

Name Pierre Bookman Player _____ Point Total 150Ht 5'9" Wt 105 lbs. Size Modifier 0 Age _____ Unspent Pts _____Appearance Skinny and clean-shaven

CHARACTER SHEET

ST	9	[-10]	HP	10	CURRENT	[2]
DX	12	[40]	WILL	11		[-10]
IQ	13	[60]	PER	13		[0]
HT	11	[10]	FP	11	CURRENT	[0]

Languages	Spoken	Written
<i>Aralaise</i>	<i>Native</i>	<i>Native</i> [0]
<i>English</i>	<i>Accented</i>	<i>Accented</i> [0]
<i>Arabic</i>	<i>Broken</i>	<i>Broken</i> [2]
<i>Latin</i>	<i>Broken</i>	<i>Native</i> [4]
<i>Old Aralaise</i>	<i>Accented</i>	<i>Native</i> [5]

DR	TL: <u>4</u>	[5]
	Cultural Familiarities	
	<i>Christian Lands</i>	[0]
		[]

BASIC LIFT (ST × ST)/5 16/16s DAMAGE Thr 1d-3 Sw 1d-2
 BASIC SPEED 5.25 [-10] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>16</u>	BM × 1 <u>5</u>	Dodge <u>8</u>
Light (1) = 2 × BL <u>32</u>	BM × 0.8 <u>4</u>	Dodge -1 <u>7</u>
Medium (2) = 3 × BL <u>48</u>	BM × 0.6 <u>3</u>	Dodge -2 <u>6</u>
Heavy (3) = 6 × BL <u>96</u>	BM × 0.4 <u>2</u>	Dodge -3 <u>5</u>
X-Heavy (4) = 10 × BL <u>160</u>	BM × 0.2 <u>1</u>	Dodge -4 <u>4</u>

PARRY	9	Reaction Modifiers
		Appearance <u>Attractive +1</u>
BLOCK		Status <u>0</u>
		Reputation <u>-2 (among scholars)</u>
		Charisma <u>+2</u>

ADVANTAGES AND PERKS	
<i>Appearance (Attractive)</i>	[5]
<i>Charisma +2</i>	[10]
<i>Magery 0</i>	[5]
<i>Social Chameleon</i>	[5]
	[]
	[]
	[]
	[]
	[]
	[]
DISADVANTAGES AND QUIRKS	
<i>Lecherousness</i>	[-7]
<i>Reputation -2 (Among scholars and recent graduates of the University of Sauvons, as Trouble)</i>	[-3]
<i>Skinny</i>	[-5]
<i>Distractible</i>	[-1]
<i>Likes good food in moderate quantities: won't turn down a dinner invitation</i>	[-1]
<i>Loves reading: will go out of his way to acquire an interesting book</i>	[-1]
<i>Plays practical jokes on the clergy at every opportunity</i>	[-1]
	[]
	[]
	[]
	[]
	[]

SKILLS			
Name	Level	Relative Level	
<i>Accounting</i>	11	<i>IQ-2</i>	[/]
<i>Acting</i>	12	<i>IQ-1</i>	[/]
<i>Area Knowledge (Sauvons)</i>	13	<i>IQ+0</i>	[/]
<i>Boating/TL4 (Sailboat)</i>	11	<i>DX-1</i>	[/]
<i>Carousing</i>	12	<i>IQ+1</i>	[2]
<i>Connoisseur (Fine Cuisine)</i>	12	<i>IQ-1</i>	[/]
<i>Crossbow</i>	12	<i>DX+0</i>	[/]
<i>Current Affairs/TL4 (People)</i>	13	<i>IQ+0</i>	[/]
<i>Diplomacy</i>	13	<i>IQ+0</i>	[4]
<i>Expert (Natural Philosophy)</i>	11	<i>IQ-2</i>	[/]
<i>Fast-Talk</i>	13	<i>IQ+0</i>	[2]
<i>First Aid/TL4</i>	13	<i>IQ+0</i>	[/]
<i>Forgery/TL4</i>	11	<i>IQ-2</i>	[/]
<i>Gambling</i>	12	<i>IQ+1</i>	[/]
<i>History (Modern Araterre)</i>	11	<i>IQ-2</i>	[/]
<i>History (Early Megalos)</i>	11	<i>IQ-2</i>	[/]
<i>Holdout</i>	12	<i>IQ-1</i>	[/]
<i>Judo</i>	10	<i>DX-2</i>	[/]
<i>Knife</i>	12	<i>DX+0</i>	[/]
<i>Law (Aralaise Contract)</i>	11	<i>IQ-2</i>	[/]
<i>Literature</i>	12	<i>IQ-1</i>	[2]
<i>Merchant</i>	12	<i>IQ-1</i>	[/]
<i>Philosophy (Classical)</i>	11	<i>IQ-2</i>	[/]
<i>Psychology (Experimental)</i>	11	<i>IQ-2</i>	[/]
<i>Public Speaking</i>	14	<i>IQ+1</i>	[/]
<i>Research/TL4</i>	12	<i>IQ-1</i>	[/]
<i>SavoirFaire (HighSociety)</i>	13	<i>IQ+0</i>	[/]
<i>Sex Appeal</i>	11	<i>IQ+0</i>	[/]
<i>Smallsword</i>	12	<i>DX+0</i>	[2]
<i>Stealth</i>	11	<i>DX-1</i>	[/]
<i>Thaumatology</i>	10	<i>IQ-3</i>	[/]
<i>Theology (Yrth Christian)</i>	11	<i>IQ-2</i>	[/]
SPELLS			
<i>Counterspell</i>	11		[/]
<i>Dispel Magic</i>	13		[4]
<i>Ignite Fire</i>	11		[/]
<i>Light</i>	11		[/]
<i>Seek</i>	11		[/]

