

Character's Name:			Player's Name:				
Character's Vocation: Master of the Hunt			Character's Level: 2				
Character's Race:	Elven	Gender:	Male	Height:	6'	MR%:	0
Birth Aspect:	Well	Age:	85	Weight:	170	Social Status:	15
Birth Sign:	Gemini	Belief:	10	LCAP:	243	Build:	Average
Total Honor Points:		INF:		CCAP:	121	Jump:	12
Honor Points Used:		Romance Factor:		Body Recover Rate Per Day			
Attributes:	Attribute	AR%	Body:	44	Total Rest: 3	Lt. Act: 2	Active: 1
Agility (AGIL):	21	92	Fatigue:	33	FRR: 9	Sleep for one hour	
Strength (STR):	17	82%	BAP:	21	ML:	-	Character Description:
Constitution (CON):	16	79%			PMF:	-	
Intellect (INT):	17	82%			PFF:	1	
Wisdom (WIS):	17	82%	Father's Social Class:		Wood Elf		
Discipline (DISC):	12	66%	Father's Vocation:		Mstr Bowyer	Hair Color: blond	Eye Color: Grey
Bardic Voice (BV):	17	82%	Sibling Rank:		1 st	Hair Feature: 5 foot long in central braid	
Appearance (APP):	16	79%	Family Status:		Good	Skin Texture: Smooth and fair	
Piety (PTY):	10	58%	Resist Disease:		92%	Unusual Features: none	

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%		
Alertness: Sight	C	7	0	7%	10	10	17%	Enhanced Vision	
Alertness: Sound	C	7	0	7%	-	0	7%	Night Vision	
Alertness: Smell	C	7	0	7%	-	0	7%		
Brawling	C	3	0	40%	16	16	56%		
Dodge	C	3	0	40%	16	16	56%		
Stamina	C	3	0	40%	10	10	50%		
Willpower	C	3	0	40%	0	-	40%		
Faith	C	5	1	20%	0	3	23%		
Local Geography	C	1	0	60%	10	10	70%		
Language: Spoken (Own)	c	1	1	60%	10	20	80%		

Optional Attributes:		Attribute	AR%	Curses:		
Natural Charisma (NCR):		17	82%	none		Experience Points
Dexterity (DEX):		24	98%	Phobias:	Accumulated Exp: 8600	
Ferocity (FER):		19	88%	Minor Undead		Total Exp: 8600
Absolute STR Rating (ASR):		15	76%	Defects:	none	
Luck:		19	88%			

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	FP to Wear	Descriptions
Cuirbolli Cuirass	7	9	6	7	7	0	0	1	+ 1 protection due
Leather Hood	7	6	5	6	6	0	0	0	to the type of bow
Heavy Kite Shield (20%)	19	17	17	17	17	0	0	0	Is included

Combat Matrix Chart							Damage							
		Att.					Damage		Str	Lvl	Damage	Crit	Chance of	
Weapon Name	DF	BSC%	Lvl	Bonus	PSF%	TSC%	Base	Bonus	Bonus	Total	Mod	Bash	AP	
Elven Knife	1	60%	3	21	30	90%	4 S	4	1	9 S	1	0	6	
Willow Long Bow	2	50%	3	21	30	90%	Special see below							
Great Sword	2	50%	3	16	25	75%	6 S	8	3	17 S	1	7	11	
Cav Flail	4	30%	0	10	10	40%	6 C	8	3	17 C	1	7	11	
Large Shield	4	30%	1	16	19	49%	4 C	8	2	14 C	0	5	11	

Type of Bow: Willow			Name of Bow:			Reload AP: 8			Quick Draw AP: 5			(-20% TSC%)		
Hunting Arrows				War Arrows				Armor Piercing Arrows				Range		
TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit			
0%	20	25	2	0%	20	26	2	0%	20	28	2	Short Range		
-5%	60	20	1	-5%	50	21	1	-5%	50	21	2	Med. Range		
-10%	200	15	0	-10%	150	18	0	-10%	125	20	1	Long Range		
-20%	700	9	0	-20%	500	11	0	-20%	425	12	0	Ext. Range		
-30%	1150	5	0	-30%	850	7	0	-30%	700	8	9	Max Range		

Money	
On hand:	700 P
In Safe Keeping:	
Jewels:	

Letters or Documents	
Letter of Introduction ¹	
Letter to Ride ²	

Weight Carried:		
Item	Weight	Cost
3 gal water skin	25 lbs.	
100 lbs backpack	7 lbs	
3 week dry rations ³	9 lbs.	

Fatigue Cost/ Hour for load:		
Item	Weight	Cost
Great Sword	6	
Elven Long Knife	2	
Tinder box, flint & Steel	1	
Iron Pot	5	
Wooden spoon & ladle	1	
Wooden Bowl and Mug	2	
50' rope	4	
Grappling Hook	2	
Dbl Wool Blanket	3	

Clothing
Dark Grey Tunic
Dark Grey Breeches
Black Riding boots
Belt with Dagger Sheath
Dark Gray Cloak
Black Infantry Boots
Fine Grey Tunic & Breeches
Fine Black Dress Boots
Fine Dark Grey Cloak

NOTES
The Elven Character is from the Silver Oak in Northern Azin and is directly descendant from House Lugh (the house skill is the Craft skill of Flint Knapping). The character's father was a master Bowyer who passed his skills on to his son (the character). When the character was young his village 10 miles south of the Capital of the Silver oak was attacked by ghouls and skeletons Under the control of a dark mage. This left the character with a minor phobia of the undead. The character's father (Tadhg) was Killed in that attack. The character had a strong close relationship with his mother (Bryna) until 13 years ago when the Horde Attacked their village and severely maimed his mother, so badly that she asked her village elder for permission to take the Final Journey. During the Final Journey ceremony the Horde attacked the village again. The character and four others were the only survivors. The character choose a new path for himself. The path of the Master of the Hunt to avenge and eradicate the Horde.
To this end the character joined Elven Prince Jandar's Horde Hunters and trained to be a Master of the Hunt. The character completed his training two months ago as a Master of the Hunt and received his orders to join Duchess Ellime' in her quest to secure the wild lands. The Grey clothing is the sign of the office of the Master of the Hunt
The Character has a 1700 lbs medium war horse that has 2 - 50 lbs. saddle bags. The War horse is gray with white speckles
¹ The Letter of Introduction is from King Jandar low King of the Silver Oak
² The letter to ride is from Philip Darcey King Rene' Nari's advisor of roads and waterways
³ Dry rations include dried fruit, breads and dried or smoked meats
The Zodiac sign of Gemini provides a +5% to the TSC of all Craft and Thievish Skills
The heavy Kite Shield provides a 30% bonus to the shield play TSC% when used to block
Willow Bow provides +1 to body protection and + 13% bonus for fear rolls