Portrait Iden							MISCEL		150 Роілтз 🗹					
자 NAME Saradoc "Ra				llister		CREA	ted Jan 9	, 2025, 3:5	56 PM	0 UNSPENT				
							IODIFIED Jan 9, 2025, 4:42 PM				12 ANCESTRY			
Organization							YER Goofy			125 ATTRIBUTES				
												26 ADVANTAGES		
					DESCRIPTION					-30 DISADVANTAGES				
	Gender N				HEIGHT 4'4"			Brown			UIRKS	TAOLO		
	AGE 5			⊃⊄ N	VEIGHT 77 lb			Brown		-3 Q 22 S				
	BIRTHDAY D	ecembe	r 8		SIZE -1		SKIN	Tan						
	RELIGION				TL 3		X HANE	Left		0 5	PELLS			
PRIMARY ATTRIBUTES	SECONDARY A	TRIBUTES		ŀ	Iumanoid			ENCUMBRA	ance, Move	& Do	DGE			
[0] 8 STRENGTH (ST)	[0] 13 WILL		Roll	Lo	DCATION	DR 🙃		EVEL	Max Lo		Move	Dodge		
[60] 14 DEXTERITY (DX)	[0] <b>13</b> FRIGH	г Снеск		Eyes	-9	0	👛 O N	ONE	13	lb	5	9		
[60] 13 INTELLIGENCE (IQ)	[5] <b>14</b> PERCE	PTION (PE	R) 3-4	SKUL	L <b>-7</b>	2	1 L	IGHT	26	lb	4	8		
[0] <b>11</b> HEALTH (HT)	[0] 14 VISION	•	5	FACE	-5	0	2 1	<b>1</b> EDIUM	39	lb	3	7		
	[0] <b>14</b> HEARI		6-7	RIGH	t Leg -2	0	3 -	EAVY	78	lb	2	6		
Basic Damage	[0] <b>14</b> TASTE	& SMELL	8	RIGH	T ARM -2	0	4 X	-Heavy	130	lb	1	5		
1d-3 BASIC THRUST			9-10	Tors	o <b>+0</b>	0			& Moving <sup>-</sup>	Τιμικιά				
1d-2 BASIC SWING	Id-2 Basic Swing         [0]         14         Touch           [0]         6.25         Basic Speed         [0]           [0]         5         Basic Move			11 GROIN -3						NG THINGS				
				LEFT	-	0		3 Ib BASIC						
		IVIOVE	12			0			HANDED LIFT					
Роілт	Pools		13-14	HAND		0			HANDED LIFT					
[0] 11 OF 11 FP [RESTED	o]					-			е <b>&amp; К</b> NOCK (					
[0] 10 OF 10 HP [HEALTH	-		16	Foot		0			ing Shove 8	<sup>'</sup> ΚΝC	OCK OVE	R		
	-		17-18			0	19	5 Ib CARRY	Y ON BACK	СК				
				VITAL	_s <b>-3</b>	0	65	0 Ib Shift	SLIGHTLY					
±	REACTION				±			Conditio	ON					
+1 from those who hol	d you in high re	gard for	being a G	ood	-1 to IQ	-based	skills whe	n alone						
Neighbour, in a Res	pected way.				+1 to St	ealth if	moving (e	even in arn	nor, etc.)					
