

# CHARACTER SHEET: BASICS



EXPERIENCE: <b>150,000</b>	LEVEL: <b>10</b>	NAME OF CHARACTER: <i>Sly Platinumpusher</i> PLAYER: <i>Matt</i>
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Stat	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility (Ag)	<u>99</u>	<u>99</u>	<u>+9</u>	<u>+6</u>	<u>0</u>	<u>+15</u>
Constitution (Co)	<u>97</u>	<u>97</u>	<u>+8</u>	<u>+6</u>	<u>0</u>	<u>+14</u>
Memory (Me)	<u>70</u>	<u>70</u>	<u>+1</u>	<u>0</u>	<u>0</u>	<u>+1</u>
Reasoning (Re)	<u>77</u>	<u>77</u>	<u>+2</u>	<u>0</u>	<u>0</u>	<u>+2</u>
Self Discipline (SD)	<u>73</u>	<u>73</u>	<u>+1</u>	<u>-4</u>	<u>0</u>	<u>-3</u>
Empathy (Em)	<u>64</u>	<u>64</u>	<u>0</u>	<u>-2</u>	<u>0</u>	<u>-2</u>
Intuition (In)	<u>92</u>	<u>94</u>	<u>+6</u>	<u>0</u>	<u>0</u>	<u>+6</u>
Presence (Pr)	<u>68</u>	<u>68</u>	<u>0</u>	<u>-6</u>	<u>0</u>	<u>-6</u>
Quickness (Qu)	<u>97</u>	<u>98</u>	<u>+8</u>	<u>+4</u>	<u>0</u>	<u>+12</u>
Strength (St)	<u>90</u>	<u>90</u>	<u>+5</u>	<u>-8</u>	<u>0</u>	<u>-3</u>



COMMONLY USED SKILLS			
Skill	Ranks	Bonus	Skill

COMMONLY USED EQUIPMENT			
Item (Description)	Location	Weight	
<u>+10NM Leather Breastplate</u>	<u>Worn</u>	<u>10 lbs</u>	

NOTES

+30 DB/RR against Heat/Cold

Race: Halfling, Haerfeat  
 Profession: Ranger  
 Training Packages:  
Shaman Priest, Amateur Mage 1, Assassin  
 Realm: Channeling

Armor: 9 Leather Breastplate  
 Weight Penalty: 0  
 Base Movement Rate: 55' 9"/rd  
 Moving Maneuver Penalty: -5  
 Missile Penalty: 0

Quickness Bonus: +36  
 Armor Quickness Penalty: 0  
 Shield Bonus: \_\_\_\_\_  
 Special: \_\_\_\_\_  
 Total DB: +36  
1)+10 NM Leather Breastplate (AT-9): DB +10

RESISTANCE ROLLS			
Type	Race	Stat	Total
Chann.	<u>0</u>	<u>+18</u> (3x In)	<u>+18</u>
Essence	<u>+50</u>	<u>-6</u> (3x Em)	<u>+44</u>
Mentalism	<u>+40</u>	<u>-18</u> (3x Pr)	<u>+22</u>
Poison	<u>+30</u>	<u>+42</u> (3x Co)	<u>+72</u>
Disease	<u>+15</u>	<u>+42</u> (3x Co)	<u>+57</u>
Fear	<u>0</u>	<u>-9</u> (3x SD)	<u>-9</u>

RACE / STAT / FIXED INFO

Soul Departure (Rounds): 18  
 Recovery Multiplier: 0.5  
 Body Development Progression: 0\*6\*2\*2\*1  
 PP Development Progression: 0\*6\*5\*4\*3

ROLE TRAITS

Demeanor: Cheery and wanderlustful  
 Appearance: 94 (App.) Age: (17) 29  
 Gender: female Skin: Porcelain  
 Height: 3' 0" Weight: 63 lbs  
 Hair: Fierly Red Eyes: Jade Green  
 Personality: Moral, Ethical, Principled(23) vs Amoral  
 Motivation: Acquire xxx for yyy

