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3rd Edition

Character Name	Barr-Bee
Race, Sex, Age	Half-Elf, Female, Young
Appearance	Busty blonde with brown eyes
Mannerisms	Tosses her hair a lot
Speech	Blinks a lot while talking
Notes	

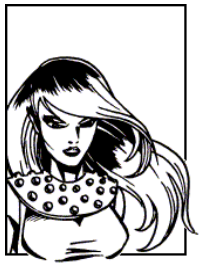
Combat	6	Magic	1
Coordination	5	Nature	2
Corruption	2	Strength	2
Intellect	2	Willpower	3

Dark Vision	6	Spring	2 / 6
Movement	3+1=4	Skin	0
Size	3	Fist	0
Life Force	5		

Armor and Weapons	Rating
(A) Half-Chain with black leather pant	2
(A) Small wooded shield painted black	1
(A) Small sword	1
(W) Small sword	2
All Out Defense = 4 + 3 + 1 = 8	

Miscellaneous Equipment

She carries very little equipment: 1 small knife, 50 feet of rope, 1 water skin, 1 oil skin, and [2] weeks standard rations



Defense Roll:

	Rating
Total Armor	4
Adjustment	3
Total Dice:	7

Attack Roll:

Weapon	Rating
Sword	2
Adjustment	3
Total Dice:	5

Counter Attack:

Weapon	Rating
Sword	2
Adjustment	**3**
Total Dice:	5

Hit Points:

Max Hit Points 19

Keep Track of Current Hit Points:

19

Saved EP None

Special Abilities / Strengths / Weaknesses

She gains a +1d modifier with all Coordination rolls

With a Coordination = 8d, or higher, she treats all ground Terrain Ratings = 3d or higher as 2d, and all climbing Terrain Ratings = 4d or higher as 3d.

Adventure History / Comments

She is a second-cousin, great niece, or something to Daffid the Half-Elf owner of the Drunk'n Griff'n tavern near the center of town. She recently arrive to help him fight off the evil vampires, but she still has a lot to learn.

Magical Items: (Enchanted and Legendary)

1. Boots of speed +1 inch modifier all the time
2.
3.
4.

Item #	Spell Glyph	Hidden	Rating	Found	Known
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐

Treasure

She carries her money in a hidden pocket between her large breasts

Gold Coins 11 Gold Bits 23