

Bargle the Infamous

Karameikan (Civilized) Male 6'1" Weight: 145/ Age: 30 years old Parent's Occupation: Thief
(Civilized) Profession: Sorcerer

Characteristics:

STR: 9 CON: 10 SIZ:11 DEX: 17 INT: 18 POW: 15 APP: 15

Attribute Tallies:

Magic Points: 15 Fatigue Points: 19 Hit Points: 10

Selected Attributes:

DMG: -1d4 DSRM: 2 +SSRM: 2 = MSRM: 4

Skills

Age Modifier: +17

Agility: 7+ 0-1= +6

	Base	Modifier	Age	Total
Climb x3	40	+06	51	97
Dodge: x2	05	+06	34	45
Jump X1	25	+06	17	48
Throw: x3	25	+06	51	81

Communication: 8+2+2= +12

	Base	Modifier	Age	Total
Fast Talk: x2	05	+12	34	51
Orate: x2	05	+12	34	51
Sing: X2	05	+12	34	51
Speak Thyatian:	30	+12	00	42
Speak Traldaran:	00	+12	17	29

Knowledge: +8

	Base	Modifier	Age	Total
Craft: Metal x1	10	+08	17	35
Evaluate: X3	05	+08	51	64
Human Lore: X2	05	+08	34	47
Read/Write Own: x3	00	+08	51	59

Magical: 8+5+3=+16

	Base	Modifier	Age	Total
Ceremony X1	05	16	17	38
Duration: X2	00	16	34	50
Enchantment: x1	00	16	17	33
Intensity: x2	00	16	34	50
Multispell: X1	00	16	17	33
Summon X1	00	16	17	33

Spell points x11 (187)

Spells: 2+17 (19)	Base	Modifier	Point	Total
Armoring Ench		16		
Binding Ench.		16		
Create Basilisk		16		
Damage Boosting		16		
Drain		16		
Fly		16		
Form Metal		16		
Magic Point Enc		16		
Mystic Vision		16		

Neutralize Magic	16
Smother	16
Summon (Sala)	16
Summon (Undine)	16
Summon (Shadow)	16

Manipulation: $8+7+0= +15$

	Base	Modifier	Age	Total
Conceal X3	05	15	51	71
Devise x3	05	15	51	71
Sleight X3	05	15	51	71

Perception: $8+2+0= +10$

Stealth: $7+ -1+ -5 = +1$

	Base	Modifier	Age	Total
Hide X3	10	+01	51	62
Sneak X2	10	+01	34	45
Weapon Attack: +15				
	Base	Modifier	Age	Total
Fist Attack X2	25	+15	34	74
Short Sword X2	10	+15	34	59
Weapon Parry: +6				

Equipment:

Thief:

Lockpick, Jimmy, Thieves tools, Linen and Wool Clothes, Knife, short Sword, Mask, 20m Rope, and grapple, Sack, Hooded Lantern, 30 Pennies in Items, Secret Thieves mark

Sorcerer: Writing Equipment, 5 Pennies, 20 Pennies of Misc. Goods, Note book, Linene and Wool clothes, Knife, Sack, fire maker and tinder.

Gear:

Bracers of Defense (+6 armor)

Sword (Bladesharp 2 Matrix, countermagic 1)

Gladius Att: 69 DMG1d6+1-1d4 +2 str/dex:-/- ENC: 1.0 Armor: 10 SR: 2 (6 MSR)

Signet ring with a 10 POW spirit bound to it.

Ring of Regenerate 3

Drums of Fear 3 (Nix)