

CHARACTER NAME: FARINGDA PLAYER NAME: RJ BORTON

SPECIES: Halfling CLASS: Specialist HEIGHT: 41 inches WEIGHT: 95 lbs GENDER: F AGE: 37



P: 15 APPEARANCE
Eye Color: light gray
I: 15 Hair Color: dark earth brown
W: 10 Skin Color: Medium chocolate
Features : very well built Lady
D: 20
E: 17 BONUSES
D - To Hit: +26%
A: 14 E - Pal +1 (added)

PAL: 42
MAL: 25

CHARACTER ABILITIES

Normal vision range: 4 miles.

Infravision range (IR): 15 feet.

Ultravision (UV) range: 15 feet.

Walking speed: 85 yards/min

Walking speed: 4 hex/round

Running speed: 260 yards/min

Running speed: 13 hex/round

Max Carrying capacity: 150% body weight.

Recognizing faint sounds: 40%

Knowing direction anywhere: 50%

Climbing any climbable surface: 50%

Skulking or moving silently: 60%

Hiding in any natural area: 50%

Total failure of any poison: 10%

Digestive poison effect (if it does not totally fail): 50% and slowed by 50%

Total failure of any spell or magic aimed directly at their person, clothing, or weapon in hand: 80%

Magic effects if they do not totally fail, are reduced by 75%.

Healing spells if willing require 4 times as much MAR and PAR to produce 50% effectiveness.

Combat with any lightweight handheld or lightweight thrown/shot weapon: +10% to hit.

Possessing more than five magical items: 80% chance of insanity per day (temporary wisdom and intellect = 1)

Using Weapon w/o training: -20% to hit.

*** Cut here and give the bottom to your GM if your character dies. The GM will then give ONLY this information to anyone finding or searching your body ***

CURRENT FUNDS: 75.93 Geld
(include Geld and Items)

EQUIPMENT: Padded Armor (1); Dagger 10" blade (1); Glass Knife, 3" blade, wood handle (1); Sling + 12 metal bullets (1); Belt, leather plus hanging ties (1); Change of Clothes (1); Cloak, heavy wool with hood (1); Tinderbox, flint & steel (1); File, sharpening stone (1); Mirror, 3" metal (1); Blanket / Bed Roll, wool (1); Skin, water, quart, full (1); Field Rations, 1 day (2); Candle, beeswax (1); Torch, 3-5 hr burn-needs oil (3); Cloth sack, 2 cu ft. (1); Rope, 25', 300 lb load limit (1); Grappling Hook, 3" (1); line, silk, light for fishing, 20' + hook (1); Flask, 8 oz, Olive oil (1); Backpack, faded leather (1); Hammer, tool type, 2 lb (1); Iron Spike, 10", each (3); Tent, simple 1 person (1); Wound Salve (2);

Salve, Burn, 1 dose not magic (1); Dart, 12" length, each (5); Dart, 6", ea (4)

Updated: 1|1|1|1|1|0

Defense Rating: 2

Damage: 1d4

Attacks: 2 / round

Range: 219.375 feet

EQUIPPED ITEMS

Weapon: 6 inch Dart

Armor: Padded

Weight of Equipment: 42.65 lbs

Carrying Capacity: 142.5 lbs

TRAINED WEAPONS

Dagger 10" blade

Glass Knife, 3" blade, wood handle

Sling + 12 metal bullets

Dart, 12" length, each

Dart, 6", ea

CHARACTER NAME: FARINÇOA PLAYER NAME: RJ BORTON

CLASS ABILITIES

Concentrated Focus - Meditation

Cost: special MAR

Range: self Duration: special
Temp increase physique and/or dexterity for 1 MAR/1 Point increase by spending 2 minutes in silent, undisturbed meditation. Maintain the increase at a cost of 1 MAR/min. Max 20 for P or D.

Tracking

Success: +80%

Range: N/A Duration: N/A
80 percent probability if the trail is fresh. -10 percent probability for each three hours thereafter.

Animal Identification

Success: +75%

Range: N/A Duration: N/A
Animal identification from signs on the trail as well as when sighted: 75 percent probability for all natural animals.

Skulking or moving silently:

Success: +54%

Range: N/A Duration: N/A
Skulking or moving silently: (2 x dexterity + PAR/3) percent probability (maximum is 95 percent).

Hand to Hand Combat

To Hit: +14%

Range: N/A Duration: N/A
Hand-to-hand combat: (3 x dexterity + PAR) percent probability to hit (maximum is 95 percent). Two attacks per round at 1D4 Damage.

Opening Locks

Success: +61%

Range: N/A Duration: N/A
With Proper Tools: (2 x dexterity + PAR/2) percent probability (maximum is 95 percent). Without Proper Tools: (2 x dexterity + PAR/5) percent probability (maximum is 95 percent).

Climbing

Success: +54%

Range: N/A Duration: N/A
Climbing walls or steep mountains: (2 x dexterity + PAR/3) percent bonus probability (combined maximum is 95 percent).

Detecting Traps

Success: +61%

Range: N/A Duration: N/A
Detecting traps: (2 x dexterity + PAR/2) percent bonus probability (combined maximum is 95 percent).

Building Traps

Success: +61%

Range: N/A Duration: N/A
(2 x dexterity + PAR/2) percent bonus probability of build/set traps (maximum is 95 percent). Trap damage may be up to 50 percent of the trap setter's PAR.

Poison Remedies

Success: +50%

Range: N/A Duration: N/A
Knowing natural remedies for herbal digestive poisons once recognized: +50 percent probability.

Pick Pockets

Success: +61%

Range: N/A Duration: N/A
Being about to lift small items and coins from the pockets or purse of a target.

Acrobatics

Success: +74%

Range: N/A Duration: N/A
The ability to move swiftly and tumble over and around objects and creatures.

*** Cut here and give the bottom to your GM if your character dies. The GM will then give ONLY this information to anyone finding or searching your body ***