


Portrait	Identity		Miscellaneous		340 Points
	Name	Wilkrud Gast	Created	Feb 13, 2020 at 12:00 AM	30 Unspent
	Title	Thief	Modified	Jan 29, 2022 at 7:09 PM	12 Race
	Organization		Player	Captain Joy	184 Attributes
Description					
Gender	Male	Height	3' 11"	Hair	Black, Curly, Short
Age	34	Weight	160 lb	Eyes	Blue
Birthday	November 6	Size	-1	Skin	Tan
Religion	Thief-Wizard	TL	3	Hand	Right
35 Disadvantages					
-5 Quirks					
68 Skills					
24 Spells					

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
[10] 11 Strength (ST)	[0] 13 Will	Roll	Location	DR	Level	Max Load	Move	Dodge		
[100] 15 Dexterity (DX)	[0] 13 Fright Check	-	Eyes	-9	3	0 None	24 lb	5	9	
[60] 13 Intelligence (IQ)	[5] 14 Perception (Per)	3-4	Skull	-7	5	1 Light	48 lb	4	8	
[10] 11 Health (HT)	[0] 14 Vision	5	Face	-5	3	2 Medium	72 lb	3	7	
1d-1 Basic Thrust	[0] 14 Hearing	6-7	Right Leg	-2	3	3 Heavy	144 lb	2	6	
1d+1 Basic Swing	[0] 14 Taste & Smell	8	Right Arm	-2	3	4 X-Heavy	240 lb	1	5	
Point Pools		9-10	Torso	+0	3	Lifting & Moving Things				
[9] 14 of 14 FP [Rested]	[0] 11 of 11 HP [Healthy]	11	Groin	-3	3	24 lb Basic Lift				
		12	Left Arm	-2	3	48 lb One-Handed Lift				
		13-14	Left Leg	-2	3	192 lb Two-Handed Lift				
		15	Hand	-4	4	288 lb Shove & Knock Over				
		16	Foot	-4	4	576 lb Running Shove & Knock Over				
		17-18	Neck	-5	3	360 lb Carry On Back				
		-	Vitals	-3	3	1,200 lb Shift Slightly				

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Cutlass		Hilt punch	14	9	No	1d-1 cr	C	8
Cutlass		Swung	13	9	No	1d+1 cut	1	8
Cutlass		Thrust	13	9	No	1d imp	1	8
Large Knife		Swung	13	8	No	1d-1 cut	C,1	6
Large Knife		Thrust	13	8	No	1d-1 imp	C	6

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Large Knife		Thrown	11	0	1d-1 imp	8/16	1	T(1)	-2		6
Repeating Crossbow		Bodkin	16	1	1d+3(2) pi	77/165	1	10(3i)	-5		8+
Hold 10 bolts The shooter must take a Ready maneuver before each shot, but can shoot every other second. (LT73)											
Repeating Crossbow		Bolt	16	1	1d+3 imp	77/165	1	10(3i)	-5		8+
Hold 10 bolts The shooter must take a Ready maneuver before each shot, but can shoot every other second. (LT73)											

Advantages & Disadvantages		Pts	Icon	Skills		Diff	SL	RSL	Pts	Icon
▼ Gnome		12	DF3:10	▼ Thief					50	
Curious		-10	B129	▼ Primary Skills					27	
CR: 6 (Resist Rarely)				Forced Entry		DX/E	17	DX+2	1	B196
Giant Weapons 1		1	DF3:14	Lockpicking/TL3		IQ/A	19	IQ+6	4	B206
includes Fine +2, Equipment Bond +1, -1 One Eye bonus/penalty				Climbing		DX/A	16	DX+3	1	B183
Honest Face		1	B101	Escape		DX/H	16	DX+1	1	B192
Night Vision 5		5	B71	Stealth		DX/A	16	DX+3	12	B222
Reduced Size 1		0		Traps/TL3		IQ/A	18	IQ+5	4	B226
Resistant		5	B81	Default: Lockpicking/TL3 - 3 includes Fine +2, Equipment Bond +1, -1 One Eye bonus/penalty						
Poison; +3 to all HT rolls to resist				Filch		DX/A	15	DX+0	2	B195
Talent (Widget-Worker) 2		10	DF3:10	Pickpocket		DX/H	15	DX+0	2	B213
Lockpicks, Fine \$1000 (Signature gear gives \$500 a level and protects the 1 item it purchases)				Default: Filch - 5						
▼ Thief		-5								
▼ Class Advantages		30								
Flexibility		5	B56							
High Manual Dexterity 1		5	B59							
Perfect Balance		15	B74							
Signature Gear 2		2	GM							

