

Character's Name:				Player's Name:				
Character's Vocation:		Diplomat		Character's Level:		2		
Character's Race:		Human	Gender: Female	Height:		5' 6"	MR%: 0	
Birth Aspect:		Well	Age: 19	Weight:		127 lbs	Social Status: 29	
Birth Sign:		Capricorn	Belief: 13	LCAP:			Build: Average	
Total Honor Points:			INF:	CCAP:			Jump: 11	
Honor Points Used:		Romance Factor:		Body Recover Rate Per Day				
Attributes:		Attribute	AR%	Body: 42	Total Rest: 3		Lt. Act: 2	Active: 1
Agility (AGIL):		17	82%	Fatigue: 35	FRR: Sleep for one hour		FFR: Rest for 10 minutes	
Strength (STR):		17	82%	BAP: 21	ML: -		Character Description:	
Constitution (CON):		18	85%		PMF: -			
Intellect (INT):		17	82%		PFF: 4			
Wisdom (WIS):		17	82%	Father's Social Class:		Landed Knight		
Discipline (DISC):		17	82%	Father's Vocation:		Bannerette	Hair Color:	Eye Color:
Bardic Voice (BV):		11	62%	Sibling Rank:		5 th child/ 1 st dau		
Appearance (APP):		10	58%	Family Status:		Good		
Piety (PTY):		13	70%	Resist Disease:		94%		

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%	Enhanced Sight	
Alertness: Sight	C	7	0	7%	17	17	24%	Very persuasive	
Alertness: Sound	C	7	0	7%	-	0	7%		
Alertness: Smell	C	7	0	7%	-	0	7%		
Alertness: Touch	C	8	0	3%	-	0	3%		
Alertness: Taste	C	9	0	2%	-	0	2%		
Brawling	C	3	0	40%	10	0	50%		
Dodge	C	3	3	40%	10	19	59%		
Stamina	C	3	0	40%	12	12	52%		
Willpower	C	3	1	40%	10	13	53%		
Faith	C	5	0	20%	2	2	22%		
Local Geography	C	1	0	60%	10	10	70%		
Own Cultural Lore	C	1	0	60%	10	10	70%		
Language: Spoken (Own)	C	1	1	60%	4	14	74%		

Optional Attributes:		Attribute	AR%	Curses:				Experience Points	
Natural Charisma (NCR):		14	73%	Phobias: Minor necrophobia Minor pyrophobia				Accumulated Exp:	
Dexterity (DEX):		18	85%					Total Exp: 6800	
Ferocity (FER):		22	92%	Defects:				Unused Exp:	
Absolute STR Rating (ASR):		11	62%						
Luck:		22	92%						

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	FP to Wear	Descriptions
Curbolli	6	8	5	6	6	0	0	1	

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	
Dagger	3	40%	3	10	19%	59%	1 P	4	1	6P	0	N/A	7	
Chakram	5	20	3	10	19%	39%	4 s	4	1	9 S	1	9	7	
Whip	3	40%	1	10	13%	53%	4s	4	0	8 S	0	9	7	

Chakram				
TSC% Modifier	Distance in feet	Damage	Crit	Range
0%	15	9 S	1	Short Range
-5%	30	7 S	1	Med. Range
-10%	50	4 S	0	Long Range
-20%	95	2	0	Ext. Range
-30%	135	0	-1	Max Range

