



Name: Scholar
Race: Human
Appearance:

Player: 100 points
Ht: Wt:

Age: Spent: 100
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 [0]	Will 12 [0]	Basic Move 5 [0]
IQ 12 [40]	Per 12 [0]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-2 Sw 1d

TL 4 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 10
Hearing 12	Fright Check 12	High Jump 1.67 ft
Touch 12	Consciousness 10	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -10

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
8	9	6	8	0
DX	Shortsword	DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0	

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Scholar - 100 (Dungeon Fantasy)	[0]

ADVANTAGES	
Name	Pts
Eidetic Memory <small>Roll to recall: 12 (IQ)</small>	[5]
Luck	[15]
Modular Abilities (Book-Learned Wisdom; Skill 1 (+2); Skill 2 (+2))	[18]
Wild Talent 1 (No Advantage Requirement)	[30]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less)	[-10]
Curious (12 or less)	[-5]
Intolerance (Stupid People-IQ 10 or less)	[-5]
Jealousy	[-10]
Oblivious	[-5]
Obsession (Learn one specific, dangerous thing; 12 or less)	[-5]
Wealth (Struggling)	[-10]

SKILLS			
Name	Level	Relative	Pts
Architecture/TL4	11	IQ-1	[1]
Cartography/TL4	12	IQ+0	[2]
Climbing	9	DX-1	[1]
First Aid/TL4 (Human)	12	IQ+0	[1]
Heraldry	11	IQ-1	[1]
Hidden Lore (Demon Lore)	12	IQ+0	[2]
Hidden Lore (Faerie Lore)	11	IQ-1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Hidden Lore (Spirit Lore)	12	IQ+0	[2]
Hidden Lore (Undead Lore)	12	IQ+0	[2]
Hiking	9	HT-1	[1]
Naturalist (Earth)	10	IQ-2	[1]
Observation	11	Per-1	[1]
Research/TL4	12	IQ+0	[2]
Scrounging	12	Per+0	[1]
Search	11	Per-1	[1]
Shield (Buckler) <small>Block: 9</small>	12	DX+2	[4]
Shortsword <small>Parry: 9</small>	12	DX+2	[8]
Sling	10	DX+0	[4]
Speed-Reading	12	IQ+0	[2]
Stealth	9	DX-1	[1]
Teaching	11	IQ-1	[1]
Theology (Comparative)	10	IQ-2	[1]
Writing	11	IQ-1	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[40]
Advantages, Perks	[68]
Disadvantages, Quirks	[-50]
Skills, Techniques	[42]
Total Points Spent:	100
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	–	1d-3 cr	C	–	–	
Kick	8	–	1d-2 cr	C,1	–	–	
Punch	10	8	1d-3 cr	C	–	–	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status -2; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	20	2 lb
1	Sandals (TL0) Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only. Location: Feet	25	8 oz