



Name: Bard
Race: Human
Appearance:

Player: 100 points
Ht: Wt:

Age: Spent: 100
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [-5]
DX 10 [0]	Will 12 [0]	Basic Move 5 [0]
IQ 12 [40]	Per 12 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

TL 4 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 11
Hearing 12	Fright Check 12	High Jump 1.67 ft
Touch 12	Consciousness 11	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

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: +1*	
* +1 from 'Charisma', Cond. +1 from 'Musical Ability' when Anyone listening to or critiquing your work, Cond. +2 from 'Voice' when your voice can be heard, Cond. +1 from 'Merchant' when buying or selling, Cond. +1 from 'Compulsive Carousing' when from like-minded extroverts, Cond. -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. -1 from 'Odious Personal Habit (Continuous singing or strumming)' when people are annoyed by your tuning, Cond. -1 from 'Compulsive Gambling'	

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

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

ADVANTAGES	
Name	Pts
Bardic Talent 1	[8]
Bard-Song Rapiet Wit* (Bard Song)	[4]
Roll to outfit: 15 (Public Speaking+1)	
Bard-Song Terror (Will-0; Bard Song)	[21]
Charisma 1	[5]
Musical Ability 1	[5]
Voice	[10]
* +1 skillscore from 'Bardic Talent'	

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Compulsive Carousing (12 or less)	[-5]
Compulsive Gambling (12 or less)	[-5]
Curious (12 or less)	[-5]
Impulsiveness (12 or less)	[-10]
Odious Personal Habit (Continuous singing or strumming)	[-5]
Overconfidence (12 or less)	[-5]
Wealth (Struggling)	[-10]

QUIRKS

Name	Pts
Imaginative	[-1]

SKILLS

Name	Level	Relative	Pts
Acting	12	IQ+0	[2]
Carousing	11	HT+0	[1]
Cloak	11	DX+1	[4]
Block: 8			
Current Affairs/TL4 (Headline News)	12	IQ+0	[1]
Dancing	9	DX-1	[1]
Detect Lies	10	Per-2	[1]
Disguise/TL4 (Human)	11	IQ-1	[1]
Fast-Draw (Knife)	10	DX+0	[1]
Fast-Talk	13*	IQ+1	[1]
Heraldry	11	IQ-1	[1]
Hiking	10	HT-1	[1]
Interrogation	11	IQ-1	[1]
Intimidation	11†	Will-1	[1]
Merchant	11	IQ-1	[1]
Mimicry (Speech)	12‡	IQ+0	[1]
Musical Composition	11§	IQ-1	[1]
Musical Instrument (Lute)	12§	IQ+0	[2]
Observation	11	Per-1	[1]
Performance	13‡	IQ+1	[1]
Poetry	11	IQ-1	[1]
Propaganda/TL4	11	IQ-1	[1]
Public Speaking	14†	IQ+2	[1]
Savoir-Faire (High Society)	12†	IQ+0	[1]
Scrounging	12	Per+0	[1]
Shortsword	12	DX+2	[8]
Parry: 9			
Singing	14**	HT+3	[1]
Stealth	10	DX+0	[2]
Streetwise	11†	IQ-1	[1]
Thrown Weapon (Knife)	10	DX+0	[1]
* +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls † Cond. +1 from 'Charisma' when making Influence rolls ‡ +2 from 'Voice' +1 from 'Musical Ability' § +1 from 'Charisma', +2 from 'Voice'			

SPELLS			
Name	Level	Relative	Pts
Bravery	11*	IQ-1	[1]
Charm	11*	IQ-1	[1]
Daze	11*	IQ-1	[1]
Emotion Control	11*	IQ-1	[1]
Fascinate	11*	IQ-1	[1]
Fear	11*	IQ-1	[1]
Foolishness	11*	IQ-1	[1]
Loyalty	11*	IQ-1	[1]
Mental Stun	11*	IQ-1	[1]
Sense Emotion	11*	IQ-1	[1]
Sense Foes	11*	IQ-1	[1]
* +1 from 'Bardic Talent'			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[45]
Advantages, Perks		[53]
Disadvantages, Quirks		[-51]
Skills, Techniques		[42]
Spells		[11]
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	–	–	

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Bravery	11	Area/R-Will-1	1 sec.	1 hr.	2	MC	M134
Charm	11	Regular/R-Will	3 sec.	1 min.	6/3	MC	M139
Daze	11	Regular/R-HT	2 sec.	1 min.	3/2	MC	M134, B250
Emotion Control	11	Area/R-Will	1 sec.	1 hr.	2	MC	M137
Fascinate	11	Regular or Blocking/R-IQ	1 sec.	Indef.#	4	MC	M135
Fear	11	Area/R-Will	1 sec.	10 min.	1	MC	M134, F171
Foolishness	11	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	M134, B250
Loyalty	11	Regular/R-Will	2 sec.	1 hr.	2/2#	MC	M136
Mental Stun	11	Regular/R-Will	1 sec.	Instant	2	MC	M135
Sense Emotion	11	Regular	1 sec.	Instant	2	CE	M45, B245
Sense Foes	11	Inform./Area	1 sec.	Instant	2#	CE	M44, B245

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