+2 to others					+2 to St	ealth w	hen you a	re perfectl	ly motionle	ess				
	Melee Weapon				Usage	SL	Parry	Вгоск	Damage	R	EACH	ST		
Large Knife					Swung	14	9	No	1d-4 cut	C,1	1	6		
Large Knife					Thrust	14	9	No	1d-3 imp	С		6		
Natural Attacks					Bite	14	No	No	1d-4 cr	С				
Natural Attacks					Kick	12	No	No	1d-3 cr	C,1	1			
Natural Attacks					Punch	14	10	No	1d-4 cr	С				
RANGED WEAP	PON	Usage		Acc	Damage	Ran	ge RoF	SHOTS		R	ECOIL	ST		
Composite Bow			13	3	1d+1 imp		250 1	1(2)	-7			10†		
Large Knife		Throw	n 10											
TRAIT		P	_	0	1d-3 imp	6/12	1	Т	-2			6		
Ancestry		Ртs 12		9	1d-3 imp Skill		1	T SL	<mark>-2</mark> RSL Рт		B174			
<ul> <li>Halfling Ancestry</li> <li>Attruibutes Attributes</li> </ul>	ute	12	_	9	1d-3 imp Skill Acting	6/12	1	T SL 12 I	<mark>-2</mark> RSL Рт Q-1	1	<u>B174</u>	6		
Attruibutes Attributes		12 10		9	1d-3 imp Skill Acting Bow	6/12	1	T SL 12 10 15 0	-2 RSL PT Q-1 DX+1	1	B174 B182	6		
Attruibutes Attributes Attributes Decreased Street	ngth 2	12 10 -20	<b>B</b> 14	9	1d-3 imp Skill Acting Bow Climbing	6/12	1	T SL 12 1 15 1 13 1	-2           RSL         PT           Q-1         0X+1           DX-1         0X-1	1 1 1	B174 B182 B183	6		
<ul> <li>Attruibutes Attrib Decreased Stree Increased Dexter</li> </ul>	ngth 2 erity 1	12 10 -20 20	B14 B15	9	1d-3 imp Skill Acting Bow Climbing Cooking	<b>6/12</b> / Тесн	1	T SL 12 1 15 1 13 1 13 1	-2 RSL PT Q-1 0 X+1 0 X+1 0 Q 1 Q	1 1 1 2	B174 B182 B183 B185	6		
Attruibutes Attributes Attributes Decreased Street Increased Dexter Increased Healt	ngth 2 erity 1 :h 1	12 10 -20 20 10	<b>B</b> 14		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie	<b>6/12</b> / Тесн	1	T SL 12 4 15 4 13 4 13 4 13 4	-2       RSL     PT       Q-1     000000000000000000000000000000000000	1 1 1 2 4	B174 B182 B183 B185 B185 B187	6		
<ul> <li>Attruibutes Attributes Decreased Street</li> <li>Increased Dexternation</li> <li>Increased Healt</li> <li>Secondary Charact</li> </ul>	ngth 2 erity 1 th 1 teristics	12 10 -20 20 10 -1	B14 B15 B14	9	1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape	<b>6/12</b> / Тесн	1	T SL 12 k 15 C 13 C 13 k 14 F 12 C	-2 RSL PT Q-1 0 0X+1 0 0X-1 0 Per 0 0X-2 0	1 1 2 4 1	B174 B182 B183 B185 B185 B187 B192	6		
<ul> <li>Attruibutes Attributes Attributes Decreased Street</li> <li>Increased Dexter</li> <li>Increased Healt</li> <li>Secondary Charac</li> <li>Decreased Basi</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1	12 10 -20 20 10 -1 -5	B14 B15		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch	<u>6/12</u> / Тесн s	1	T           SL           12           15           13           13           14           12           13	-2 RSL PT Q-1 0 0X+1 0 0X-1 0 Per 0 0X-2 0 0X-1 0	1 1 2 4 1 1	B174 B182 B183 B185 B185 B187 B192 B195	6		
<ul> <li>Attruibutes Attributes Attributes Decreased Stread Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1	12 10 -20 20 10 -1 -5 0	B14 B15 B14 B17		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En	<u>6/12</u> / Тесн s	1	T           SL           12           15           13           13           14           12           13           14           13           14           12           13           14           13           14	-2 RSL PT Q-1 0 0X+1 0 0X-1 0 Q 0 Per 0 0X-2 0 0X-1 0 0X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 1 2 4 1 1 1 1	B174 B182 B183 B185 B185 B187 B192 B195 B196	6		
<ul> <li>Attruibutes Attributes Decreased Street</li> <li>Increased Dexternation</li> <li>Increased Healt</li> <li>Secondary Characc</li> <li>Decreased Basit</li> <li>Decreased Size</li> <li>Extra Hit Points</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1	12 10 -20 20 10 -1 -5 0 4	B14 B15 B14	9	1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En Holdout	6/12 / Тесн s	1	T           SL           12           15           13           13           14           13           14           12           13           14           12           13	-2 RSL PT Q-1 0 0X+1 0 0X-1 0 Q 0 Per 0 0X-2 0 0X-1 0 0X 0 Q 1	1 1 2 4 1 1 1 1 1	B174 B182 B183 B185 B185 B187 B192 B195 B196 B200	6		