	Hits	Exhaustion points	Power Points
	<b>102</b>	<b>82</b>	<b>60</b>
Active	1 / 3 h	1 / 3 min	1 / 3 h
Resting	7 / 1 h	8 / 1 min	3 / 1 h
Sleeping	28 / 3 h	All / 30 min	30 / 3 h

Alignment: Government Loyalist (12) vs Rebels  
generated by Rolemaster Office, http://rmooffice.sf.net

# CHARACTER SHEET: SKILL CATEGORIES



CHARACTER: *Sly Platinumpusher*

LEVEL: 10

Skill Category	Stats	DP costs	Ranks	New Rk	Rank	Stat	Prof	Special	Total
Armor - Heavy	St/Ag/St	5/5/5		■□□	-15	+9			-6
Armor - Light	Ag/St/Ag	2/2/2	1	■□□	+2	+27			+29
Armor - Medium	St/Ag/St	4/4/4		■□□	-15	+9			-6
Artistic - Active	Pr/Em/Ag	2/5	1	■□□	+2	+7			+9
Artistic - Passive	Em/In/Pr	2/5	1	■□□	+2	-2			
Athletic - Brawn	St/Co/Ag	3/7	1	■□□	+2	+26	+5		+33
Athletic - Endurance	Co/Ag/St	1/5	4	■□□	+8	+26	+5		+39
Athletic - Gymnastics	Ag/Qu/Ag	3/6	2	■□□	+4	+42	+5		+51
Awareness - Perceptions	In/SD/In	3/12	n/a	+		+9	+10		+19
Awareness - Searching	In/Re/SD	1/4	5	■□□	+10	+5	+10		+25
Awareness - Senses	In/SD/In	2/5	3	■□□	+6	+9	+10		+25
Body Development	Co/SD/Co	4/12	n/a	○		+25	+5	+10	+40
Combat Maneuvers	Ag/Qu/SD	5/12	n/a	*		+24			+24
Communications	Re/Me/Em	3/3/3	3	■□□	+6	+1			+7
Crafts	Ag/Me/SD	4/10	n/a	*		+13			+13
Directed Spells	Ag/SD/Ag	15		■□□	-15	+27			+12
Influence	Pr/Em/In	2/6	1	■□□	+2	-2			
Lore - General	Me/Re/Me	1/3	8	■□□	+16	+4			+20
Lore - Magical	Me/Re/Me	3/6	2	■□□	+4	+4			+8
Lore - Obscure	Me/Re/Me	3/7	1	■□□	+2	+4			+6
Lore - Technical	Me/Re/Me	2/6	2	■□□	+4	+4			+8
Martial Arts - Combat Maneuvers	Ag/Qu/SD	8	n/a	*		+24			+24
Martial Arts - Striking	St/Ag/St	4		■□□	-15	+9			-6
Martial Arts - Sweeps	Ag/St/Ag	4	1	■□□	+2	+27			+29
Outdoor - Animal	Em/Ag/Em	1/5	8	■□□	+16	+11	+20		+47
