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|---|--|--|--|--|--|--|--|--|--|--|--|
| Rudde Funck Player: Party Campaign: Buck's Middle Earth | | | | Race: Bergman Profession: Armamaster Level: 4 Realm: Mentalism | | | | Training: Berserker Packages: Traveller 10/13/98 | | | |
| STAT Temp Poten Mod Agility 100 100 +9.5 Constitution 100 100 +12.5 Memory 74 75 +1.4 Reasoning 46 55 0 Self Discipline 66 66 +7.5 Empathy 48 66 +2 Intuition 60 71 0 Presence 98 98 +11.5 Quickness 99 99 +8 Strength 99 99 +12 Appearance 40 Development Points 83 | | | | RR (Resistance Rolls) Total Channeling 0 Essence +6 Mentalism +36 Channeling/Essence +3 Channeling/Mentalism +18 Essence/Mentalism +21 Arcana +14 Disease +38 Poison +38 Fear +23 | | | | RACE/STAT FIXED INFO Total Soul Departure 11.0 Recovery Multiplier x0.9 Race Type 2 Body Development 0+7-4-2-1 Power Point Development 0+7-0-5-4 Required Sleep 6 hrs Days Without Sleep 1 days Recover HP Resting 6/hr Recover PP Resting 6/hr Recover ExP Resting 7/min | | | |
| Offensive Bonus (OB) Unarmed Combat Total | | | | Fate Points: 1 | | | | Hit Points +82 | | | |
| Melee Weapons Broadsword OB No SL RL Ch PI DB B# Str: Fun Table: Broadsword +85 0 0 0 0 0 +5 1-7 83 01-04 Dagger +94 0 0 0 0 0 +5 1-6 74-86 01 Table: Dagger Normal Shield +98 +20 Table: | | | | Exhaustion Points 78 | | | | Waiting for black alloy broadsword from Kadek? the weaponsmith in Tharbad. | | | |
| Missile Weapons Dagger OB No SL RL Ch PI B# Str Fun Table: Dagger 10' -10, 25' -20, 50' -30 Short Bow +60 0 0 0 0 0 Auto 54-66 01-04 Table: Short Bow 10' +10, 100' +0, 180' -40, 240' -70 | | | | Power Points +10 | | | | Potger's warhammer is ready; it's +15! | | | |
| Defensive Bonus (DB) Stat Skill Spec Armor Shield Total Melee +17 +5 20 +42 Missile +17 +5 20 +42 Basic Spells +5 20 +5 Directed Spells +17 +5 20 +42 Area Spells +17 +5 20 +42 | | | | Armor Type AT 17 Maneuvers -16 Missile 0 Quickness -10 | | | | in Frenzy +30 to OB - deliver double concussion. | | | |
| Initiative Mod +19 Reverberate Strength (Melee Criticals add Unbalancing Critical at 2 Levels Less) Nightvision (In Minimal Light Can See 50' Perfectly Well and 100' Fairly Well) Superstitious (Mood/Morale Affected By Omens and Luck Practices of Culture) Mental Link (May Establish Telepathic Link w/Potger) Lightning Strike (No Penalty for Snap, Only +5 for Deliberate) | | | | | | | | | | | |