<ul> <li>Attruibutes Attributes Attributes Decreased Streat Increased Dexter Increased Healt</li> <li>Secondary Charac Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1	12 10 -20 20 10 -1 -5 0 4 20	B14 B15 B14 B17 B16		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En Holdout Interrogati	6/12 / Тесн s	1	T           SL           12           15           13           13           14           12           13           14           12           13           14           13           14           13           14           13           14           13	-2       RSL     PT       Q-1     0       DX+1     0       DX-1     0       OX-2     0       DX-1     0       DX-1     0       Q     0       Q     0       Q     0       Q     0       Q     0       Q     0       Q     0	1 1 2 4 1 1 1 1 1 2 2	B174 B182 B183 B185 B185 B192 B195 B196 B200 B202	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Charac Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2	12 10 -20 20 10 -1 -5 0 4 20	B14 B15 B14 B17	9	1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En Holdout Interrogati Knife ■	6/12 / Тесн s try	1 NIQUE	T           SL           12           15           13           13           14           12           13           14           12           13           14           13           14           13           14           13           14           13	-2 RSL PT Q-1 0 0X+1 0 0X-1 0 Q 0 Per 0 0X-2 0 0X-1 0 0X 0 Q 1	1 1 2 4 1 1 1 1 1 2 2	B174 B182 B183 B185 B185 B187 B192 B195 B196 B200	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is	12 10 -20 20 10 -1 -5 0 4 20	B14 B15 B14 B17 B16	9	1d-3 imp         Skill         Acting         Bow         Climbing         Cooking         Detect Lie         Escape         Filch         Forced En         Holdout         Interrogati         Knife ■         Default: Sho	6/12 / TECH s try ion	1 NIQUE	T           SL           12           15           13           13           14           12           13           14           12           13           14           13           14           13           14           12           13           14           12           14           14           14	-2       RSL     PT       Q-1     0       DX+1     0       DX-1     0       OX-2     0       DX-1     0       DX-1     0       Q     0       Q     0       Q     0       Q     0       Q     0       Q     0       Q     0	1 1 2 4 1 1 1 1 1 2 1 1	B174 B182 B183 B185 B185 B192 B195 B196 B200 B202	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you.</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to	12 10 -20 10 -1 -5 0 4 20 5	B14 B15 B14 B17 B16 B85+		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En Holdout Interrogati Knife ■	6/12 / TECH s try ion rtsword- ng/TL3	1 NIQUE	T           12         14           13         12           13         13           14         12           13         12           13         12           13         14           14         12           13         14           14         12           13         14           12         14           13         14           12         14           13         14           14         12	-2       RSL     PT       Q-1     000000000000000000000000000000000000	1 1 2 4 1 1 1 1 1 2 1 1 2 1	B174 B182 B183 B185 B185 B192 B195 B196 B200 B202 B208	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you. Social Regard 1</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to	12 10 -20 10 -1 -5 0 4 20 5	B14 B15 B14 B17 B16	9	1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced Em Holdout Interrogati Knife E Default: Sho Lockpickir	6/12 / TECH s try ion rtsword- ng/TL3 on	1 NIQUE	T           12         14           13         12           13         13           14         12           13         14           12         14           12         14           13         14           14         12           13         14           12         14           13         14           13         14           13         14           13         14           13         14           13         14	-2       RSL     PT       Q-1     0X+1       DX-1     0X       Q     0X       OX-2     0X-1       DX-1     0X       Q     0X	1 1 2 4 1 1 1 1 2 1 1 2 1 1 1 1 1	B174 B182 B183 B185 B187 B192 B195 B196 B200 B200 B202 B208 B206 B211	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good