

Portrait	Identity		Miscellaneous		259 Points
	Name	Bome Alenas	Created	Sep 25, 2020, 3:45 PM	1 Unspent
	Title	Half-Elf Bard	Modified	Sep 30, 2023, 11:10 AM	20 Ancestry
	Organization		Player	captainjoy	160 Attributes
	Description				60 Advantages
Gender	Male	Height	5'10"	Hair	Gold
Age	20	Weight	154 lb	Eyes	Violet
Birthday	March 14	Size	+0	Skin	Dark Brown
Religion		TL	4	Hand	Left
					-50 Disadvantages
					-3 Quirks
					56 Skills
					15 Spells

Primary Attributes	Secondary Attributes	Humanoid			Encumbrance, Move & Dodge				
[10] 11 Strength (ST)	[0] 14 Will	Roll	Location	DR	Level	Max Load	Move	Dodge	
[40] 13 Dexterity (DX)	[0] 14 Fright Check		Eyes	-9	0	0 None	24 lb	7	11
[80] 14 Intelligence (IQ)	[0] 14 Perception (Per)	3-4	Skull	-7	4	1 Light	48 lb	5	10
[10] 11 Health (HT)	[0] 14 Vision	5	Face	-5	0	2 Medium	72 lb	4	9
Basic Damage		6-7	Right Leg	-2	0	3 Heavy	144 lb	2	8
1d-1 Basic Thrust	[0] 15 Hearing	8	Right Arm	-2	0	4 X-Heavy	240 lb	1	7
1d+1 Basic Swing	[0] 14 Taste & Smell	9-10	Torso	+0	0	Lifting & Moving Things			
Point Pools		11	Groin	-3	0	24 lb	Basic Lift		
[0] 11 of 11 FP [Rested]	[20] 7 Basic Speed	12	Left Arm	-2	0	48 lb	One-Handed Lift		
[0] 11 of 11 HP [Healthy]	[0] 7 Basic Move	13-14	Left Leg	-2	0	192 lb	Two-Handed Lift		
		15	Hand	-4	0	288 lb	Shove & Knock Over		
		16	Foot	-4	0	576 lb	Running Shove & Knock Over		
		17-18	Neck	-5	0	360 lb	Carry On Back		
			Vitals	-3	0	1200 lb	Shift Slightly		

±	Reaction	±	Condition
+2	someone who can hear your voice.	+1	to influence roles
-1	when buying or selling goods, finding backers, or engaging in similar negotiations anywhere – even in the dungeon, unless the other party is neither human nor elvin.	-2	to skills when buying or selling goods, finding backers, or engaging in similar negotiations anywhere – even in the dungeon, unless the other party is neither human nor elvin.
+1	when you actively interact – negotiate, petition, trade, etc. – with IQ 6+ beings, though the GM may rule that Charisma doesn't affect Elder Things and similar alien entities.		

Melee Weapon	Usage	SL	Parry	Block	Damage	Reach	ST
Edged Rapier	Broadsword Swing	11	9	No	1d+1 cut	1,2	10
Edged Rapier	Broadsword Thrust	11	9	No	1d imp	1,2	10
Edged Rapier	Swung	15	11F	No	1d+1 cut	1,2	10
Edged Rapier	Thrust	15	11F	No	1d imp	1,2	10
Natural Attacks	Bite	13	No	No	1d-2 cr	C	
Natural Attacks	Kick	11	No		1d-1 cr	C,1	
Natural Attacks	Punch	13	10		1d-2 cr	C	
Shape Air	Shape Air	12			1d kbk	5/cost	
1d kbk / 2 points							
Small Buckler	Shield Bash	15	No	11	1d-1 cr	1	-
Sound Jet	Jet	15	No		Stuns	1/point	

Ranged Weapon	Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Concussion		15	1	1d cr ex/2 points	20/40					
Resist to avoid physical stun (E60).										
Short Bow	Arrow	14	1	1d-1 imp	110/165	1	1(2)	-6		7+
Short Bow	Bodkin Point	14	1	1d-1(2) pi						
Short Bow	Cutting Point	14	1	1d-1 cut						
Short Bow	Flaming follow-up	12	1	1 burn						

Trait	Pts	Skill / Technique	SL	RSL	Pts
☑ Bard	10	Acrobatics	11	DX-2	1
Bardic Talent 2	20	Acting	14	IQ	2
		Default: Performance-2			

