Name: Kadiris

Clear

Primary Stats

	Total	=	Base	+	Racial
Charisma (Chr)	2	=	3	+	-1
Constitution (Con)	2	=	2	+	
Dexterity (Dex)	3	=	2	+	1
Intelligence (Int)	4	=	3	+	1
Resolve (Res)	5	=	4	+	1
Speed (Spd)	3	=	2	+	1
Strength (Str)	1	=	2	+	-1
Wisdom (Wis)	2	=	2	+	

Secondary Stats

Aura =	4	(Chr + Wis)
Initiative =	5	(Spd + Wis)
Insight =	6	(Int + Wis)
Might =	6	(Str + Res)
Reflexes =	6	(Dex + Spd)
Stamina =	7	(Con + Res)
Will =	9	(Res + Int)

Race: Ethori

Culture: Subterranean

Training Path:

Base Move: 10

Fate Points: 3

Lift Weight: (Min 50) 350

Damage Tracking

Vitality (Base 19 +Stamina 7 +Spec. 6)

32 = Hits (heals after) + Fatigue (1 hrs rest) = Total

Minor (-1 per Wnd; Stamina ____; min. 1;)

7 (heals 1 per day of rest)

Major (-2 per Wnd; Con ____ ; min 1)

2 (heals 1 per week of rest)

Dire (-3 per Wnd; 1/2 Con ____ -1; min. 1)

1 (heals 1 per 2 weeks of rest)

Secondary Damage

CrTs: I (19)/II (21)/III (24)
IV (28)/V (31)/VI (36)

Stg>Shk>Dz - heals 1 per round

Staggered | Shaken | Dazed

Bleeding | Penalties

Defensive Stats

DT 16 | AR 0

Type of Armor	DT	AR	Pen	Imp
Base (10 + Reflexes)	6			
Armor				
Helm		/__		
Bracers		/__		
Greaves		/__		
Shield				
NPB (+1 per __ ranks best Melee)				
Misc				
Misc				
Total	16	0	0	0

Skills

	Ranks
Combat Skills	
☐ Archery (____)	
☐ Blades (____)	
☐ Bludgeoning (____)	
☐ Martial Arts (____)	
☐ Thrown (____)	
☐ Two-Handed (____)	
Magical Skills	
☑ Casting (Mysticism)	5
☐ Casting (____)	
☑ Magecraft	4
☑ Magelore (Infernals)	3
☑ Targeting	5
General Skills	
☐ Acrobatics	
☑ Athletics	3
☑ Crafts (Embalming)	3
☑ Gimmickry	2
☑ Healing	3
☑ Influence (Trade)	4
☐ Lore (____)	
☑ Perception	2
☐ Perform (____)	
Outdoor Skills	
☑ Foraging (Underground)	2
☐ Riding (____)	
☑ Survival (Underground)	2
☐ Tracking	
Subterfuge Skills	
☑ Stealth	2
☐ Streetwise	
☐ Thievery	
☐ Trickery	
☑ Crafts: Jewelry	2
☑ Crafts: Blacksmith	1
☐	
☐	
☐	
☐	
☐	

Skill Costs (ranks 1-10/11-20/21+)

Favored: 1/5/8

Standard: 3/9/11

Languages

	S	W		S	W
Gnomish	1	1			
Common	1				

Weapons

Range Mods: PB: +4; Short: +2; Med: +0; Long: -4; Max: -10

Weapon: ____ Init: ____
Attk Bns: ____ BD: ____ SD: ____ RI: ____
Notes: ____

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Attk Bns: ____ BD: ____ SD: ____ RI: ____
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Notes: ____

Weapon: ____ Init: ____
Attk Bns: ____ BD: ____ SD: ____ RI: ____
Notes: ____

Weapon: ____ Init: ____
Attk Bns: ____ BD: ____ SD: ____ RI: ____
Notes: ____

Height:	4'	Hair:	Black
Weight:	68 lbs.	Age:	25
Eye Color	Grey	Sex:	Male

Other Notes: Having studied the art of embalming, Kadiris noticed hat the deads where usually buried with... lots of riches. A detail he did not forget during his apprenticeship in Mysticism. Now it's time for him to roam the world and discover if his theory is true.

CP Total	XP Total
0	100

Treasure

Platinum Pieces: ____
Gold Pieces: ____
Silver Pieces: 12
Bronze Pieces: ____
Copper Pieces: ____
Gems/Jewelry: ____

Other Treasure: ____
Spell Book and Crystal Focus

Notes & Equipment

Darkvision: 30', 60', 300'
Magically Inclined: +1 to all Magecraft rolls
Gnomish Magic: 3 cantrips cast with Will.
BO: 1, Tinker: +2 with mechanics
Physical Training: Vitality +6

Cantrips (Resolve)
Mental Fortitude: +3 to resist outside influences
Pure Caster: Sense Magic, Aura +4

Gonmish Magic:
Dry, Clean, Skeleton Key
Cast with Will (+9)

Cantrips:
Alarm, Glowsphere, Firejet, Refresh, Polish
Cast with Mysticism (+10)

Mysticism spells
Mystic Arc (CTN16, Ftg 1, vs DT, 5', BD 9)
Suggestion (CTN16, Ftg1, vs Insight, 10')
Object Reading (CTN15, Ftg1,Touch)
Cast with Mysticism (+10)

Backpack:
50' rope, 1 week of rations, 1 waterskin, 1 bedroll
Scroll case (10 leaves)+ ink & Metal Quill