<b>SPECIAL RULES</b>							
<b>SPECIAL RULES</b>							

## CLOTHING

[illegible]

## POCKETS

[illegible]

## STASHED

[illegible]

## PACKS & SATCHELS

<b>PACKS &amp; SATCHELS</b>		<b>+CARRY</b>	<b>WT.</b>
<b>1</b>	Good Satchel	+5	1.0
<b>2</b>			
<b>3</b>			

# CONTENTS

<b>CONTENTS</b>	<b>PACK</b>	
Disguise kit	1	2.0
Potion of Antidote x2	1	0.2
Potion of Healing	1	0.1
Potion of Rejuvenation	1	0.1
Watchman's Potion x2	1	0.2
<b>TOTAL</b>		

## CARRY WEIGHT

**CARRY WEIGHT**      22      **OF**      110  
(STR+TOU)X3

## BURDENED

LIGHTLY (STR+TOU)/2		MODERATELY (STR+TOU)		HEAVILY (STR+TOU)X2	
22	X	40	X	75	X
MOVEMENT-1 FATIGUE X2		MOVEMENT-2 FATIGUE X3 SKILLS +1D10		MOVEMENT-3 FATIGUE X6 SKILLS +2D10	