Outdoor - Environmental	SD/In/Me	1/3	6	■□□	+12	+4	+20		+36
Power Awareness	Em/In/Pr	5	2	■□□	+4	-2			+2
Power Manipulation	Em/In/Pr	6/12	n/a	*		-2			-2
Power Point Development	In	8	n/a	○		+6			+6
Resistance		3/8		■□□	-15	0			-15
Science/Analytic - Basic	Re/Me/Re	2/5	2	■□□	+4	+5			+9
Science/Analytic - Specialized	Re/Me/Re	8	n/a	*		+5			+5
Self Control	SD/Pr/SD	2/7	1	■□□	+2	-12			-10
Special Attacks	St/Ag/SD	3/9	n/a	*		+9			+9
Special Defenses		30	n/a	*		0			
Subterfuge - Attack	Ag/SD/In	6	1	■□□	+2	+18			+20
Subterfuge - Mechanics	In/Ag/Re	4	2	■□□	+4	+23			+27
Subterfuge - Stealth	Ag/SD/In	1/5	10	■□□	+20	+18	+5		+43
Tech./Trade - General	Re/Me/SD	3/7	1	■□□	+2	0			+2
Tech./Trade - Professional	Re/Me/In	8	n/a	*		+9			+9
Tech./Trade - Vocational	Me/In/Re	5/12	n/a	*		+9			+9
Urban	In/Pr/Re	3/6	1	■□□	+2	+2			+4
Weapon - 1-Hand Concus	St/Ag/St	6		■□□	-15	+9	+5		-1
Weapon - 1-Hand Edged	St/Ag/St	4	7	■□□	+14	+9	+5		+28
Weapon - 2-Handed	St/Ag/St	9		■□□	-15	+9	+5		-1
Weapon - Missile	Ag/St/Ag	3/7	9	■□□	+18	+27	+5		+50
Weapon - Missile Artillery	In/Ag/Re	9		■□□	-15	+23	+5		+13
Weapon - Pole Arms	St/Ag/St	6		■□□	-15	+9	+5		-1
Weapon - Thrown	Ag/St/Ag	6	2	■□□	+4	+27	+5		+36
Spells									
Arcane - Closed	Em/In/Pr	18	n/a	+		0			
Arcane - Open	Em/In/Pr	12	n/a	+		0			
Arcane - Other Base Lists	Em/In/Pr	40	n/a	+		0			
Other Realm - Closed		45	n/a	+		0			
Other Realm - Open		30	n/a	+		0			
Other Realm - Other Base Lists		80	n/a	+		0			
Other Realm - Training package		12/12	n/a	+		0			
Own Realm - Closed	In	10/10	n/a	+		+6			+6
Own Realm - Open	In	8/8	n/a	+		+6			+6
Own Realm - Other Base Lists	In	25	n/a	+		+6			+6
Own Realm - Own Base Lists	In	6/6/6	n/a	+		+6			+6
Own Realm - Training package	In	6/6/6	n/a	+		+6			+6

