

PORTRAIT		IDENTITY				MISCELLANEOUS				150 POINTS				
		NAME Saradoc "Rado" Hillister				CREATED Jan 9, 2025, 3:56 PM				0 UNSPENT				
		TITLE Investigator/Spy				MODIFIED Jan 9, 2025, 4:42 PM				12 ANCESTRY				
		ORGANIZATION				PLAYER Goofy				125 ATTRIBUTES				
		DESCRIPTION								26 ADVANTAGES				
		GENDER Male				HEIGHT 4'4"		HAIR Brown		-30 DISADVANTAGES				
		AGE 50		WEIGHT 77 lb		EYES Brown		-5 QUIRKS						
		BIRTHDAY December 8		SIZE -1		SKIN Tan		22 SKILLS						
		RELIGION		TL 3		HAND Left		0 SPELLS						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[0] 8 STRENGTH (ST)	[0] 13 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE					
[60] 14 DEXTERITY (DX)	[0] 13 FRIGHT CHECK		EYES -9	0		0 NONE	13 lb	5	9					
[60] 13 INTELLIGENCE (IQ)	[5] 14 PERCEPTION (PER)	3-4	SKULL -7	2		1 LIGHT	26 lb	4	8					
[0] 11 HEALTH (HT)	[0] 14 VISION	5	FACE -5	0		2 MEDIUM	39 lb	3	7					
BASIC DAMAGE		6-7	RIGHT LEG -2	0		3 HEAVY	78 lb	2	6					
1d-3 BASIC THRUST		8	RIGHT ARM -2	0		4 X-HEAVY	130 lb	1	5					
1d-2 BASIC SWING		9-10	TORSO +0	0		LIFTING & MOVING THINGS								
		11	GROIN -3	0		13 lb BASIC LIFT								
		12	LEFT ARM -2	0		26 lb ONE-HANDED LIFT								
		13-14	LEFT LEG -2	0		104 lb TWO-HANDED LIFT								
		15	HAND -4	0		156 lb SHOVE & KNOCK OVER								
		16	FOOT -4	0		312 lb RUNNING SHOVE & KNOCK OVER								
		17-18	NECK -5	0		195 lb CARRY ON BACK								
			VITALS -3	0		650 lb SHIFT SLIGHTLY								
± REACTION				± CONDITION										
+1 from those who hold you in high regard for being a Good Neighbour, in a Respected way.				-1 to IQ-based skills when alone										
+2 to others				+1 to Stealth if moving (even in armor, etc.)										
				+2 to Stealth when you are perfectly motionless										
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST				
Large Knife				Swung	14	9	No	1d-4 cut	C,1	6				
Large Knife				Thrust	14	9	No	1d-3 imp	C	6				
Natural Attacks				Bite	14	No	No	1d-4 cr	C					
Natural Attacks				Kick	12	No	No	1d-3 cr	C,1					
Natural Attacks				Punch	14	10	No	1d-4 cr	C					
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST	
Composite Bow						13	3	1d+1 imp	200/250	1	1(2)	-7		10+
Large Knife				Thrown		10	0	1d-3 imp	6/12	1	T	-2		6
TRAIT		PTS			SKILL / TECHNIQUE			SL	RSL	PTS				
✓ Halfling Ancestry		12		—	Acting			12	IQ-1	1	B174			
✓ Attributes Attribute		10		—	Bow			15	DX+1	1	B182			
Decreased Strength 2		-20	B14		Climbing			13	DX-1	1	B183			
Increased Dexterity 1		20	B15		Cooking			13	IQ	2	B185			
Increased Health 1		10	B14		Detect Lies			14	Per	4	B187			
✓ Secondary Characteristics		-1		—	Escape			12	DX-2	1	B192			
Decreased Basic Move 1		-5	B17		Filch			13	DX-1	1	B195			
Decreased Size 1		0			Forced Entry			14	DX	1	B196			
Extra Hit Points 2		4	B16		Holdout			12	IQ-1	1	B200			
✓ Advantages		20		—	Interrogation			13	IQ	2	B202			
Silence 1		5	B85+		Knife			14	DX	1	B208			
Bonuses help only when hearing is the only sense that can be used to detect you.					Default: Shortsword-3									
Social Regard 1		5	B87	!	Lockpicking/TL3			12	IQ-1	1	B206			
Respected: Good Neighbour					Observation			13	Per-1	1	B211			
Talent (Halfling Marksmanship) 2		10	BS184+		Shortsword			13	DX-1	1	B209			
Reaction Bonus (Ranged weapon users)					Stealth			13	DX-1	1	B222			
✓ Disadvantages and Quirks		-17		—	Streetwise			12	IQ-1	1	B223			
Chummy		-5	B126		Pickpocket			12	DX-2	1	B213			

TRAIT		Pts												
Code of Honor (Halfling)		-5	<u>BS185</u>											
Dislikes Large Bodies of Water		-1		—										
Gluttony		-5	<u>B137</u>											
CR: 12 (Resist quite often) Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should resist. If you fail, you partake – regardless of the consequences.														
Staid		-1	<u>B164</u>											
Advantages and Quirks		26		—										
Legal Enforcement Powers 3		15	<u>B65</u>											
Secret Agent														
Patron		10	<u>B72</u>	—										
City or Town Government; Appears fairly often (9-)														
Strongbow		1	<u>MA51</u>											
Let you ignore some penalties when shooting a bow too strong for you														
Disadvantages and Quirks		-35		—										
Addiction (Tobacco)		-5	<u>B122</u>											
Legal; Cheap; Highly Addictive (-5 on withdrawal roll)														
Duty (To city or town government)		-10	<u>B133</u>	—										
FR: 12														
Sense of Duty		-10	<u>B153</u>											
Citizens of Ulbeth														
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 you, and encounters with aquatic monsters are also upsetting.														
Very Slight Limp		-1		!										
Unused Quirk		-1												
Unused Quirk		-1												
Unused Quirk		-1												
Unused Quirk		-1												
Natural Attacks		0	<u>B271</u>	—										
Religion: None		0												
Language: Ulbethian		0	<u>B24</u>	!										
Native; Spoken (Native); Written (Native)														
✓	#	CARRIED EQUIPMENT (6 LB; \$995)			USES	TL	LC							
✓	1	Composite Bow				1		900	4 lb	900	4 lb	<u>B275</u>		
		Rated ST 10												
✓	1	Large Knife				0		40	1 lb	40	1 lb	<u>B272</u>		
✓	1	Lockpicks				3		50	0 lb	50	0 lb	<u>B289</u>		
		Basic equipment for Lockpicking skill												
✓	1	Personal Basics				0		5	1 lb	5	1 lb	<u>B288</u>		
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.												
NOTE														
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