Name: Cuellain ui Tollan

Clear

Novus

Primary Stats

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

Secondary Stats

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

Race: D'Anui

Culture: Urban (Lower)

Training Path:

Base Move: 10

Fate Points: 3

Lift Weight: (Mi 250 50)

Damage Tracking

Vitality (Base 21 +Stamina 4 +Spec. 12)

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

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

4 (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 (23)/II (25)/III (28)
IV (32)/V (35)/VI (40)

Stg>Shk>Dz - heals 1 per round

Staggered | Shaken | Dazed

Bleeding | Penalties

Defensive Stats

DT 20 | AR 6

Type of Armor		DT	AR	Pen	Imp
Base	(10 + Reflexes)	19			
Armor	Soft Leather Jerkin		3		1
Helm	Soft Leather Cap		1 /		1
Bracers	Soft Leather		1 /		1
Greaves	Soft Leather		1 /		1
Shield					
NPB	(+1 per 5 ranks best Melee)	1			
Misc					
Misc					
Total		20	6		4

Skills

Favored	Skills	Ranks
Combat Skills		
☑	Archery (Crossbows)	1
☑	Blades (Heavy, Short)	5
☐	Bludgeoning (____)	
☐	Martial Arts (____)	
☑	Thrown (Blades)	1
☐	Two-Handed (____)	
Magical Skills		
☐	Casting (____)	
☐	Casting (____)	
☐	Magecraft	
☐	Magelore (____)	
☐	Targeting	
General Skills		
☐	Acrobatics	
☑	Athletics	3
☑	Crafts (Carpenter)	2
☑	Gimmickry	3
☑	Healing	1
☑	Influence (Trade)	3
☑	Lore (Hyb Ciuin)	2
☑	Perception	4
☐	Perform (____)	
Outdoor Skills		
☑	Foraging (Mild Mountains)	2
☑	Riding (Horses)	1
☑	Survival (Mild Mountains)	2
☐	Tracking	
Subterfuge Skills		
☑	Stealth	4
☑	Streetwise	4
☑	Thievery	4
☑	Trickery	3
☑	Crafts (xxx)	1
☑	Lore (Sword & Dagger)	4
☐		
☐		
☐		
☐		
☐		

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

Favored: 1/5/8

Standard: 3/9/11

Languages

	S	W		S	W

Weapons

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

Weapon: Broadsword — Init: 9
Attk Bns: 11 BD: 10 SD: 20 RI: 0
Notes: Slash/Pierce

Weapon: Dagger — Init: 13
Attk Bns: 10 BD: 6 SD: 12 RI: 20
Notes: Slash/Pierce (Thrown AB is 6)

Weapon: Light Crossbow — Init: 9
Attk Bns: 3 BD: 8 SD: 16 RI: 50
Notes: Pierce

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

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

Height:	6'	Hair:	Brown
Weight:	200	Age:	22
Eye Color	Hazel	Sex:	Male

Other Notes: Since surviving a fall when working on a rooftop, he has been plagued by visions of spirits and dead things. Caught conversing with them, he was outcast from Hyb Ciuin and has joined a band of scoundrels to survive in the wilderness. He jas learned combat from a grizzle veteran named Martigan.

CP Total	XP Total
1	81

Treasure

Platinum Pieces:			
Gold Pieces:			
Silver Pieces:	17	Other Treasure:	
Bronze Pieces:			
Copper Pieces:			
Gems/Jewelry:			

Notes & Equipment

Adaptability: 4*+1 to stats

Hobbies: two favored skills (TWC, Thrown)

BO: 3

- Second Sight (snap action to concentrate)
- Weapon Master (Swords, Daggers +1)
- Ambidexterity (no off-hand penalty)

Armor Training (Soft & Reinforced Leather)

Toughness (Vitality+12)

Weapon Training 1 (+1/4 ranks)

Special Skill: Weapon Focus (Broadsword, Dagger)

Two Weapon Combat: Braodsword & Dagger

- Disarm (save vs Might,TN +1/3 points above TN)

Backpack:

50' superior rope
1 canvas sack
2 weeks of iron rations
1 small steel mirror
1 waterskin full of water
1 small lantern and a flask of oil
1 set of flint & steel
1 bedroll

Equipment belt:

2 pouches and a dagger