Advantages & Disadvantages		Pts	GM	Skills		Diff	SL	RSL	Pts	GM
Signature Gear 3 Trap-Finder's Kit, Fine \$1250 (Signature gear gives \$500 a level and protects the 1 item it purchases)		3	GM	▼ Secondary Skills					13	
▼ Class Disadvantages		-35		Crossbow		DX/E	16	DX+1	2	B186
Appearance Ugly acid burns from trap		-8	B21	Acrobatics		DX/H	14	DX-1	1	B174
Code of Honor (Pirate's) Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a buddy except in a fair, open duel.		-5	B127	Cloak		DX/A	13	DX-2	1	B184
On the Edge CR: 15 (Resist Almost All The Time)		-7	B146	Search		Per/A	14	Per+0	2	B219
One Eye -1 DX in combat and hand-eye coordination tasks; -3 ranged attacks unless Aim first		-15	B147	Shortsword		DX/A	13	DX-2	1	B209
▼ Thief-Wizard		25	DF3:36	Sleight of Hand		DX/H	14	DX-1	1	B221
Magery 2		25	B66	Default: Filch - 5						
▼ Collector		5	P3.89:9	Gesture		IQ/E	13	IQ+0	1	B198
Claim to Hospitality Collector's - Collector's		10	B41	Holdout		IQ/A	13	IQ+0	2	B200
Code of Honor Collector's		-15	P3.89:9	Default: Sleight of Hand - 3						
Duty (To Havens) FR: 15		-15	B133	Shadowing		IQ/A	13	IQ+0	2	B219
Extra Life 1		25	B55	Default: Stealth - 4						
▼ Quirks etc.		-3		▼ Background Skills					10	
Amnesia can't recall how my face got scarred		-1	B162	Scrounging		Per/E	16	Per+2	1	B218
Compulsion Check and inventory equipment or be Confused (B129)		-1	PU6:27	Brawling		DX/E	14	DX-1	1	B182
Equipment Bond (Lockpicks)		1	PU2:9	Fast-Draw (Knives)		DX/E	15	DX+0	1	B194
Equipment Bond (Trap-Finder's Kit)		1	PU2:9	Fast-Draw (Swords)		DX/E	15	DX+0	1	B194
Mind-Numbing Magnetism - Pensive		-1	PU6:15	First Aid/TL3		IQ/E	13	IQ+0	1	B195
Sleep of the Dead		-1	PU6:24	Observation		Per/A	13	Per-1	1	B211
Trivial Reputation tbd		-1	PU6:33	Carousing		HT/E	11	HT+0	1	B183
				Cartography/TL3		IQ/A	12	IQ-1	1	B183
				Hiking		HT/A	10	HT-1	1	B200
				Poisons/TL3		IQ/H	11	IQ-2	1	B214
				Default: Pharmacy/TL3 (Herbal) - 3						
				▼ Thief-Wizard					3	DF3:36
				Occultism		IQ/A	12	IQ-1	1	B212
				Thaumatology		IQ/VH	12	IQ-1	1	B225
				Alchemy/TL3		IQ/VH	10	IQ-3	1	B174
				▼ Wilderness Training					15	DF16:5
				Boating/TL3 (Unpowered)		DX/A	14	DX-1	1	B180
				Fishing		Per/E	14	Per+0	1	B195
				Camouflage		IQ/E	13	IQ+0	1	B183
				Default: Survival (Salt-Water Sea) - 2						
				Survival (Salt-Water Sea)		Per/A	13	Per-1	1	B223
				Survival (Swampland)		Per/A	13	Per-1	1	B223
				Tracking		Per/A	13	Per-1	1	B226
				Disguise/TL3 (Animals)		IQ/A	12	IQ-1	1	B187
				Navigation/TL3 (Land)		IQ/A	12	IQ-1	1	B211
				Prospecting/TL3		IQ/A	12	IQ-1	1	B216
				Weather Sense/TL3		IQ/A	12	IQ-1	1	B209
				Mimicry (Animal Sounds)		IQ/H	11	IQ-2	1	B210
				Mimicry (Bird Calls)		IQ/H	11	IQ-2	1	B210
				Naturalist (Earthlike)		IQ/H	11	IQ-2	1	B211
				Pharmacy/TL3 (Herbal)		IQ/H	11	IQ-2	1	B213
				Swimming		HT/E	7	HT+0	1	B224