| Skill | Specific | Ranks | Mod |
|-------------------------|----------------------|-------|-----|
| 1-H Concussion | Shield Bash | 8 | +98 |
| 1-H Edged | Broadsword | 8 | +78 |
| 1-H Edged | Dagger | 2 | +60 |
| Alertness | | 4 | +17 |
| Athletic Games (Brown) | Game | 0 | +36 |
| Athletic Games | Game | 0 | +33 |
| Athletic Games | | 0 | +29 |
| Boat Pilot | Gwathló | 3 | +46 |
| Body Development | | 7 | +92 |
| Cleansing Trance | | 0 | +20 |
| Climbing | | 4 | +76 |
| Contortions | | 0 | +24 |
| Control Lycanthropy | | 0 | +20 |
| Culture Lore | Bargeman | 3 | +18 |
| Distance Running | | 0 | +33 |
| Diving | | 0 | +26 |
| Frenzy | | 8 | +58 |
| Hiding | | 1 | +22 |
| Hunting | | 1 | +21 |
| Jumping | | 0 | +30 |
| Language | Dunaei Spoken | 4 | +17 |
| Language | Northman Spoken | 8 | +29 |
| Language | Northman Written | 6 | +23 |
| Language | Westron Spoken | 6 | +23 |
| Language | Westron Written | 2 | +11 |
| Locate Hidden | | 3 | +19 |
| Meditation | | 0 | +20 |
| Missile | Short Bow | 4 | +55 |
| Observation | | 5 | +33 |
| Own Realm Open List | Spell List | 0 | +35 |
| Own Realm Own Base List | Weapon Mastery | 5 | +40 |
| Plate | | 6 | +74 |
| Pole-vauling | | 0 | +28 |
| Power-striking | | 0 | +33 |
| Power-throwing | | 0 | +33 |
| Rappelling | | 0 | +29 |
| Region Lore | Gwathló Valley | 3 | +18 |
| Rigid Leather | | 0 | +28 |
| Rope Mastery | | 3 | +46 |
| Rowing | | 0 | +52 |
| Sails | | 0 | +41 |
| Scaling | | 0 | +32 |
| Skating | | 0 | +28 |
| Skiing | | 0 | +29 |
| Soft Leather | | 1 | +48 |
| Sprinting | | 0 | +29 |
| Stalking | | 1 | +30 |
| Stilt Walking | | 0 | +26 |
| Stunned Maneuvering | | 1 | +42 |
| Surfing | | 0 | +29 |
| Survival | River | 1 | +19 |
| Swimming | | 4 | +75 |
| Thrown | Dagger | 1 | +28 |
| Tightrope-walking | | 0 | +24 |
| Tumbling | | 0 | +26 |
| Two-weapon Fighting | Shield & Short Sword | 4 | +61 |
| Weight-lifting | | 0 | +33 |

Brawling: +4

Movement and Encumbrance

Movement 72

Encumbrance 0

Equipment

1 Weather resistant clothing

1 Barge

1 +5 Low Steel Broadsword

3 Daggers

1 Short Bow

1 Quiver

20 Arrows

1 Breastplate

1 Normal Shield

1 Jewelry (worth 1 gp)

10 sp.

18 sp.

Personality Traits

Motivations

Alignment

Demeanor

Height

6'6"

Weight

160 lb

Hair Color

Red

Eye Color

Blue

Gender

Female

Age (Months) Age (Years)

368

30

Background

add: Rowing
 Brawling: from Tharbad
 2 handed weapon: for chairs in brawling

General Description

Experience Points

30 Character Tree from Skye 17675

31 Maes Fao Tomb 2250

32 River Departure 3000

33 River Pirate Attack 3600

34 River Pirate Battle 1500

35 River Pirate End 1200

36 River Travel 1000

30,225 xp

Actual Earned Goal XP

M 4 M 4 40,001 xp

Spell Lists

Rudda Funck

WEAPON MASTERY

| Spell | Lvl | AoE | Dur | Ran | Type | |
|--|-----|------|--------|---------|------|------------------------|
| Weapon Enchantment | 1 | 1 | P | touch | F | <i>Armsmaster Base</i> |
| Caster enchants a melee weapon which is to become his "Personal Weapon." This spell grants the weapon a special bonus equal to +1 per level of the caster to any attacks made with this weapon. The cost to cast this spell is equal to the level of the caster. If the caster gains a level and he wishes the bonus to be increased, he must recast this spell. The weapon only gains its bonus in the hands of its owner. The special bonus is cumulative with any non-magical bonuses the weapon may possess (material, construction, and/or quality) but not with magical enhancements such as <i>Bladerunes</i> . This weapon is considered "magical" for all purposes. | | | | | | |
| Initiative II | 2 | Inst | caster | 1 rnd | self | U |
| Caster adds 2 to his initiative roll next round. | | | | | | |
| Weapon Expertise I | 3 | | caster | 1 min/M | self | U |
| The caster gains a surer grip on any weapon wielded during the spell duration, lowering it's fumble range by 1 (to a minimum of 1). | | | | | | |
| Draw Weapon | 4 | Inst | 1 | | self | U |
| The caster's Personal Weapon leaps into his hand, negating any penalties for drawing a weapon. | | | | | | |
| Loyal Weapon | 5 | 1 | P | touch | F | <i>Armsmaster Base</i> |
| Caster "ties" his Personal Weapon to himself. The fumble range of the weapon will raised by +1 per level of the caster for anyone other than the caster who attempts to wield the weapon in combat. If the caster gains in level, and he wishes the penalty to be increased as well, he must recast this spell. | | | | | | |