



The Assassin

Characteristics	
STR	11
CON	11
SIZ	10
INT	11
POW	11
DEX	16
CHA	10

Attributes	
Combat actions	3
Damage modifier	None
Improvement Roll	0
Magic Points	11
Dedicated Pow	0
Movement	8
Strike Rank	12

Common Skills		
Athletics	STR+DEX	47%
Brawn	STR+SIZ	21%
Culture (Own)	INT x2	52%
Dance	DEX+CHA	26%
Drive	DEX+POW	27%
Evade	DEX x2	47%
Evaluate	INT+CHA	41%
First Aid	INT+DEX	27%
Influence	CHA x2	40%
Insight	INT+POW	37%
Lore (Regional)	INT x2	57%
Perception	INT+POW	42%
Persistence	POW x2	32%
Resilience	CON x2	32%
Ride	DEX+POW	27%
Sing	CHA+POW	21%
Sleight	DEX+CHA	26%
Stealth	DEX+INT	42%
Swim	STR+CON	22%
Unarmed	STR+DEX	37%
Common Magic	CHA+POW	46%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	1 Trews
4-6	Left Leg	5	1 Trews
7-10	Abdomen	6	2 Leather coat
11-12	Chest	7	2 Leather coat
13-15	Right Arm	4	2 Leather coat
16-18	Left Arm	4	2 Leather coat
19-20	Head	5	2 Hood

Combat and Advanced skills		
CC : Sword & Dagger	STR+DEX	57%
RC : Crossbow	INT+CHA	72%
Courtesy	INT+CHA	21%
Lore (Tactics)	INT x2	37%
Mechanism	DEX+INT	42%
Streetwise	POW+CHA	36%
Disguise	INT+CHA	36%
Track	INT+CON	37%
Language (Native)	INT+CHA	74%

Common Magic: Bandit's Cloak 2, Bladesharp 3, Detect Enemy

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Sabre	M	M	1D6+1	6/8	Bleed, Impale
L. crossbow	L	100 m	1D8	4/5	Impale
Dagger	S	S	1D4+1	6/8	Bleed, Impale

