

CHARACTER NAME: solon PLAYER NAME: RJ BORTON

SPECIES: Human CLASS: Specialist HEIGHT: 69 inches WEIGHT: 190 lbs GENDER: M AGE: 35



**P: 15** APPEARANCE  
Eye Color: grey  
**I: 14** Hair Color: bald  
**W: 18** Skin Color: dark tan  
**D: 20** Features : wears plain monk robes

**E: 18** BONUSES  
**A: 10** W - MAL +3 (added)  
D - To Hit: +26%  
E - Pal +3 (added)

**PAL: 47**  
**MAL: 34**

**Updated: 1|1|1|0|0|0**  
**Defense Rating: 2**  
**Damage: 1d6**  
**Attacks: 1 / round**  
**Range: 3 feet**

### EQUIPPED ITEMS

Weapon: Staff  
Armor: Padded  
Weight of Equipment: 94.1 lbs  
Carrying Capacity: 190 lbs

### TRAINED WEAPONS

Dagger 10" blade  
Staff, 6' copper banded  
Sling + 12 metal bullets

### CHARACTER ABILITIES

Normal vision range: 4 miles.

Infravision range (IR): 0 feet

Ultravision (UV) range: 0 feet.

Walking speed: 80 yards/min

Walking speed: 4 hex/round

Running speed: 250 yards/min

Running speed: 12 hex/round

Max Carrying capacity: 100% body weight.

Recognizing faint sounds: 20%

Knowing direction anywhere: 25%

Climbing any climbable surface: 20%

Skulking or moving silently: 15%

Hiding in any natural area: 15%

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: 6.6 Geld**  
(include Geld and Items)

**EQUIPMENT:** Padded Armor (1); Scaled leather Armor (1); Chain Mail Armor (1); Dagger 10" blade (1); Staff, 6' copper banded (1); Sling + 12 metal bullets (1); Belt, leather plus hanging ties (1); Change of Clothes (1); Cloak, heavy wool with hood (1); Belt Pouch, leather (1); Scroll case, leather (1); Tinderbox, flint & steel (1); File, sharpening stone (1); Blanket / Bed Roll, wool (1); Skin, water, quart, full (1); Field Rations, 1 day (3); Candle, beeswax (3); Torch, 3-5 hr burn-needs oil (1); 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); Tent, simple 1 person (1)

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## 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.

### Skulking or moving silently:

**Success: +56%**

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: +16%**

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.

### Hand to Hand Damage

**Damage: 6d4**

Range: N/A                      Duration: N/A  
Increased damage in hand to hand  
combat

### Climbing

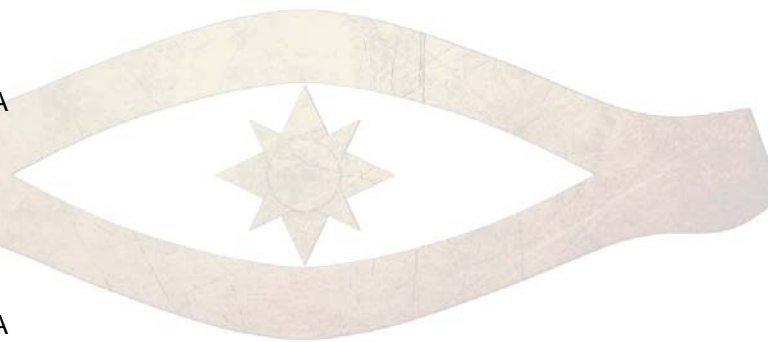
**Success: +56%**

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

### Acrobatics

**Success: +76%**

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



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