

NAME: _____ Beginner-no book needed

RACE: val'Viridan

NATION: Milandir REGION: Eastmarch

CHURCH: Milandric Church DEITY: Nier

ARCHETYPE: Martial TIER/RANK: 1/0

BACKGROUND: Former Watchman

TRAITS: _____

SEX: _____ EYES: _____

HAIR: _____ SKIN: _____

HEIGHT: _____ WEIGHT: _____

DESCRIPTION: Bloodrank: 3



M I P R Q U V I C H I N L O R E

MIGHT PROMESS QUICKNESS VIGOR CHARISMA INSIGHT LOGIC RESOLVE

Table with 8 columns for attributes (Might, Promess, Quickness, Vigor, Charisma, Insight, Logic, Resolve) and 2 rows for scores (Attribute Score, Passive Value Die)

PACE: Base 30', Current 15'; INITIATIVE DICE POOL: 3d10; CURRENT: FATE; BASE: 4

D E F E N S E S

AVOIDANCE: QUICKNESS + INSIGHT + 8 = 18 = 19 + 2 - 3; FORTITUDE: VIGOR + MIGHT + 8 = 22; DISCIPLINE: CHARISMA + RESOLVE + 8 = 16

STAMINA: TOTAL 56, CURRENT; ARMOR RATING: 8; SHIELD BONUS: 2; ARMOR: Milandisian Gothic Curiass (AR 7, BULK 2, ENC 3); SHIELD: Large shield (SB 2, SP 2, ENC 3); OTHER

WEAPONS

Table listing weapons: Broad Sword (Einhander), Impact, Dagger, Quick, Versatile (Slashing), Thrown 10', Tralian Hammer, Armor Piercing, Versatile (Piercing), Mighty Swing

COMBAT SKILLS

Table for COMBAT SKILLS: MELEE (PR) - UNARMED, BALANCED, UNBALANCED, POLE-ARMS; RANGED (PR) - MARKSMAN, ARCHERY, THROWN

ADVANCED SKILLS

Table for ADVANCED SKILLS: ACROBATICS (QU), ARCANUM, ARTISAN (LO), LARCENY (QU), LINGUISTICS (LO), PERFORM. (CH), SEAMANSHIP (LO), TRACKING (IN)

BASIC SKILLS

Table for BASIC SKILLS: APPRAISE (LO), ATHLETICS (MI), BEAST LORE (CH), DECEIT (CH), EMPATHY (IN), ETIQUETTE (LO), HEAL (LO), INTIMIDATE (CH), KNOWLEDGE (LO) - Warfare & Tactics, PERCEPTION (IN), PERSUASION (CH), RIDE (QU), STEALTH (QU), STREETWISE (IN), WILD LORE (LO)