Spells	Resist	Class	College	Cost	Maintain	Time	Duration	Difficulty	SL	RSL	Pts	GM	
▼ Thief-Wizard												24	DF3:36
Sense Foes Ritual: speak quietly and make a gesture		Info/ Area	Communication & Empathy	1/area, min 2	-	1 sec	Instant	IQ/H	13	IQ+0	1	M44	
Seek Earth Ritual: speak quietly and make a gesture		Info	Earth	3	-	10 sec	Instant	IQ/H	13	IQ+0	1	M50	

Spells	Resist	Class	College	Cost	Maintain	Time	Duration	Difficulty	SL	RSL	Pts	📖
Seek Pass Ritual: speak quietly and make a gesture		Info	Earth	3	-	10 sec	Instant	IQ/H	13	IQ+0	1	M51
Shape Earth Ritual: speak quietly and make a gesture		Regular	Earth	1/25 cu ft	Half	1 sec	1 min	IQ/H	13	IQ+0	1	M50
Detect Poison Ritual: speak quietly and make a gesture		Area/Info	Healing, Protection	2	-	2 sec	-	IQ/H	13	IQ+0	1	M166
Analyze Magic Ritual: speak quietly and make a gesture		Info	Knowledge	8	-	1 hr	Instant	IQ/H	13	IQ+0	1	M102
Aura Ritual: speak quietly and make a gesture		Info	Knowledge	3	-	1 sec	Instant	IQ/H	13	IQ+0	1	M101
Detect Magic Ritual: speak quietly and make a gesture		Regular	Knowledge	2	-	5 sec	Instant	IQ/H	13	IQ+0	1	M101
Identify Spell Ritual: speak quietly and make a gesture		Info	Knowledge	2	-	1 sec	Instant	IQ/H	13	IQ+0	1	M102
Mage Sense Ritual: speak quietly and make a gesture		Info	Knowledge	3	2	1 sec	1 min	IQ/H	13	IQ+0	1	M102
Mage Sight Ritual: speak quietly and make a gesture		Regular	Knowledge	3	2	1 sec	1 min	IQ/H	13	IQ+0	1	M102
See Secrets Ritual: speak quietly and make a gesture		Regular	Knowledge	5	2	5 sec	1 min	IQ/H	13	IQ+0	1	M107
Seek Magic Ritual: speak quietly and make a gesture		Info	Knowledge	6	-	10 sec	Instant	IQ/H	13	IQ+0	1	M102
Seeker Ritual: speak quietly and make a gesture		Info	Knowledge	3	-	1 sec	Instant	IQ/H	13	IQ+0	1	M105
Dark Vision Can see in pitch darkness and ignore Darkness spell. Ritual: speak quietly and make a gesture		Regular	Light & Darkness	5	2	1 sec	1 min	IQ/H	13	IQ+0	1	M111
Infra-vision Ritual: speak quietly and make a gesture		Regular	Light & Darkness	3	1	1 sec	1 min	IQ/H	13	IQ+0	1	M111