# CHARACTER SHEET: SKILLS



CHARACTER: *Sly Platinumpusher*

LEVEL: 10

Skill		Ranks	New Rk	Rank	Category	Special	Total	Item
Acrobatics	Athletic - Gymnastics	2	■□□	+6	+51		+57	
Alertness	Awareness - Perceptions	8	+	+8	+19		+27	
Ambush	Subterfuge - Attack	4	■□□	+12	+20		+32	
Animal Handling	Outdoor - Animal	3	■□□	+9	+47		+56	
Attunement	Power Awareness	3	■□□	+9	+2		+11	
Basic Math	Science/Analytic - Basic	1	■□□	+3	+9		+12	
Body Development	Body Development	11	○	+62	+40		+102	
Cabis	Weapon - 1-Hand Edged	10	■□□	+30	+28		+58	
Cabis (Thrown)	Weapon - Thrown	2	■□□	+6	+36		+42	
Caving	Outdoor - Environmental	8	■□□	+24	+36		+60	
Climbing	Athletic - Gymnastics	2	■□□	+6	+51		+57	
Contortions	Athletic - Gymnastics	2	■□□	+6	+51		+57	
Cooking	Crafts	2	*	+10	+13		+23	
Culture Lore "Own"	Lore - General	3	■□□	+9	+20		+29	
Demon/Devil Lore	Lore - Obscure	1	■□□	+3	+6		+9	
Detect Traps	Awareness - Searching	3	■□□	+9	+25		+34	
Diplomacy	Influence	2	■□□	+6			+6	
Direction Sense	Awareness - Senses	1	■□□	+3	+25		+28	
Disarm Foe (armed)	Special Attacks	4	*	+20	+9		+29	
Disarming Traps	Subterfuge - Mechanics	1	■□□	+3	+27		+30	
Duping	Influence	1	■□□	+3			+3	
Fauna Lore	Lore - General	1	■□□	+3	+20		+23	
First Aid	Tech./Trade - General	1	■□□	+3	+2		+5	
Fletching	Crafts	8	*	+40	+13		+53	
Flora Lore	Lore - General	1	■□□	+3	+20		+23	
Foraging	Outdoor - Environmental	7	■□□	+21	+36		+57	
Gambling	Tech./Trade - General	1	■□□	+3	+2		+5	
Herb Lore	Lore - Technical	6	■□□	+18	+8		+26	
Hiding	Subterfuge - Stealth	8	■□□	+24	+43		+67	
History	Lore - General	1	■□□	+3	+20		+23	
Hunting	Outdoor - Environmental	1	■□□	+3	+36		+39	
Leather-crafts	Crafts	2	*	+10	+13		+23	
Lie Perception	Awareness - Searching	2	■□□	+6	+25		+31	
Lock Lore	Lore - Technical	1	■□□	+3	+8		+11	
Martial Arts Sweeps 1	Martial Arts - Sweeps	1	■□□	+3	+29		+32	
Observation	Awareness - Searching	5	■□□	+15	+25		+40	
Picking Locks	Subterfuge - Mechanics	1	■□□	+3	+27		+30	
Picking Pockets	Subterfuge - Stealth	1	■□□	+3	+43		+46	
Planar Lore	Lore - Magical	1	■□□	+3	+8		+11	
Poison Lore	Lore - Technical	3	■□□	+9	+8		+17	
Poison Perception	Awareness - Searching	2	■□□	+6	+25		+31	
Power Points	Power Point Development	9	○	+54	+6		+60	
Prepare Herbs	Tech./Trade - Vocational	1	*	+5	+9		+14	
Read Runes	Power Awareness	1	■□□	+3	+2		+5	
Reading Tracks	Awareness - Searching	6	■□□	+18	+25		+43	
Region Lore "home"	Lore - General	3	■□□	+9	+20		+29	
Religion	Lore - General	1	■□□	+3	+20		+23	
Riding	Outdoor - Animal	3	■□□	+9	+47		+56	
Rigid Leather	Armor - Light	6	■□□	+18	+29		+47	
Rope Mastery	Crafts	2	*	+10	+13		+23	
Sling	Weapon - Missile	13	■□□	+36	+50		+86	2+10
Spoken Common Speech	Communications	8	■□□	+24	+7		+31	
Spoken Grey Elvish	Communications	5	■□□	+15	+7		+22	
Spoken Orcish	Communications	2	■□□	+6	+7		+13	
Spoken Small Speech	Communications	8	■□□	+24	+7		+31	
Sprinting	Athletic - Endurance	4	■□□	+12	+39		+51	
Stalking	Subterfuge - Stealth	8	■□□	+24	+43		+67	
Survival	Outdoor - Environmental	3	■□□	+9	+36		+45	
Swimming	Athletic - Endurance	4	■□□	+12	+39		+51	
Tracking	Awareness - Searching	7	■□□	+21	+25		+46	
Trapping	Crafts	2	*	+10	+13		+23	
Tumbling	Athletic - Gymnastics	2	■□□	+6	+51		+57	
Undead Lore	Lore - Magical	1	■□□	+3	+8		+11	
Using Prepared Herbs	Tech./Trade - General	3	■□□	+9	+2		+11	

