



The Sorcerer

Characteristics	
STR	9
CON	8
SIZ	9
INT	16
POW	16
DEX	11
CHA	11

Attributes	
Combat actions	3
Damage modifier	-1D2
Improvement Roll	0
Magic Points	16
Dedicated Pow	0
Movement	8
Strike Rank	14

Common Skills

Common Skills		
Athletics	STR+DEX	20%
Brawn	STR+SIZ	18%
Culture (Own)	INT x2	62%
Dance	DEX+CHA	22%
Drive	DEX+POW	27%
Evade	DEX x2	42%
Evaluate	INT+CHA	57%
First Aid	INT+DEX	57%
Influence	CHA x2	42%
Insight	INT+POW	32%
Lore (Regional)	INT x2	62%
Perception	INT+POW	32%
Persistence	POW x2	42%
Resilience	CON x2	31%
Ride	DEX+POW	27%
Sing	CHA+POW	27%
Sleight	DEX+CHA	22%
Stealth	DEX+INT	27%
Swim	STR+CON	17%
Unarmed	STR+DEX	20%
Common Magic	CHA+POW	57%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	4	0
4-6	Left Leg	4	0
7-10	Abdomen	5	3 Ringmail
11-12	Chest	6	3 Ringmail
13-15	Right Arm	3	0
16-18	Left Arm	3	0
19-20	Head	4	3 Ringmail

Combat and Advanced skills

CC : Sword & Shield	STR+DEX	55%
Courtesy	INT+CHA	27%
Lore (Alchemy)	INT x2	62%
Lore (Any)	INT x2	52%
Meditation	POW x2	52%
Sorcery (Grimoire)	INT x2	62%
Manipulation	INT+POW	62%
Language (Native)	INT+CHA	77%

Common Magic: Detect Magic, Heal 2, Bladesharp 2, Light 1

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Sabre	M	M	1D6+1	6/8	Bleed, Impale
Heater shield	L	S	1D4	6/12	<i>parry ranged</i>