Spells	Resist	Class	College	Cost	Maintain	Time	Duration	Difficulty	SL	RSL	Pts	📖
See Invisible Ritual: speak quietly and make a gesture		Regular	Light & Darkness	4	2	1 sec	1 min	IQ/H	13	IQ+0	1	M113
Keen Vision Ritual: speak quietly and make a gesture		Regular	Mind Control	1/pt increase	Half	1 sec	30 min	IQ/H	13	IQ+0	1	M133
Appotation Ritual: speak quietly and make a gesture		Regular	Movement	Varies		1 sec	1 min	IQ/H	13	IQ+0	1	M142
Light Tread Ritual: speak quietly and make a gesture		Regular	Movement	4	1	1 sec	10 min	IQ/H	13	IQ+0	1	M145
Lockmaster Resisted by Magelock Ritual: speak quietly and make a gesture		Regular	Movement	3	-	10 sec	Instant	IQ/H	13	IQ+0	1	M144
Locksmith +5 to Lockpicking skill Ritual: speak quietly and make a gesture		Regular	Movement	2	2	1 sec	1 min	IQ/H	13	IQ+0	1	M143
Undo Ritual: speak quietly and make a gesture		Regular	Movement	Varies	Varies	1 sec	Instant	IQ/H	13	IQ+0	1	M145
Sense Danger Ritual: speak quietly and make a gesture		Info	Protection	3	-	1 sec	Instant	IQ/H	13	IQ+0	1	M166

☑	#	Carried Equipment (71.96 lb; \$46,510)	Uses	\$	📖	📖	📖	📖	📖
☑	1	Crossbow Sling 1 turn to ready, Free action to sling.		100	1 lb	100	1 lb	DF1:25	
☑	1	Repeating Crossbow Hold 10 bolts		500	10 lb	500	10 lb	LT73	
☑	10	Crossbow Bolt		2	0.06 lb	20	0.6 lb	LT76	
☑	1	▼ Hip Quiver Holds 20 arrows/bolts		15	1 lb	55	2.6 lb	DF1:24	
☑	10	Arrow, Bodkin Changes damage to piercing with armor divisor of (2).		2	0.1 lb	20	1 lb	B277	
☑	10	Crossbow Bolt		2	0.06 lb	20	0.6 lb	LT76	
☑	1	Cutlass		500	2 lb	500	2 lb	LT56	
☑	1	Large Knife		40	1 lb	40	1 lb	LT58	
	1	Cloak, Leather, Freeman (Status 0)		60	2 lb	60	2 lb	LT99	
☑	1	Ironskin Amulet Alchemical.		28,720	0.25 lb	28,720	0.25 lb	DF1:30	
☑	1	25 pt Powerstone	25	12,000	0.01 lb	12,000	0.01 lb	M20	
☑	1	▼ Collectors Kit		0	0 lb	40	4 lb		
☑	1	Clothing, Ordinary, Freeman (Status 0)		0	2 lb	0	2 lb	LT98	
☑	1	Shoes		40	2 lb	40	2 lb	B284	
☑	1	▼ Delver's Webbing 20 lb small items. Ready/Fast-Draw. +1 to Fast-Draw.		160	3 lb	4,140	20 lb	DF1:25	
☑	1	Lockpicks, Fine +2 to Lockpicking		1,000	2 lb	1,000	2 lb	DF1:25	
☑	1	Trap-Finder's Kit, Fine +2 to Traps		1,250	10 lb	1,250	10 lb	DF4:12	

