

Name	Horloni
Race	Dwarf
Gender	Male
Age	129

Profession	Man at Arms
Defining Skill	Tough as Nails

INT	7
REF	8
DEX	9
BODY	7
SPD	7
EMP	7
CRA	6
WILL	6
LUCK	5

STUN	7
RUN	21
LEAP	4
HP	35
STA	35
ENC	70
REC	7
Punch	D6+2
Kick	D6+6

Social Standing	
Perks	

Profession Abilities

Reputation	
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Improvement Points	
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Primary Weapon	
War Bow	
Weapon Accuracy	0
Damage & Type	6D6
Reliability	15
Hands	2
Range	300m
Effect	-
Concealability	-
Enhancement	1
Weight	3

Intelligence Skills	
Awareness	
Business	
Deduction	
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wilderness Survival	6

Dexterity Skills	
Archery	6
Athletics	6
Crossbow	
Sleight of Hand	
Stealth	6

Body Skills	
Physique	6
Endurance	25

Empathy Skills	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

Will Skills	
Courage	
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Training I.P.	

Reflex Skills	
Brawling	6
Dodge/Escape	6
Melee	
Riding	
Sailing	
Small Blades	
Staff/Spear	6
Swordsmanship	

Armor		
Location	SP	Damage
Head	2(16)	
Torso	2(16)	
R. Arm	2(16)	
L. Arm	2(16)	
R. Leg	2(16)	
L. Leg	2(16)	
Notes		

Name	Viggison
Race	Dwarf
Gender	Male
Age	131

Profession	Man at Arms
Defining Skill	Tough as Nails

INT	7
REF	8
DEX	8
BODY	7
SPD	7
EMP	6
CRA	6
WILL	7
LUCK	8

STUN	7
RUN	21
LEAP	4
HP	35
STA	35
ENC	70
REC	7
Punch	D6+2
Kick	D6+6

Social Standing	
Perks	

Profession Abilities

Reputation	
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Improvement Points	
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Primary Weapon	
Kord	
Weapon Accuracy	0
Damage & Type	5D6
Reliability	15
Hands	2
Range	-
Effect	Bleeding(25%)
Concealability	-
Enhancement	1
Weight	1.5

Intelligence Skills	
Awareness	
Business	
Deduction	
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wilderness Survival	6

Dexterity Skills	
Archery	6
Athletics	6
Crossbow	
Sleight of Hand	
Stealth	6

Body Skills	
Physique	6
Endurance	25

Empathy Skills	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

Will Skills	
Courage	
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Training I.P.	

Reflex Skills	
Brawling	
Dodge/Escape	6
Melee	
Riding	
Sailing	
Small Blades	6
Staff/Spear	6
Swordsmanship	6

Armor		
Location	SP	Damage
Head	2(22)	
Torso	2(22)	
R. Arm	2(22)	
L. Arm	2(22)	
R. Leg	2(22)	
L. Leg	2(22)	
Notes		

Name	Kibilduran
Race	Dwarf
Gender	Male
Age	121

Profession	Criminal
Defining Skill	Practicing Paranoia

INT	8
REF	7
DEX	8
BODY	7
SPD	7
EMP	7
CRA	8
WILL	7
LUCK	8

STUN	7
RUN	21
LEAP	4
HP	35
STA	35
ENC	70
REC	7
Punch	D6+2
Kick	D6+6

Social Standing	
Perks	

Profession Abilities

Reputation	
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Improvement Points	
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Primary Weapon	
Poinard	
Weapon Accuracy	+1
Damage & Type	2D6+2
Reliability	10
Hands	1
Range	-
Effect	Bleed(25%)
Concealability	S
Enhancement	0
Weight	1

Intelligence Skills	
Awareness	6
Business	
Deduction	
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	6
Tactics	
Teaching	
Wilderness Survival	

Dexterity Skills	
Archery	
Athletics	6
Crossbow	
Sleight of Hand	6
Stealth	6

Body Skills	
Physique	1
Endurance	25

Empathy Skills	
Charisma	
Deceit	6
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	6
Pick Lock	6
Trap Crafting	

Will Skills	
Courage	
Hex Weaving	
Intimidation	6
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Training I.P.	

Reflex Skills	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	6
Staff/Spear	
Swordsmanship	

Armor		
Location	SP	Damage
Head	2(7)	
Torso	2(10)	
R. Arm	2(10)	
L. Arm	2(10)	
R. Leg	2(7)	
L. Leg	2(7)	
Notes		

Name	Austfarin
Race	Dwarf
Gender	Male
Age	137

Profession	Doctor
Defining Skill	Healing Hands

INT	8
REF	7
DEX	6
BODY	6
SPD	7
EMP	7
CRA	8
WILL	7
LUCK	7

STUN	7
RUN	21
LEAP	4
HP	35
STA	35
ENC	70
REC	7
Punch	D6+2
Kick	D6+6

Social Standing	
Perks	

Profession Abilities

Reputation	
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Improvement Points	
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Primary Weapon	
Dagger	
Weapon Accuracy	0
Damage & Type	D6+2
Reliability	10
Hands	1
Range	-
Effect	-
Concealability	S
Enhancement	-
Weight	0.5

Intelligence Skills	
Awareness	
Business	7
Deduction	6
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	6
Streetwise	
Tactics	
Teaching	
Wilderness Survival	6

Dexterity Skills	
Archery	
Athletics	
Crossbow	
Sleight of Hand	
Stealth	

Body Skills	
Physique	1
Endurance	25

Empathy Skills	
Charisma	6
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	6
Leadership	
Persuasion	
Performance	
Seduction	

Craft Skills	
Alchemy	6
Crafting	
Disguise	
First Aid	8
Forgery	
Pick Lock	
Trap Crafting	

Will Skills	
Courage	6
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	6
Ritual Crafting	

Training I.P.	

Reflex Skills	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	6
Staff/Spear	
Swordsmanship	

Armor		
Location	SP	Damage
Head	2(7)	
Torso	2(7)	
R. Arm	2(7)	
L. Arm	2(7)	
R. Leg	2(7)	
L. Leg	2(7)	
Notes		