N</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to E Neighbour	12 10 -20 10 -1 -5 0 4 20 5 5	B14 B15 B14 B17 B16 B85+ B85+		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced Em Holdout Interrogati Knife E Default: Sho Lockpickir Observatio	6/12 / TECH s try ion rtsword- ng/TL3 on	1 NIQUE	T           12         14           13         12           13         13           14         12           13         14           12         14           13         14           14         12           13         14           12         14           13         14           12         13           13         14           13         14           13         14           13         14           13         13           13         14	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       DX-2     1       DX-1     1 <td>1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1</td> <td>B174 B182 B183 B185 B187 B192 B195 B196 B200 B200 B202 B208 B206 B211 B209</td> <td>6</td>	1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1	B174 B182 B183 B185 B187 B192 B195 B196 B200 B200 B202 B208 B206 B211 B209	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 Seconds Silence 1 Seconds help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good Note Talent (Halfling</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to	12 10 -20 10 -1 -5 0 4 20 5 5	B14 B15 B14 B17 B16 B85+		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced Em Holdout Interrogati Knife I Default: Sho Lockpickir Observatio Shortswor	6/12 / ТЕСН s try ion rtsword- ng/TL3 on d	1 NIQUE	T           SL           12           15           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           13           13           13           13           13           13           13	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       Q     1       DX-1     1	1 1 2 4 1 1 1 1 1 2 1 1 1 1 1 1 1 1 1	B174 B182 B183 B185 B187 B192 B195 B196 B200 B202 B208 B208 B206 B211 B209 B222	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good N Talent (Halfling Marksmanship)</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to E keighbour E 2	12 10 -20 10 -1 -5 0 4 20 5 5	B14 B15 B14 B17 B16 B85+ B85+		1d-3 imp Skill Acting Bow Climbing Cooking Detect Lie Escape Filch Forced En Holdout Interrogati Knife E Default: Sho Lockpickir Observatio Shortswor Stealth	6/12 / TECH s try ion rtsword- ng/TL3 on d	1 NIQUE	T           SL           12           15           13           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           13           13           13           13           13           13           13           13           13           13           13	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       DX-2     1       DX-1     1	1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1	B174 B182 B183 B185 B187 B192 B195 B196 B200 B200 B202 B208 B206 B211 B209	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good N Talent (Halfling Marksmanship) Reaction Bonus (Respection Bonus (Respection Bonus (Respected Street Bonu</li></ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to E keighbour E 2	12 10 -20 10 -1 -5 0 4 20 5 5	B14 B15 B14 B17 B16 B85+ B85+		1d-3 impSkillActingBowClimbingCookingDetect LieEscapeFilchForced EnHoldoutInterrogatiKnife ∎Default: ShoLockpickirObservatioShortsworStreetwise	6/12 / TECH s try ion rtsword- ng/TL3 on d	1 NIQUE	T           SL           12           15           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           13           13           13           13           13           13           13           13           13           13           13           13	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       DX-2     1       DX-1     1	1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1	B174 B182 B183 B185 B192 B195 B196 B200 B202 B208 B208 B206 B211 B209 B222 B223	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 E Bonuses help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good N Talent (Halfling Marksmanship) Reaction Bonus (Rusers)</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to E keighbour E 2 anged weapon	12 10 -20 10 -1 -5 0 4 20 5 5 5	B14 B15 B14 B17 B16 B85+ B85+		1d-3 impSkillActingBowClimbingCookingDetect LieEscapeFilchForced EnHoldoutInterrogatiKnife ∎Default: ShoLockpickirObservatioShortsworStreetwise	6/12 / TECH s try ion rtsword- ng/TL3 on d	1 NIQUE	T           SL           12           15           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           13           13           13           13           13           13           13           13           13           13           13           13	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       DX-2     1       DX-1     1	1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1	B174 B182 B183 B185 B192 B195 B196 B200 B202 B208 B208 B206 B211 B209 B222 B223	6		
<ul> <li>Attruibutes Attruibutes Attruibutes Decreased Street Increased Dexter Increased Healt</li> <li>Secondary Characc Decreased Basi Decreased Size Extra Hit Points</li> <li>Advantages Silence 1 Secondary Charact Bonuses help only the only sense that detect you.</li> <li>Social Regard 1 Respected: Good N Talent (Halfling Marksmanship) Reaction Bonus (Rusers)</li> </ul>	ngth 2 erity 1 th 1 teristics c Move 1 1 2 when hearing is t can be used to E keighbour E 2 anged weapon	12 10 -20 20 10 -1 -5 0 4 20 5 5 5 10	B14 B15 B14 B17 B16 B85+ B85+		1d-3 impSkillActingBowClimbingCookingDetect LieEscapeFilchForced EnHoldoutInterrogatiKnife ∎Default: ShoLockpickirObservatioShortsworStreetwise	6/12 / TECH s try ion rtsword- ng/TL3 on d	1 NIQUE	T           SL           12           15           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           14           12           13           13           13           13           13           13           13           13           13           13           13           13           13	-2       RSL     PT       Q-1     1       DX+1     1       DX-1     1       DX-2     1       DX-1     1	1 1 2 4 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1	B174 B182 B183 B185 B192 B195 B196 B200 B202 B208 B208 B206 B211 B209 B222 B223	6		

		Trait							Pts		
	(	Code of Honor (Halfling)							-5	BS185	
	Dislikes Large Bodies of Water						-1		-		
	Gluttony 🖪							-5	<u>B137</u>		
	CR: 12 (Resist quite often)										
		Nake a self-control roll when presented with a tempting morsel of	or good wii	ne that, f	or some	reason	, you sh	bluc			
	resist. If you fail, you partake – regardless of the consequences.									<b>D</b> 444	
		Staid							-1	<u>B164</u>	
Ø		tages and Quirks							26		-
	Legal Enforcement Powers 3 🖪							15	<u>B65</u>		
	Secret Agent								10	D70	
									10	<u>B72</u>	-
		or Town Government; Appears fairly often (9-)							1		
	Strongbow 🖬								1	<u>MA51</u>	
		you ignore some penalties when shooting a bow too strong for y <b>/antages and Quirks</b>	ou						-35		_
		liction (Tobacco)							-35	D100	_
		al; Cheap; Highly Addictive (-5 on withdrawal roll)							-5	<u>B122</u>	
		y (To city or town government)							-10	B133	_
									-10	<u>D133</u>	
	FR: 12 Sense of Duty 🗖								-10	B153	
Citizens of Ulbeth							10	<u>B100</u>			
	Thalassophobia (Oceans) 🖬							-5	<u>B150</u>		
CR: 15 (Resist almost all the time), -1 Action Penalty								-			
	You are afraid of any large body of water. Ocean travel, or even air travel over the ocean, is basically impossible for										
		and encounters with aquatic monsters are also upsetting.									
		y Slight Limp							-1		!
		ised Quirk							-1		
	Unu	ised Quirk							-1		
	Unı	ised Quirk							-1		
Unused Quirk							-1				
Natural Attacks							0	B271	—		
Religion: None							0				
	-	age: Ulbethian 🖪							0	B24	!
		Spoken (Native); Written (Native)									
<ul> <li>✓</li> </ul>	#	Carried Equipment (6 lb; \$995)	Uses	TL	LC	<b>_</b> ;	Â	<b>\$</b> ?	<b>\$</b> ^		9
<b>V</b>		Composite Bow 🖻	0020	1		900	4 lb	900	4	b <u>B275</u>	
		Rated ST 10						200		22/3	
1	1			0		40	1 lb	40	1	b B272	
1				3		50	0 lb	50	0		
		Basic equipment for Lockpicking skill		-					5.		
1	1			0		5	1 lb	5	1	b B288	
		Minimum gear for camping: -2 to any Survival roll without it.									
		Includes utensils, tinderbox or flint and steel, towel, etc., as									
		TL permits.									
		Νοτε									
											-