

Name	Valen Margue	Age	32
Race	Human	Sex	Male
Archetype	Merchant / Adventurer	Height	5'11"
Vachaene	18	Weight	162 lbs.
Vachaene Rating (VR)	30	Social Background	Merchant Class

Primary Attributes					Secondary Attributes				
	Base	Species Mod	Skill Mod	Total	Fight Rank	6			
Agility	18			18	Shooting "to hit"	20+			
Awareness	20			20	Preferred Weapon Proficiency (ie. long sword +2)	Whip +1			
Charisma	20			20		Short Bow +1			
Devotion	16			16		Rapier +1			
Fighting	18			18	Dodging	Half	11-16	Full	17+
Intelligence	22			22	Mystic Armor	Full Save	Partial Save	Failed Save	Armor P.P Total
Mystique	13			13	Physical	1-19	20-24	25-30	179
Physique	17			17	Mental	1-10	11-15	16-30	
Strength	17			17	Spiritual	1-10	11-15	16-30	
Willpower	18			18	Luck Points	3	Ka Points		--

Personality Traits	Heroic	Daring	Demanding
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Starting Skills: Amateur <u>10</u> / Practitioner <u>7</u> / Expert <u>3</u> // Additional "In Game" Basic Skills <u>5</u>									
Lvl	Skills	%	mod	Successes	Lvl	Skills	%	mod	Successes
E	Appraising	89		OOOOO/OOOOO	A	Riding	67		OOOOO/OOOOO
A	Accounting	69		OOOOO/OOOOO	A	Basic Engineering	69		OOOOO/OOOOO
A	Economics	69		OOOOO/OOOOO	P	Laws and codes	79		OOOOO/OOOOO
A	Investing	69		OOOOO/OOOOO	P	*Forgery	79	+2	OOOOO/OOOOO
A	Management	69		OOOOO/OOOOO	P	*Concealment	79	+2	OOOOO/OOOOO
A	Language: Dwarf	69		OOOOO/OOOOO	P	*Marksmanship	79	+2	OOOOO/OOOOO
A	Gambling	69		OOOOO/OOOOO	A	First Aid	69		OOOOO/OOOOO
P	*Cunning	79	+2	OOOOO/OOOOO					OOOOO/OOOOO
E	*Diplomacy	89	+3	OOOOO/OOOOO					OOOOO/OOOOO
E	*Haggling	89	+3	OOOOO/OOOOO					OOOOO/OOOOO
P	*Persuasion	79	+2	OOOOO/OOOOO					OOOOO/OOOOO
P	Navigation	79		OOOOO/OOOOO					OOOOO/OOOOO
A	Strategy	69		OOOOO/OOOOO					OOOOO/OOOOO

Currency: g.p. <u>55</u> // s.p. _____ // br.p. _____ // c.p. _____ // tn.p. _____		
Equipment	Armor	Magic Items
Belt	Shield- medium	
Boots		
Cloak		
Cloth pants		
Large pouch		
Large pelt pouch		
Shirt		
Large backpack		
10 days of food		
Waterskin		

Weapons	Damage Base (D.B.)	Damage	Weapon Type	Proficiency Rating	Special Notes
Whip	5	14	piercing	+1	
Short Bow	(3)3	9	piercing	+1	
Rapier	6	15	slashing/ piercing	+1	

Health Chart	Base:	69	Full Health	100% of Base
		52	Stage 1	75% of Base
		35	Stage 2	50% of Base
		17	Stage 3	25% of Base
		7	Stage 4	10% of Base

Character notes:

CORE = (Physique x 2 + Strength + Willpower) / 3						CORE =							
Body Locations			P.S.P.		Armor			Armor			Armor		
Head	Side, Back, Face,	45% of CORE	10										
Torso	Chest, Sides, Shoulders, Back	CORE	23										
Arms	Upper, Lower, Hand	55% of CORE	L 13	R 13									
Legs	Thigh, Shin, Calf, Foot	75% of CORE	L 17	R 17									
Neck / Throat	Side, Base of Spine	30% of CORE	7										
Critical Joints													
	Wrist	40% of CORE	L 9	R 9									
	Elbow	40% of CORE	L 9	R 9									
	Knee	40% of CORE	L 9	R 9									
	Hip	40% of CORE	L 9	R 9									
	Groin	40% of CORE	9										

Medium Shield -Wooden		
ST	BFT	PTa
24	16	18

+4 to attackers “to hit” target number.