



NAME: Iopari CIRCLE: \_\_\_\_\_  
 DISCIPLINE: Troubadour (Diplomat) 5  
 RACE: Elf GENDER: Male  
 AGE: 68 HEIGHT: 6'3" WEIGHT: 140lbs  
 HAIR: Violet EYES: Brown SKIN: Tan  
 RACIAL ABILITIES: Low Light Vision

### ATTRIBUTES

	BASE VALUE	1 P. INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY	12	1	13	6	1D10
STRENGTH	9		9	4	1D6
TOUGHNESS	10		10	5	1D8
PERCEPTION	16		16	7	1D12
WILLPOWER	13		13	6	1D10
CHARISMA	19		19	8	2D6

### TALENTS

	DISCIPLINE TALENTS	ACTION	STRAIN	RANK	ATTRIBUTE	STEP	ACTION DICE	
NOVICE	Entertainer	Sus	1	5	+ 8	= 13	1D12+1D10	
	Emotion Song	Sus	0	5	+ 8	= 13	1D12+1D10	
	First Impression	Std	0	5	+ 8	= 13	1D12+1D10	
	Heartening Laugh	Sim	1	5	+ 8	= 13	1D12+1D10	
	Item History	Sus	0	5	+ 7	= 12	2D10	
	Story Weaving	Std	0	5	+ 7	= 12	2D10	
	Etiquette	Sus	0	5	+ 8	= 13	1D12+1D10	
	Empathic Sense	Std	1	5	+ 8	= 13	1D12+1D10	
	JOURNEYMAN	Research	Sus	0	5	+ 7	= 12	2D10
		Inspire Others	Std	0	3	+ 8	= 11	1D10+1D8
WARDEN					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
MASTER					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			
					+ =			

### CHARACTERISTICS

PHYSICAL DEFENSE	MYSTIC DEFENSE	SPECIAL DEFENSE	PHYSICAL ARMOR	MYSTIC ARMOR
8	8	14	6	5
9	9			
Crystal Buckler SHIELD		MOVEMENT RATE	CARRYING CAPACITY	TOTAL WEIGHT
		14	70	50
DEXTERITY STEP	ARMOR PENALTY	OTHER	INITIATIVE STEP	ACTION DICE
6	0	+ 1	= 5	1D8

### OTHER TALENTS

	ACTION	STRAIN	RANK	ATTRIBUTE	STEP	ACTION DICE	
NOVICE	Speak Languages	Sus	1*	5	+ 7	= 12	2D10
	Read Languages	Sus	1*	5	+ 7	= 12	2D10
	Avoid Blow	Free	1	4	+ 6	= 10	2D8
JOURNEYMAN	Taunt	Sim	1	4	+ 8	= 12	2D10
	Diplomacy	Sus	0	4	+ 8	= 12	2D10
WARDEN					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
					+ =		
MASTER	Traveller history	Std		1	+ 7	= 8	2D6
	Iopos Lore	Std		1	+ 7	= 8	2D6
	Dragon Lore	Std		1	+ 7	= 8	2D6
					+ =		

### HEALTH

WOUND THRESHOLD	WOUNDS	WOUND BALANCE	CURRENT DAMAGE		
7	□□□□□□	□			
	□□□□□□				
RECOVERY TESTS	RECOVERY DICE				
2	□□□□□□	1D8			
	□□□□□□				
UNCONSCIOUSNESS RATING	BASE VALUE	DURABILITY	OTHER	BLOOD MAGIC	CURRENT VALUE
	20	+ 20	+ □	- □	= 44
DEATH RATING	25	+ 25	+ □	- □	= 50

### KARMA

CURRENT	MAXIMUM	KARMA DICE	Talents: Inspiring Others
20	20	1D6	Interaction Tests: Gaining or Recalling Info

### SKILLS

	SKILL	ACTION	STRAIN	RANK	ATTRIBUTE	STEP	ACTION DICE
NOVICE	Melee Combat	Std	-	2	+ 6	= 8	2D6
	Stealthy Stride	Sim	-	3	+ 6	= 9	1D8+1D6
	Lock Picking	Std	-	2	+ 6	= 8	2D6
	Disarm Trap	Std	-	3	+ 6	= 9	1D8+1D6
	Barsaive History	Std	-	3	+ 7	= 10	2D8
	Theran History	Std	-	2	+ 7	= 9	1D8+1D6
	Throalic Politics	Std	-	2	+ 7	= 9	1D8+1D6
	Poetry	Sus	-	4	+ 8	= 12	2D10
	Speak Languages	Std	-	2	+ 7	= 9	1D8+1D6
	Read Languages	Std	-	1	+ 7	= 8	2D6

### WEAPON

WEAPON	TYPES PERMITTED	DAMAGE STEP	DAMAGE DICE	RANGE
Short Sword	2	6	1D10	2
Spear	1	5	1D8	3

## EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT
Adventurers Pack	14	Everydry Boots	2
Everclean Cloak	1	One Size Hat	1
Pure Water Pot	2	Thieves Pick and Tools	1
Writing Kit	2	Elfweave Robe	2

## VALUEABLES

COPPER	SILVER	GOLD
100	150	5

## ARMOR

ARMOR / PROTECTIVE ITEM	PHYSICAL	MYSTIC	PENALTY
Hide	5	1	1
Crystal Buckler			

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## THREAD MAGIC

OBJECT	MAX. THREADS	MYSTIC DEFENSE	RANK	EFFECT
Naga Scale Broach			3	+2 Interaction Tests; +1 Social Defense
Espanga Boots			3	+2 Ranks Avoid Blow; +1 Rank Stealthy Stride

Metal Cobras Group Pattern	5	2	+2 Social Defense
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## BLOOD MAGIC

OBJECT	EFFECT	STRAIN

## LEGEND POINTS

CURRENT

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TOTAL

25000

## STEP/ACTION DICE TABLE

STEP	ACTION DICE
1	D4 - 2
2	D4 - 1
3	D4
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8 + D6
10	2D8
11	D10 + D8
12	2D10
13	D12 + D10
14	2D12
15	D12 + 2D6
16	D12 + D8 + D6
17	D12 + 2D8
18	D12 + D10 + D8
19	D20 + 2D6
20	D20 + D8 + D6
21	D20 + 2D8
22	D20 + D10 + D8
23	D20 + 2D10
24	D20 + D12 + D10
25	D20 + 2D12
26	D20 + D12 + 2D6
27	D20 + D12 + D8 + D6
28	D20 + D12 + 2D8
29	D20 + D12 + D10 + D8
30	2D20 + 2D6

## DISCIPLINE ABILITIES & HALF MAGIC

+1 Social Defense

+1 Mystic Defense

Spend Karma on Interaction Tests

Spend Karma on Gain or Recall Knowledge

One Last Word - If Test against TSD

fails, 2 Strain allows an added Karma Die

Spend Karma to give another a Karma

## LANGUAGES

Throalic

Theran