# CHARACTER SHEET: SKILLS



CHARACTER: *Sly Platinumpusher*

LEVEL: 10

Skill		Ranks	New Rk	Rank	Category	Special	Total	Item
<i>Using/Removing Poison</i>	<i>Subterfuge - Mechanics</i>	1	■□□	+3	+27		+30	
<i>Written Common Speech</i>	<i>Communications</i>	6	■□□	+18	+7		+25	
<i>Written Grey Elvish</i>	<i>Communications</i>	1	■□□	+3	+7		+10	
<i>Written Small Speech</i>	<i>Communications</i>	6	■□□	+18	+7		+25	
<b>Spell lists</b>								
<i>Barrier Law</i>	<i>Own Realm - Open</i>	2	+	+2	+6		+8	
<i>Blood Law</i>	<i>Own Realm - Closed</i>	3	+	+3	+6		+9	
<i>Calm Spirits</i>	<i>Own Realm - Closed</i>	4	+	+4	+6		+10	
<i>Concussion's Ways</i>	<i>Own Realm - Open</i>	6	+	+6	+6		+12	
<i>Creations</i>	<i>Own Realm - Closed</i>	2	+	+2	+6		+8	
<i>Moving Ways</i>	<i>Own Realm - Own Base Lists</i>	4	+	+4	+6		+10	
<i>Nature's Guises</i>	<i>Own Realm - Own Base Lists</i>	1	+	+1	+6		+7	
<i>Nature's Law</i>	<i>Own Realm - Open</i>	3	+	+3	+6		+9	
<i>Nature's Summons</i>	<i>Own Realm - Own Base Lists</i>	5	+	+5	+6		+11	
<i>Nature's Way</i>	<i>Own Realm - Own Base Lists</i>	1	+	+1	+6		+7	
<i>Path Mastery</i>	<i>Own Realm - Own Base Lists</i>	3	+	+3	+6		+9	
<i>Purifications</i>	<i>Own Realm - Open</i>	2	+	+2	+6		+8	
<i>Sound's Way</i>	<i>Own Realm - Open</i>	1	+	+1	+6		+7	