Trait	Pts	📖	Skill / Technique	SL	RSL	Pts	📖
Charisma 1	5	DFA48	Bow	14	DX+1	4	DFA83
☑️ Class Advantages	25		Carousing	12	HT+1	2	DFA73
☑️ 60 Points	25		Climbing	12	DX-1	1	DFA74
Not shown: Half-Elf [20], Basic Speed +3 [15]			Connoisseur (Art)	9	IQ-5	0	DFA74
Acute Hearing 1	2	DFA46	Connoisseur (Luxuries)	11	IQ-3	0	DFA74
Bardic Talent 1	10	DFA17	Default: Savoir-Faire-3				
Energy Reserve (Magical) 4	12	DFA48	Connoisseur (Weapons)	9	IQ-5	0	DFA74
Penetrating Voice	1	DFA52	Current Affairs	14	IQ	1	DFA74
☑️ Class Disadvantages	-50		Dancing	8	DX-5	0	DFA75
Chummy	-5	DFA58	Detect Lies	12	Per-2	1	DFA75
-1 to IQ-based skills when alone			Diplomacy	14	IQ	1	DFA75
Compulsive Carousing	-10	DFA59	Disguise	9	IQ-5	0	DFA75
CR: 6 (Resist rarely)			Fast-Draw (Edged Rapier)	13	DX	1	DFA76
Impulsiveness	-5	DFA61	Fast-Talk	15	IQ+1	1	DFA76
CR: 15 (Resist almost all the time)			First Aid	14	IQ	1	DFA76
Lecherousness	-30	DFA62	Gesture	10	IQ-4	0	DFA77
CR: 6 (Resist rarely)			Heraldry	13	IQ-1	1	DFA77
Voice	10	DFA54	Default: Savoir-Faire-3				
Charm Susceptibility	-1	PU6:34	Hiking	10	HT-1	1	DFA78
I resist the Charm spell at a -5 penalty			Innate Attack (Beam)	15	DX+2	4	DFA79
Chauvinistic	-1	PU6:17	Default: Innate Attack (Projectile)-2				
Dislikes camping out—prefer staying "someplace civilized"	-1		Innate Attack (Projectile)	15	DX+2	4	DFA79
☑️ Half-Elf Ancestry	20	DFA44	Interrogation	13	IQ-1	1	DFA79
Feature: Unnatural hair colour	0		Default: Intimidation-3				
Increased Dexterity 1	20	DFA8	Intimidation	13	Will-1	1	DFA79
Magery 0	5	DFA41	Default: Acting-3				
Social Stigma (Half-Breed)	-5	DFA66	Merchant	13	IQ-1	1	DFA82
-1 Reaction; -2 to social skills with Elves and Humans			Mimicry (Speech)	14	IQ	1	DFA83
Natural Attacks	0	B271	Musical Composition	15	IQ+1	1	DFA83
			Default: Musical Instrument (Woodwind)-2				
			Musical Instrument (Woodwind)	16	IQ+2	2	DFA83
			Observation	9	Per-5	0	DFA84
			Performance	15	IQ+1	1	DFA84
			Default: Public Speaking-2				
			Poetry	13	IQ-1	1	DFA85
			Propaganda	13	IQ-1	1	DFA86
			Public Speaking	16	IQ+2	1	DFA86
			Rapier	15	DX+2	8	DFA81
			Savoir-Faire	14	IQ	1	DFA87
			Scrounging	10	Per-4	0	DFA88
			Sex Appeal	12	HT+1	1	DFA88
			Shield (Buckler)	15	DX+2	4	DFA88
			Singing	16	HT+5	1	DFA89
			Sleight of Hand	-	-	0	DFA89
			Stealth	13	DX	2	DFA89
			Streetwise	13	IQ-1	1	DFA90
			Teaching	9	IQ-5	0	DFA91
			Ventriloquism	12	IQ-2	1	DFA94
			Writing	9	IQ-5	0	DFA94
Spell				SL	RSL	Pts	📖
☑️ Choose 15 Spells						0	
Concussion				15	IQ+1	1	DFS15
Resist to avoid physical stun (E60).							
Ritual: speak a word or two OR make a small gesture; Cost: -1							
Resistance: HT-3; Class: Missile; Cast: 2-2xMagery; Time: 1-3 sec; Duration: Instant; College: Air, Sound							