☑	#	Carried Equipment (71.96 lb; \$46,510)	Uses	\$	🎒	📦	📦	📦	📖
☑	1	Luminous Dust +1 to find hidden doors		20	0.5 lb	20	0.5 lb	DF8:37	
☑	1	Scribe's Kit		50	2 lb	50	2 lb	DF1:24	
☑	3	Minor Healing Potion Potion. 1d HP.		120	0.5 lb	360	1.5 lb	DF1:29	
☑	1	Speed Potion Potion. +1 BS and Move per dose, max 3. 3d×4 min.		550	0.5 lb	550	0.5 lb	DF1:29	
☑	1	Universal Antidote Potion. Instantly cures all poisons.		750	0.5 lb	750	0.5 lb	DF1:29	
	1	▼ Backpack, Small holds 40 lbs.		60	3 lb	335	28.5 lb	B288	
☑	1	Tent, 1-Man Includes ropes; no poles needed		50	5 lb	50	5 lb	B288	
☑	1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	1 lb	5	1 lb	B288	
☑	1	Blanket		20	4 lb	20	4 lb	B288	
☑	15	Traveler's Rations One meal		2	0.5 lb	30	7.5 lb	B288	
☑	3	Scorpion Venom (in an old Paut vial)		0	0.5 lb	0	1.5 lb		
☑	1	▼ Canteen hold 1 quart		10	1 lb	10	3 lb	B288	
☑	1	Essential Water - 1 quart		0	2 lb	0	2 lb		
☑	1	Paut Potion. 4 FP (Magic).		135	0.5 lb	135	0.5 lb	DF1:29	
☑	1	Cloth, Padded Arm Armor Don: 8 secs; Holdout: 0; Flexible and susceptible to blunt trauma (p. B379)		25	3 lb	25	3 lb	LTIA7	

#	Other Equipment (\$1,000)	Uses	\$	🎒	📦	📦	📦	📖
1	Plate, Light Torso Armor Lightened (-25%); Don: 45 secs; Holdout: -3; Reaction Pen.-2		1,000	6 lb	1,000	6 lb	LTIA5	
1	▼ Wishlist		0	0 lb	0	0 lb		

Notes

▼ CHARACTER BUILD

To the Thief Template (DF1:12) template, I have dropped:

- 30 pts of "a further 30 points" advantages
- 20 pts DX 15 --> 14
- 20 pts IQ 13 --> 12
- 2 pts Smuggling dropped per P3.89:9
- 2 pts Steetwise dropped per P3.89:9
- 2 pts Urban Survival dropped per P3.89:9
- 0 pts B.S. 5.75 --> 6.00, Move dropped by one

This freed up 76 points for:

- 20 pts Gnome template (DF3:10)
- 50 pts Thief-Wizard lens (DF3:36)
- 1 pt for Giant Weapons 1 perk
- 5 pts for my Signature Gear

Curious (≤6) for -10 points comes from combining -5 point versions of the disadvantage from the Thief and Gnome templates.

With my 5 quirks, I bought 2 perks, 2 extra spells, and put an extra point into my Crossbow skill.

The following Wilderness Training lens skills overlapped with my Thief skills, which is why they don't show up in the Wilderness Training lens:

- Climbing (Thief Template)
- Stealth (Thief Template)
- Hiking (Thief Template)

Signature Gear - Lockpicks, Fine

- \$1000 from Signature Gear 2
- \$1000 for cost of Lockpicks, Fine
- \$0 put towards extra equipment

Signature Gear - Trap-Finder's Kit, Fine

- \$1500 from Signature Gear 3
- \$1250 for cost of Trap-Finder's Kit, Good
- \$250 put towards extra equipment

Starting Wealth: \$1350

Signature Gear: \$2500

Collectors Kit: \$203

Gift from elaxter: \$275

Total Wealth: \$4328

Reboot

+20 pts DX 14-->15

+20 pts IQ 12-->13

COMBAT**Cloak (B184)**

My light, waist-length cloak provides DB +1 and has DR 1 and 3 HP. It is considered Homogenous (B577)

- Feint: by snapping it in my opponent's face of blocking his vision.
- Grapple: use Cloak skill, range C, 1. (B370, B404)
- Entangle or Ensnare: use Cloak skill (B275-6, B411)

Prepping for Combat

Dropping my backpack will get me down to Light Encumbrance