# CHARACTER SHEET: ALL SKILLS



CHARACTER: *Sly Platinumpusher*

LEVEL: 10

Acrobatics +57	Detect Traps +34	Mental Control (Assault) -32	Spell Concentration -25	Written Orcish -8
Acting -6	Diagnostics -21	Mental Control (Defense) -52	Spell Lore -7	Written Plains Speech -8
Administration -21	Diplomacy +6	Metal Lore -7	Spell Mastery -32	Written Sea Speech -8
Adrenal Balance -25	Directed Spell -3	Metal-crafts -17	Spell Trickery -32	Written Small Speech +25
Adrenal Concentration -25	Direction Sense +28	Midwifery -21	Spoken Black Speech -8	Written South Speech -8
Adrenal Defense -30	Disarm Foe (armed) +29	Military Organization -21	Spoken Common Speech +31	Written Troglodyte Speech -8
Adrenal Deflecting -6	Disarm Foe (unarmed) -21	Mimery -6	Spoken Dwarvish -8	Written Wood Speech -8
Adrenal Evasion -6	Disarming Traps +30	Mimicry -6	Spoken Elvish -8	Xeno-Lore -9
Adrenal Landing -25	Disguise +12	Mingling -11	Spoken Gnoll Speech -8	
Adrenal Leaping -25	Distance Running +24	Mining -21	Spoken Gnome Speech -8	
Adrenal Quickdraw -25	Divination -13	Missile Deflecting -6	Spoken Goblin Speech -8	
Adrenal Resistance -30	Divination Lore -7	Mnemonics -25	Spoken Grey Elvish +22	
Adrenal Speed -25	Diving +36	Mounted Combat -6	Spoken High Elvish -8	
Adrenal Stabilization -25	Dowsing -21	Music -15	Spoken High Man -8	
Adrenal Strength -25	Doze -21	Musical Instrument -6	Spoken Hill Speech -8	
Adrenal Toughness -30	Drafting -17	Navigation -21	Spoken Hobgoblin Speech -8	
Advanced Math -25	Dragon Lore -9	Nerve Strikes -21	Spoken North Speech -8	
Advertising -21	Dream Control -25	Observation +40	Spoken Orcish +13	
Alchemy -25	Dream Lore -7	Operating Equipment -13	Spoken Plains Speech -8	
Alertness +27	Dreamworld Control -25	Orienteering -13	Spoken Sea Speech -8	
Ambush +32	Dreamworld Lore -7	Painting -15	Spoken Small Speech +31	
Anatomy -6	Driving +32	Philosophy +5	Spoken South Speech -8	
Animal Handling +56	Dummy -6	Physics -25	Spoken Troglodyte Speech -8	
Animal Healing +32	Duping +3	Picking Locks +30	Spoken Wood Speech -8	
Animal Mastery "horse" +32	Engineering -21	Picking Pockets +46	Sprinting +51	
Animal Training "horse" +32	Evaluate Armor -21	Planar Lore +11	Stalking +67	
Anthropology -25	Evaluate Metal -21	Plate -21	Star-gazing +21	
Appraisal -21	Evaluate Stone -21	Poetic Improvisation -6	Stilt-walking +36	
Architecture -21	Evaluate Weapon -21	Poetry -15	Stone Lore -7	
Architecture -21	Faerie Lore -9	Poison Lore +17	Stone-crafts -17	
Artifact Lore -7	Familiar Mastery +32	Poison Perception +31	Streetwise -11	
Astronomy -25	Fauna Lore +23	Pole-vaulting +36	Stun removal -25	
Athletic Games (Brawn) +18	Fent (armed) -21	Power Perception -13	Stunned Maneuvering -25	
Athletic Games (Endu.) +24	Fent (unarmed) -21	Power Points +60	Subdual -6	
Athletic Games (Gymn.) +36	First Aid +5	Power striking +18	Summoning -32	
Attunement +11	Fletching +53	Power throwing +18	Surfing +36	
Basic Math +12	Fletching -17	Prepare Herbs +14	Surgery -21	
Begging -13	Flora Lore +23	Prepare Poisons -21	Surveillance +10	
Biochemistry -25	Flying/Gliding +36	Propaganda -15	Survival +45	
Blind Fighting (MA) -6	Folklore "Own" +5	Psychology -25	Swashbuckling -6	
Blind Fighting (with Weapons) -6	Folklore +5	Public Speaking -15	Swimming +51	
Blocking +14	Foraging +57	Quickdraw -6	Symbol Lore -7	
Boat Pilot -21	Forgery +12	Racial Attack -21	Tackling -21	
Body Development +102	Frenzy -25	Rappelling +36	Tactical Games -13	