Spell	SL	RSL	Pts	📖
Create Air Ritual: speak quietly and make a gesture Class: Area; Cast: 1; Time: 1 sec; Duration: Instant; College: Air	12	IQ-2	1	DFS16
Far-Hearing also part of the Knowledge college Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 4; Maintain: 2; Time: 3 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS66
Great Voice Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 1; Time: 2 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS66
Hush Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cast: 2; Maintain: 1; Time: 2 sec; Duration: 10 sec#; College: Sound	15	IQ+1	1	DFS66
Mage-Stealth Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 3 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS66
Purify Air Ritual: speak quietly and make a gesture Class: Area; Cast: 1; Time: 1 sec; Duration: Instant; College: Air, Clerical, Druidic	12	IQ-2	1	DFS16
Resist Sound Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Protection, Sound	15	IQ+1	1	DFS67
Shape Air 1d kbk / 2 points Ritual: speak quietly and make a gesture Class: Regular; Cast: 1-10; Maintain: 1-10; Time: 1 sec; Duration: 1 min; College: Air	12	IQ-2	1	DFS17
Silence Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS67
Sound Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: 1/ min; Time: 1 sec; Duration: Varies; College: Sound	15	IQ+1	1	DFS67
Sound Jet Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT -1/point; Class: Regular; Cast: 1-4; Maintain: 1-4; Time: 1 sec; Duration: 1 sec; College: Sound	15	IQ+1	1	DFS67
Thunderclap Resist to avoid being deafened. 3 (6) yard radius of effect (if <10x10x10 room). Caster at HT+2. Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Regular; Cast: 2; Time: 1 sec; Duration: Instant; College: Sound	15	IQ+1	1	DFS67
Voices Requires constant concentration. Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS68
Wall of Silence Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Sound	15	IQ+1	1	DFS68

✓	#	Carried Equipment (21.8 lb; \$1294)	Uses	TL	LC	📦	📦	📦	📦	📖
✓	1	Clothing				0	2 lb	0	2 lb	DFA110
✓	1	Short Bow				50	1.5 lb	50	1.5 lb	DFA104
✓	1	🔘 Shoulder Quiver Holds 12 arrows/bolts				10	0.5 lb	26	1.3 lb	DFA111
✓	1	Arrow				2	0.1 lb	2	0.1 lb	DFA104
✓	3	Bodkin Point Arrow Changes bow damage type to pi, and gives armor divisor (2).				2	0.1 lb	6	0.3 lb	DFA105
✓	4	Cutting Point Arrow Changes bow damage type to cut.				2	0.1 lb	8	0.4 lb	DFA105
✓	1	Edged Rapier				1000	3 lb	1000	3 lb	DFA99
✓	1	Small Buckler				40	8 lb	40	8 lb	DFA107
✓	1	Tin Whistle Two-handed. Speech impossible.				40	1 lb	40	1 lb	DFA112
✓	1	Heavy Cloth or Leather Helmet				38	3 lb	38	3 lb	DFA108

✓	#	Carried Equipment (21.8 lb; \$1294)	Uses	TL	LC						
✓	1	Helmet Lamp Uses 1 pt of oil per 12 hours, 5 yd. OR Arum's Continual Light - Torchlight				100	2 lb	100		2 lb	DFA112
✓	1	Ring (makes me feel refreshed) Taken from the skeletal body of the dead Alchemist?Venzor				0	0 lb	0		0 lb	
✓	1	Key (from Venzor's(?) body)				0	0 lb	0		0 lb	
#	Other Equipment (\$17936)		Uses	TL	LC						
1	<input checked="" type="checkbox"/>	Quick-Release Backpack 40 lb. Drop as Free Action. Fragile items break on 1 on 1d.				300	3 lb	17936		11.08 lb	DFA112
1		Magic (slighty) Scroll from Kobold infested old alchemist's ruins				0	0 lb	0		0 lb	
1	<input checked="" type="checkbox"/>	Canteen Holds 1 qt of liquid				10	1 lb	10		3 lb	DFA111
1		Water (1 Quart)				0	2 lb	0		2 lb	DFA111
1		Personal Basics Basic EQ for individual Survival				5	1 lb	5		1 lb	DFA111
1	<input checked="" type="checkbox"/>	Pouch 3 lb small items				10	0.2 lb	17610		1.08 lb	DFA111
44		Gold Coin less one night out & prostitute				400	0.02 lb	17600		0.88 lb	DFA111
4		Rations One meal				2	0.5 lb	8		2 lb	DFA111
1		Torch Burns for 1 hour, 2 yd.				3	1 lb	3		1 lb	DFA111