

NAME: Dirimilkin



PRIMARY STATS		SECONDARY STATS		RACE		DAMAGE TRACKING	
TOTAL = BASE + RACIAL				Gnome		VITALITY (Base 19 + Stamina 5 + Spec.)	
Charisma (Chr)	2 = 2 +	Aura = 4 (Chr + Wis)		CULTURE		heals after 4 hrs rest = TOTAL	
Constitution (Con)	0 = 1 + -1	Initiative = 4 (Spd + Wis)		Underhill		MINOR (Stamina 5 ; min. 1; -1 per wnd)	
Dexterity (Dex)	4 = 3 + 1	Insight = 9 (Int + Wis)		TRAINING PATH		(heals 1 per day of rest)	
Intelligence (Int)	7 = 6 + 1	Might = 5 (Str + Res)		Wizard		MAJOR (Con 1 ; min. 1; -2 per wnd)	
Resolve (Res)	5 = 4 + 1	Reflexes = 6 (Dex + Spd)		BASE MOVE		(heals 1 per week of rest)	
Speed (Spd)	2 = 1 + 1	Stamina = 5 (Con + Res)		10		DIRE (1/2 Con 1 ; min. 1; -3 per wnd)	
Strength (Str)	0 = 1 + -1	Will = 12 (Res + Int)		FATE POINTS		(heals 1 per 2 weeks of rest)	
Wisdom (Wis)	2 = 2 +			3		SECONDARY DAMAGE	
DEFENSIVE STATS		Type of Armor DT AR Pen Imp		LIFT WEIGHT		CrTs: I ()/II ()/III ()	
16 0		Base (10 + Reflexes) 16		(M 250 50)		IV ()/V ()/VI ()	
SKILLS		Armor				STG>SHK>DZ - HEALS 1 PER ROUND	
Ranks		Helm				STAGGERED SHAKEN DAZED	
COMBAT SKILLS		Bracers				BLEEDING WOUND OTHER	
Archery ()		Greaves				PENALTIES PENALTIES	
Blades ()		Shield					
Bludgeoning ()		NPB (+1 per ranks best Melee)					
Martial Arts ()		Misc					
Thrown ()		Misc					
Two-Handed ()		Total 16					
MAGICAL SKILLS		LANGUAGES S W S W					
Casting ()							
Casting (High Magic) 5							
Magecraft 4							
Magelore (Infernal Lore) 4							
Targeting 1							
GENERAL SKILLS		WEAPONS		RANGE MODS			
Acrobatics		Weapon: Doesn't believe in using any Init:		PB: +4		CP TOTAL	
Athletics 1		AB: BD: SD: RI:		Short: +2		0	
Crafts (Calligrapher) 3		Notes:		Med: +0		XP TOTAL	
Gimmickry 2		Weapon: Init:		Long: -4		100	
Healing		AB: BD: SD: RI:		Max: -10			
Influence (Trading) 3		Notes:					
Lore ()		Weapon: Init:					
Perception 2		AB: BD: SD: RI:					
Perform ()		Notes:					
OUTDOOR SKILLS		Weapon: Init:					
Foraging (Underhill) 2		AB: BD: SD: RI:					
Riding ()		Notes:					
Survival (Underhill) 1		Weapon: Init:					
Tracking		AB: BD: SD: RI:					
SUBTERFUGE SKILLS		Notes:					
Stealth 2		Weapon: Init:					
Streetwise		AB: BD: SD: RI:					
Thievery		Notes:					
Trickery		Weapon: Init:					
Crafts (Herbalist) 2		AB: BD: SD: RI:					
Crafts (Cookery) 1		Notes:					
Magelore (Sigils) 1		Weapon: Init:					
Magelore (Circles) 2		AB: BD: SD: RI:					
Magelore (Summoning) 1		Notes:					
Sense Magic +6		Weapon: Init:					
		AB: BD: SD: RI:					
		Notes:					
SKILL COSTS (ranks 1-10/11-20/21+)		NOTES & EQUIPMENT		TREASURE			
Favored: 1/5/8		Spells		Platinum Pieces:			
Standard: 3/9/11		Detect Magic		Gold Pieces:			
		Charm Person		Silver Pieces: 10		Other Treasure:	
		Identify		Bronze Pieces:			
		Minor Illusion		Copper Pieces:			
		Tongues		Gems/Jewelry:			
		Cantrips		Arcanist Gift:			
		All known except for Knot. The following three are natural cantrips from being a gnome and use will to cast instead of casting:		+1 to all magic-related rolls, including Casting, Magelore, and Magecraft rolls.			
		Clean, Polish, Refresh		Gear			
				Spellbook			
				Wand			
				Standard pack			
				3 scroll cases			