NAME: Slef op Uthal

Clear Form

Novus

STATS

	Raw	+ Race	+ Misc	= Value	Bonus	Save Modifier
Charisma (Chr)	14			14	1	+5 + ___ = 6
Constitution (Con)	12			12	0	+5 + ___ = 5
Dexterity (Dex)	17	2		19	3	+5 + ___ = 8
Intelligence (Int)	10			10	0	+5 + ___ = 5
Speed (Spd)	16			16	2	+5 + ___ = 7
Strength (Str)	14			14	1	+5 + ___ = 6
Willpower (Will)	11			11	0	+5 + ___ = 5
Wisdom (Wis)	15	2		17	2	+5 + ___ = 7

LEVEL: 1

EXPERIENCE POINTS: 100

CHARACTER CLASS: Thief

RACE: Human

BACKGROUND: Urban, Lower Class

ARMOR & SHIELD

DEF: 21

AR: 7

INIT (SPD BNS + WIS BNS + ____): 4

Type of Armor		DEF	AR	Pen.	Imp
Base	(15 + Speed Bonus)	17			
Armor	Soft Leather		4		
Helm	Leather Skullcap		1 / 1		
Bracers	Leather Bracers		1 / 4		
Greaves	Leather Greaves		1 / 4		
Shield	Small Shield	2			
Special	+1 DEF/5 Ranks Melee	1			
Misc.	Combat Training	1			
Misc					
Total		21	7	0	0

Height: 5' 6"

Weight: 150 lbs

Eye Color: Hazel

Hair Color: Light Brown

Age: 19

Sex: Male

Distinguishing Marks: missing the bottom tip of one earlobe

Personality Traits: Quiet, tries to stay unnoticed and in the background.

SECONDARY STATS

TOTAL 51 HIT POINTS — CURRENT

TOTAL 0 SPELL POINTS — CURRENT

Base Racial Max. Hit Points	80
Max. Hit Points (Racial Max. + Str + Con)	106
Starting Hit Points (20 + Str + Con + 5)	51
Spell Points (Base ___ + Spellcasting Ranks)	0
Fate Points	3
Movement Rate	10'

WEAPONS

Weapon Name: Ball & Chain
10 Attack Bonus ____ Range Increment
8+3=11 Base Damage Notes:
Gains additional +2 AB against foes using a shield

Weapon Name: Dagger
7 Attack Bonus ____ Range Increment
4+3=7 Base Damage Notes:

Weapon Name: Thrown Dagger
9 Attack Bonus 14' Range Increment
4+3=7 Base Damage Notes:

Weapon Name: ____
____ Attack Bonus ____ Range Increment
____ Base Damage Notes:

Weapon Name: ____
____ Attack Bonus ____ Range Increment
____ Base Damage Notes:

Weapon Name: ____
____ Attack Bonus ____ Range Increment
____ Base Damage Notes:

Weapon Name: ____
____ Attack Bonus ____ Range Increment
____ Base Damage Notes:

Weapon Name: ____
____ Attack Bonus ____ Range Increment
____ Base Damage Notes:

SPELLS

	CTN	SP	Vs.	Range	Duration

LANGUAGES

	S	W
Common	✔	✔
Thieves Cant	✔	

TREASURE

Platinum Pieces:
Gold Pieces:
Silver Pieces: 10
Bronze Pieces:
Copper Pieces:
Gems/Jewelry:

Other Treasure:

Name: Slef op Uthal

Novus

Favored	Skills	(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
☑	Acrobatics	(Spd)		2	2			4
☐	Athletics	(Con)	2		0			2
☑	Combat (Chains Plus)	(Dex)	1	4	3	2		10
☑	(Short Blades)	(Dex)	1	2	3	1		7
☑	(Thrown Blades)	(Dex)	1	4	3	1		9
☐	( )	( )						0
☐	( )	( )						0
☐	Crafting ( )	( )						0
☐	( )	( )						0
☐	( )	( )						0
☐	First Aid	(Wis)			2			2
☑	Gimmickry	(Dex)	2	2	3			7
☑	Influence	(Chr)	2	2	1			5
☐	Lore (Local Region)	(Int)			0			0
☐	( )	(Int)			0			0
☐	( )	(Int)			0			0
☐	Magecraft (Base)	( )						0
☐	( )	( )						0
☐	( )	( )						0
☐	Navigation	(Int)			0			0
☑	Perception	(Wis)	2	2	2			6
☐	Perf. Arts ( )	(Chr)			1			1
☐	( )	(Chr)			1			1
☐	Riding	(Dex)			3			3
☐	Spellcast. ( )	( )						0
☐	( )	( )						0
☑	Stealth	(Spd)	2	2	2			6
☑	Streetwise	(Wis)	3	2	2			7
☐	Survival	(Wis)			2			2
☐	Tracking	(Wis)			2			2
☑	Trickery	(Dex)	2	3	3			8
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0

Equipment	Location	Weight
Backpack (holds 2 cu. ft; 40 lbs;)	carried	19.5
50' Superior Rope	Backpack	(3)
1 canvas sack	Backpack	(2)
2 weeks of iron rations	Backpack	(4)
1 small steel mirror	Backpack	(0.5)
1 waterskin full of water	Backpack	(0.5)
1 flask of oil	Backpack	(1)
1 small lantern	Backpack	(1)
1 set of Flint & Steel	Backpack	(0.5)
1 Bedroll	Backpack	(5)
1 extra set of clothing	Backpack	(2)
1 swt of clothing	worn	
1 pair of soft leather boots	worn	
1 cloak	worn	
1 Equipment Belt	worn	
2 belt pouches	Equipment Belt	
1 Dagger (in sheath)	Equipment Belt	0.75
1 Dagger (in sheath)	Equipment Belt	0.75
1 Dagger (in sheath)	strapped to leg	0.75
1 Dagger (in sheath)	strapped to leg	0.75
Small Shield	carried	5
Ball & Chain	Equipment Belt	5
1 Set of Lockpicks	Belt Pouch	0.5
Soft Leather (armor, helm, bracers, greaves)	worn	
Total Weight		13.5

Notes (racial abilities, combat moves, talents, etc.)

Adaptability (racial) -- add 4 pts to stats, no more than 2 per stat

Skill Flexibility (racial) -- 3 skills as Favored

Armor, Light (class)

Combat Training I (class) -- +2 to one Favored Combat Skill, +1 to all other Favored Combat Skills, +1 to DEF, +5 Hit Points, May learn 1 Combat Move for every 3 ranks in a Combat Skill

Waylaying (class) -- May knock foe unconscious in single blow. Must use blunt or heavy weapon & must attack foe from behind and/or with surprise. This attack does 2x BD, but no Scaled Damage, and foe must make Save vs. Con or be knocked unconscious for 1d10 minutes. Bonuses vs Stun apply.

Light Touch (5 pts) - gains a +3 to all attempts to pick pockets, pick locks, and/or disarm traps. This is NOT a bonus to the skills, but only to certain uses of the skills.

Encumbrance Unit == 28 lbs, currently 0 enc. penalty.

Backpack Penalty = -1, adjusted by +1 Str Bonus, total mod = 0