

CHARACTER NAME: TOMASIAN PLAYER NAME: RJ BORTON

SPECIES: Human CLASS: Specialist HEIGHT: 71 inches WEIGHT: 160 lbs GENDER: M AGE: 31



P: 10

I: 20

W: 18

D: 15

E: 11

A: 18

PAL: 22

MAL: 43

APPEARANCE

Eye Color: green

Hair Color: brown

Skin Color: tan

Features : large plumed hat, flamboyant bard, strikingly handsome, ladies-man

BONUSES

I - MAL +10 (added)

W - MAL +3 (added)

A - Followers +3

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

Defense Rating: 3

Damage: 1d4

Attacks: 2 / round

Range: 250 feet

EQUIPPED ITEMS

Weapon: Sling with metal bullets

Armor: Leather

Weight of Equipment: 36.4 lbs

Carrying Capacity: 160 lbs

TRAINED WEAPONS

Dagger 10" blade

Staff, 6' copper banded

Glass Knife, 3" blade, wood handle

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: 106.35 Geld
(include Geld and Items)

EQUIPMENT: Leather 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); Hat, Fancy with Plume (1); Cloak, light linen (1); Belt Pouch, leather (1); Scroll case, leather (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 (5); Cloth sack, 2 cu ft. (1); line, silk, light for fishing, 20' + hook (1); Flask, 8 oz, Olive oil (1); Backpack, faded leather (1); Tent, simple 1 person (1); Wound Salve (3); Salve, Burn, 1 dose not magic (3)

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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.

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.

Skulking or moving silently:

Success: +37%

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

Climbing

Success: +37%

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

Detect Poison

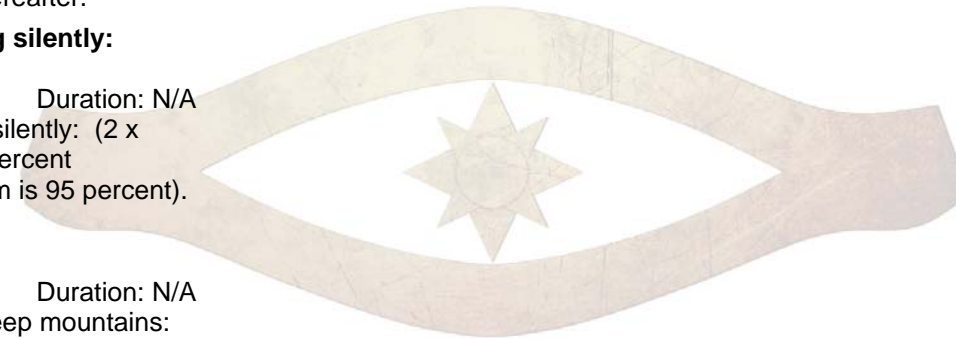
Success: +30%

Range: N/A Duration: N/A
Detecting presence of natural, herbal
poisons in foodstuffs: +30 percent
probability.

Poison Remedies

Success: +50%

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



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