PIERRE “BOOKMAN”

Skinny and clean-shaven, with the look of a slightly underfed scholar about him – but also with an easy, very charming smile and regular features. Usually dressed in practical leathers that fit him comfortably.

Equipment

Weapons: Small Knife; Smallsword; Crossbow (ST 9).

Armour: Leather Cap; Leather Jacket; Leather Gloves; Shoes.

Carried: Hip Quiver with 15 Standard and 5 Bodkin Bolts; Pouch; Personal Basics; \$198 cash.

(*Note:* Pierre suffers Light encumbrance if he’s carrying his crossbow, reducing his Move to 4 and his Dodge to 7. This encumbrance drops to None if he puts the crossbow down; given that his chances of survival in a fight depend largely on his ability to get away, he’ll try to find somewhere safe to stow the thing if he thinks that he’s about to get into a brawl or be shot at without cover.)

History

You’re the third son of an Aralaise merchant family, and so you learned your letters and arithmetic early on, along with some practical merchant lore. This is how you also learned how much you love books. Your father didn’t know quite what to do with you – you pestered him to let you study at the University, but he thought that was too expensive, until someone discovered that you had a scrap of magical talent, which tipped the balance. A wizard in the family could be *useful*.

And so you were off to Sauvons, where you started devouring the libraries. You did even pick up a few spells, though your main concern was learning how to negate thaumaturgical energies – you know that you’ll never be able to out-spell a real wizard, so you might as well give yourself the chance to mess up other people’s magic. Of course, once you were there, you also discovered some other pleasures in life – good food, for one (though you’ve never over-eaten, as your graceful figure shows), and female company for another. It was late in your second year of study that you made a significant error of judgment involving that latter, or more specifically, involving the bored mistress of a certain important (and self-important) priest. In truth, you’ve never liked priests much, and perhaps the chance to make one look foolish was a little too tempting. But the bastard proved to have more influence than was healthy, and you were out on your ear. You can’t even get back into the libraries. Now *that* stings.

Your family won’t want you back, of course, or they’d be long-suffering about it – so you spent a few weeks mooching around Sauvons, doing odd literary jobs, scamming meals from idiots, and dodging brawls. You studied a bit of sword-play in the past, as a hobby and for self-protection, and your father taught you to use a crossbow, but you aren’t really a warrior. But money began to look tight (that merchant upbringing makes you a *little* bit careful), and then you fell in with a bunch of people who were looking for profitable work of not-actually-immoral sorts, and who needed somebody to do their talking for them. Which is how you found yourself becoming an *adventurer*.

You’re very much the group’s scholar and “face man”; though you can look after yourself in fights if you must, you do much better to hold back. Even the big barbarian understands that this is the best way for you to work.

The Others

Ah yes, Varlak – big, good with those weapons, not quite as dumb as he looks, with an appalling temper on him when he’s drunk and a gloomy attitude the rest of the time. It’s a good thing he’s got you to do his talking for him, isn’t it? It doesn’t hurt to have him in charge, though; for one thing, he’s got an eye for tactics, and for another, he’ll take the fire if things go wrong. He’s recruited a couple of fairly useful people to guard his back, too. Jared, the half-elf, is a foreign peasant, but he lives up to the elf style well enough – he can shoot with that bow. And Gaspard is a gutter-rat with half-trained manners, but you can’t blame him for wanting more, and he’s damned good with that blade. His style of fighting is quite formal; god knows where he learned.

But it’s Magda, the sea-witch, who worries you just a little. For one thing, there’ve been one or two sea voyages that have gone on just long enough for you to find yourself flirting with her, and given that she looks like they broke the mold before they made her, that’s a bad sign, especially given that she has *no* idea of tact *whatsoever*. And for another, you have a nasty feeling that she may be smarter than you, in her hedge-witch way – and you don’t have the faintest idea why she’s along with this bunch, except that she apparently once saved Varlak’s life. Maybe she feels responsible for him. Still, most of all, she’s a healer, and this work sometimes needs that.