

Character's Name:				Player's Name:			
Character's Vocation: BARD				Character's Level: 2			
Character's Race: Human		Gender: Male		Height: 5' 8"		MR%: 0	
Birth Aspect: Well		Age: 24		Weight: 193		Social Status: 20	
Birth Sign: Aries		Belief: 6		LCAP: 208		Build: Heavy	
Total Honor Points:		INF: 37		CCAP: 104		Jump: 11	
Honor Points Used:				Romance Factor:			
Attributes:		Attribute		AR%		Body Recover Rate Per Day	
Agility (AGIL): 17		82%		Body: 44		Total Rest: 3	
Strength (STR): 13		70%		Fatigue: 33		Lt. Act: 2	
Constitution (CON): 17		82%		BAP: 17		Active: 1	
Intellect (INT): 16		79%		FRR: 9		Sleep for one hour	
Wisdom (WIS): 16		79%		ML: -		FFR: 6	
Discipline (DISC): 16		79%		PMF: -		Rest for 10 minutes	
Bardic Voice (BV): 20		90%		PFF: -1		Character Description:	
Appearance (APP): 16		79%		Father's Social Class: Guildsman			
Piety (PTY): 6		40%		Father's Vocation: Mstr Armorer		Hair Color:	
				Sibling Rank: 3 rd son		Eye Color:	
				Family Status: Good		Hair Feature:	
				Resist Disease: 94%		Skin Texture:	
						Unusual Features:	

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%		
Alertness: Sight	C	7	0	7%	-	-	7%	Speaks with animals (horse)	
Alertness: Sound	C	7	0	7%	-	-	7%	Born with an aptitude for	
Alertness: Smell	C	7	0	7%	-	-	7%	A skills (Flutes)	
Brawling	C	3	0	40%	10	10	50%		
Dodge	C	3	0	40%	10	10	50%		
Stamina	C	3	0	40%	6	6	46%		
Willpower	C	3	0	40%	8	8	48%		
Faith	C	5	3	20%	-8	1	21%		
Local Geography	C	1	1	60%	8	11	71%		
Language: Spoken (Own)	C	1	2	60%	12	32	92%		
Own Cultural Lore	C	1	2	60%	8	14	74%		

Optional Attributes:		Attribute		AR%		Curses: Minor Phobia		Experience Points	
Natural Charisma (NCR):		19		88%		Phobias: Minor hydrophobia			
Dexterity (DEX): +2		19		88%		Defects: Can not hold liquor and knows it		Accumulated Exp:	
Ferocity (FER):		17		82%				Total Exp: 8000	
Absolute STR Rating (ASR):		14		73%					
Luck:		18		88%					

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	FP to Wear	Descriptions

Combat Matrix Chart							Damage						
Att.							Damage				Crit		
Weapon Name	DF	BSC%	Lvl	Bonus	PSF%	TSC%	Base	Bonus	Bonus	Total	Mod	Chance of	AP
Dagger	2	50%	3	10	19%	74%	2 P	3	1	6 P	0	10	7
Throwing knife	4	30%	3	10	19%	54%	1 P	3	1	5 P	0	10	7

Throwing Knife				Range
Distance in feet	Damage	Crit		
0%	5	5	0	Short Range
-5%	10	5	0	Med. Range
-10%	20	4	-1	Long Range
-20%	30	2	-2	Ext. Range
-30%	40	0	-3	Max Range

