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

•
Overall Total Points Spent: 90

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