Boxing -21	Gambling +5	Read Runes +5	Tactics -21	
Brawling -21	Gimmickry -21	Reading Tracks +43	Tale Telling -6	
Bribery -15	Glyph Lore -7	Reality Awareness +10	Targeting -32	
Calligraphy -17	Healing Trance -25	Region Lore "home" +29	Teaching -15	
Camouflage +12	Heraldry +5	Region Lore +5	Tightrope-walking +36	
Cartography -21	Herb Lore +26	Religion +23	Time Sense +10	
Caving +60	Herding +32	Research -6	Tracking +46	
Chain Mail -21	Hide Magic -13	Resistance Channeling -30	Trading -15	
Channeling -12	Hiding +67	Resistance Disease -30	Trading Lore -7	
Chemistry -25	Hiding Items +12	Resistance Essence -30	Transcend Armor -32	
Chi Powers Lore -9	History +23	Resistance Fear -30	Trap Building +12	
Chi Powers: Buddha's Palm -21	Horticulture -17	Resistance Mentalismn -30	Trapping +23	
Chi Powers: Cloth Lance -6	Hunting +39	Resistance Poison -30	Trapping -17	
Chi Powers: Continuous Strikes -21	Hypnosis -21	Reverse Stroke -6	Trickery +28	
Chi Powers: Distance Strike -21	Interrogation -15	Riding +56	Tumbling +57	
Chi Powers: Elemental Fist -21	Jousting (Lancing) -21	Rigid Leather +47	Tumbling Evasion -6	
Chi Powers: Falling Leaf -25	Juggling +36	Rope Mastery +23	Two-Weapon Fighting -6	
Chi Powers: Fantastic Leap -25	Jumping +18	Rope Mastery -17	Undead Lore +11	
Chi Powers: Fists of Iron -21	Languages -8	Rowing +24	Using Prepared Herbs +11	
Chi Powers: Hold Breath -25	Leadership -15	Sailing -13	Using/Removing Poison +30	
Chi Powers: Leaping Strike -6	Leather-crafts +23	Sanity Healing -21	Ventriloquism -6	
Chi Powers: Light Feet -25	Leather-crafts -17	Scaling +24	Vital Points Lore -9	
Chi Powers: Lizard's Climb -25	Lie Perception +31	Scribing -17	Warding Lore -7	
Chi Powers: No Shadow Attack -25	Lip Reading -8	Scrounging -11	Weapon Style (Advanced) -6	
Chi Powers: Poison Fist -21	Locate Hidden +10	Sculpting -15	Weapon Style (Basic) -6	
Chi Powers: Resist Elements -25	Lock Lore +11	Second Aid -21	Weapon Style Lore +5	
Chi Powers: Resist Pain -25	Locking Holds +14	Seduction -15	Weather Watching +21	
Chi Powers: Sense Weakness -25	Magic Ritual -32	Sense Ambush +19	Weight lifting +18	
Chi Powers: Sticking Touch -6	Magical Languages -8	Sense Awareness +10	Wood-crafts -17	
Circle Lore -7	Mapping -13	Service -17	Wrestling +14	
Cleansing Trance -25	Martial Arts Striking 1 -21	Setting Traps +12	Writing -8	
Climbing +57	Martial Arts Striking 2 -21	Sewing/Weaving -17	Written Black Speech -8	
Contacting -11	Martial Arts Striking 3 -21	Siege Engineering -21	Written Common Speech +25	
Contortions +57	Martial Arts Striking 4 -21	Signaling -8	Written Dwarvish -8	
Control Lycanthropy -25	Martial Arts Style (adv.) -6	Silent Attack +5	Written Elvish -8	
Cooking +23	Martial Arts Style (basic) -6	Singing -6	Written Gnoll Speech -8	
Cooking -17	Martial Arts Style Lore +5	Situational Awareness +10	Written Gnome Speech -8	
Corpus Lore -7	Martial Arts Sweeps 1 +32	Skating +36	Written Goblin Speech -8	
Counterfeiting +12	Martial Arts Sweeps 2 +14	Skiing +36	Written Grey Elvish +10	
Culture Lore "Own" +29	Martial Arts Sweeps 3 +14	Skinning -17	Written High Elvish -8	
Culture Lore +5	Martial Arts Sweeps 4 +14	Sleep Trance -25	Written High Man -8	
Dancing -6	Massage -17	Soft Leather +14	Written Hill Speech -8	
Death Trance -25	Mechanition -21	Spatial Location Awareness +10	Written Hobgoblin Speech -8	
Demon/Devil Lore +9	Meditation -25	Spell Artistry -32	Written North Speech -8	

