

Personal Details

Name: Rhys Goodin
 Concept: Sherpa Guide to Adventure
 Sex: Male
 Age: 42

Stats

Stat	Score	Cost	Notes
STR	13	3	Lift 150, 2.5D6
DEX	17	21	
CON	13	6	
BOD	10	0	
INT	13	3	
EGO	11	2	
PRE	10	0	
COM	8	-1	
PD	3	0	
ED	4	1	
SPD	3	3	
REC	8	4	
END	32	3	
STN	24	0	
Total Stat Cost:	40		

Powers

- Run: 6"
- Swim: 2"
- Horizontal Leap: 2.5"
- Vertical Leap: 1.25"

Talents and Perquisites

Bump of Direction 3
 Total Talents and Perk Points: 3

Skills

- Acting 8-
- Area Knowledge: The World 8-
- Breakfall 8-
- Climbing 8-
- Concealment 8-
- Conversation 8-
- Deduction 8-
- Language: Cald
- Persuasion 8-
- Professional Skill: Sherpa 8-
- Shadowing 8-
- Stealth 8-
- Trading 8-
- Survival: Highlands 8-
- Read Magic (12-) 3
- Use Magic Item (13-) 5
- Pathfinding (14-) 7
- Tracking (13-) 5
- Trading (13-) 5
- Knowledge: Highlands Game (14-) 4
- Knowledge: Highlands Geography (14-) 4
- Familiarity: Common Melee weapons 1
- Familiarity: Bows 1
- Combat Levels: Highland Weapons 3
- 2 Combat Level: Horn Bow 4

Total Skill Points: 42

Equipment

Item	Weight(KG)	Notes
Horn Bow	2.25	13 STR, 1.5D6
Machete	2.75	8 STR, 1d6 (1d6+1 with Full STR)
Ring Mail Hauberk	8.15	7-14, 4 DEF
Plate Cap	.78	5, 7 DEF
Donkey		Named Robert
Sherpa Gear	10	Kept in pack
5 Points of Magic Items	2	Kept on Donkey
Full Load	26	-1 DCV, -1 maneuvers
Combat Load	14	no penalties

Total Equipment Points: 0

Disadvantages

- Rival (Competent, infrequent) 5
- Reputation ("Past his prime," Infrequent) 5
- Hunted ("By Goats", incompetent, Common) 5

Points

- Base Points: 75
- Points from Disads: 15
- Points from Experience: 0
- Overall Total Points: 90

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