# CHARACTER SHEET: COMBAT STATUS SHEET



CHARACTER: *Sly Platinumpusher* LEVEL: 10

Order of the Combat Round	Exhaustion Points:	Notes: _____
1. Declare actions (snap, normal, deliberate)	1/2 rnds melee	_____
2. Roll Initiative (2d10 +12 (Qu bonus))	1/6 rounds missile fire	_____
3. Resolve snap actions (at -20)	1/6 rounds concentration	_____
4. Resolve normal actions		_____
5. Resolve deliberate actions (at +10)		_____

**Concussion Hits**

-10

-20

-30

Unconscious:

Rounds of Stun:

Bleeding/Round:

**Power Points**

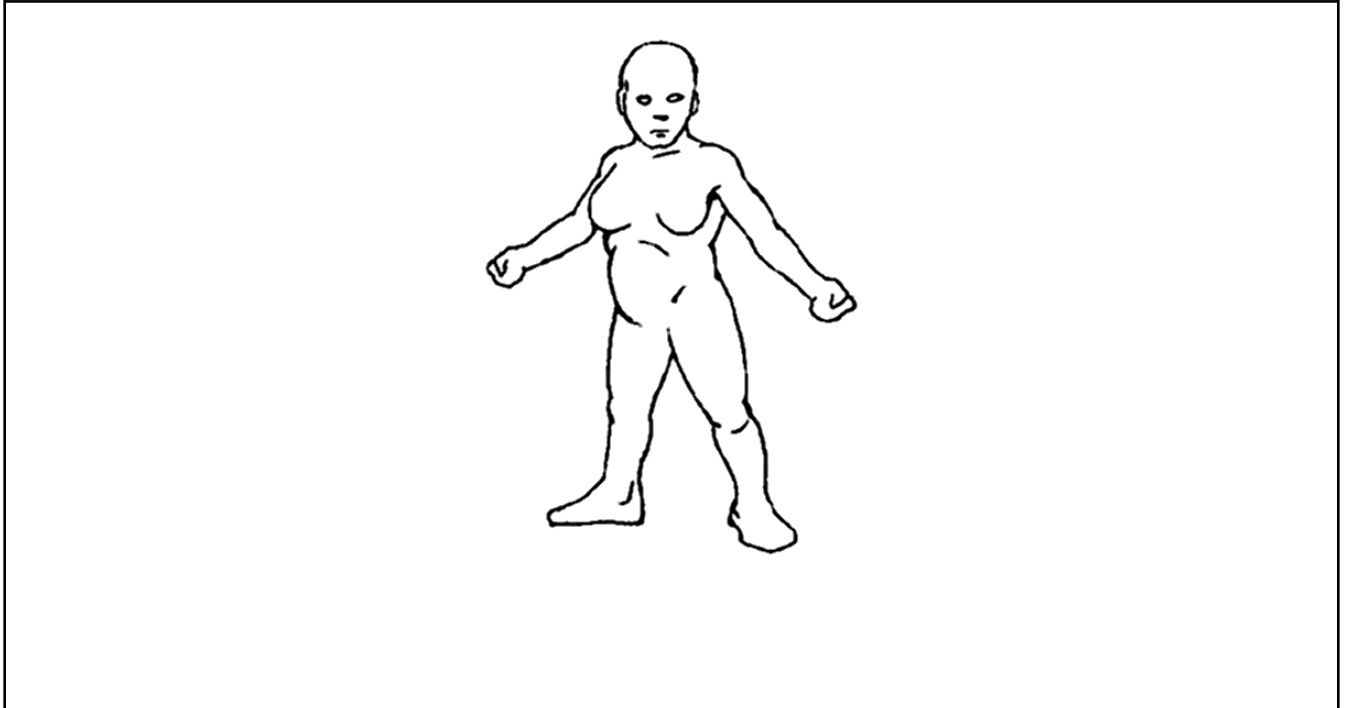
-10

-20

-30

<b>Exhaustion Points</b>	<b>Fate Points</b>	<b>Movement</b>			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Pace</b>	<b>Move Rate</b>	<b>Exh Points</b>	<b>Maneuver</b>
-5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Walk	55' 9"	1/60 rd	-
-15 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Grace/Corruption</b>	Fast Walk	83' 8"	1/30 rd	-
-30 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0	Run	111' 7"	1/12 rd	-
-60 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Sprint	167' 4"	2/rd	Routine
-100 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Fast Sprint	223' 1"	6/rd	Easy
		Dash	278' 10"	50/rd	Light

<b>Light</b>	<b>Injuries</b>	<b>Severe</b>
Penalty 0 to -20, Bleeding 1-5/rd	Medium Penalty -21 to -50, Bleeding 6-10/rd, Fractures w/o Penalty	Penalty > -51, Bleeding > 10/rd, Organ
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



# CHARACTER SHEET: TP ITEMS GAINED



CHARACTER: *Sly Platinumpusher*

LEVEL: 10

*TP Items gained:*

-Shaman Priest  
 Spell adder (+1) ..... 50  
 Weapon (+10 non-magic) ..... 40  
 Armor (+10 non-magic) ..... 40  
 Small animal companion (GM's choice) ..... 0

-Amateur Mage  
 Spell adder (+2)..... 50  
 Spell adder (+1)..... 100

-Assassin  
 Missile weapon (+10 non-magical) ..... 50  
 High ranking favor ..... 20

Role Traits and Alignment =  
 Personality Traits: (41) and (23)  
 41-42 \*\*\*\*Moral, Ethical, Principled\*\*\*\* ..... Amoral, Immoral

Motivation Traits: (68)  
 66-70 Acquire xxx for yyy: "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, race/culture, guild, religion, clan, population center, etc.

Alignment Traits: (14) and (12)  
 13-18 \*\*\*\*Government\*\*\*\* ..... Neutral ..... Rebels/Opposing Government+  
 + — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.