



**Character** Ethres of Saebrig

**Profession** Thief

**name**

**Home culture & locale** Peshinath, Morensia

**Physical description** Medium height, fair hair, attractive

**Handedness** Right

**Background & Family** I had a big career ahead of me as a thief, until I fell in love with the daughter of the big boss. I had been a loyal ally of the boss, and he respected my work, so he only ordered me to stay far away. My romantic escapades seem to keep me roaming even when trouble with the law doesn't. I have been able to take it all in stride. I love enjoying the finer things in life, such as a good wine, a fine set of clothes or being in love.

**Religion & Power** Morensian religion: Brother Music (Benevolence +0, Lawfulness -1, Influence -2)

**Reputations**

**Traits**

Trait	Rating
Easygoing	1
Amorous	2
Fashionable: Morensian urban fashions	1
Attractive	1

**Characteristics**

	Permanent	Current
Strength (STR)	2	
Endurance (END)	2	
Agility (AGL)	3	
Dexterity (DEX)	3	

	Permanent	Current
Perception (PER)	2	
Logic (LOG)	1	
Will (WIL)	1	
Memory (MEM)	2	

	Permanent	Current
Eloquence (ELO)	2	
Aura (AUR)	0	
Divine Favor (DF)	1	
Social Class (SC)	10	

**Secondary Characteristics**

Toughness (TGH)	1
Carrying Capacity (CC)	9
Size (SZ)	12
Composure (CMP)	3
Learning Ability (LA)	4
Current Wealth (WLT)	10
Experience points (XP)	

**Skills**

Skill	Rating	Usual characteristic
Area Knowledge: Peshinath	1	MEM
Awareness	2	PER
Climbing	2	AGL
Concealment	2	PER
Contortion	1	AGL
Dagger/Knife	2	DEX
Dodge	2	AGL
Erotic Arts	2	PER
Etiquette: Morensian urban culture	1	ELO
Folklore: Morensian	1	MEM
Initiative	1	AGL
Language: Morensian	1	ELO
Locksmithing	2	DEX

Skill	Rating	Usual characteristic
Pickpocket	2	DEX
Running	1	AGL
Sneaking	3	AGL
Streetwise	2	ELO

Variation Die general results:

- 1-3: Style
- 4-6: Time
- 7-9: Quantity
- 10-12: Quality

Equipment & possessions

CC: 9 Current highest bulk carried:

Item	Bulk	Modifiers	Notes
Beltpouches			Several on belt
Simple lockpicks	1	+0 to Locksmithing	
50' medium rope	8	+1 to Climbing	
Grappling hook	8	+1 to Climbing	

Spells and Nodes

Current total magnitude of nodes:

Node element	Magnitude	Container	Aligned spell	Notes

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors			Breakage Value	Notes
							Blunt	Cut	Pierce		
Dagger	Dagger/Knife 2 + DEX	2	+0	0	0-1	1	3	5	5	9	

Armor & clothing

Size (SZ): 12

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Gambeson	Chest	7	+0	5	4	3	3	3	2	
Leather shirt	Chest, arms	6	+0	3	3	2	2	2	2	
Leather cap	Head	3	+0	3	3	2	2	2	2	
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	
Leather pants	Legs	5	+0	3	3	2	2	2	2	

Armor protection summary

Current exhaustion:

Current Initiative Phase:

Bleeding?

Location	Protection vs.					
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	3	3	2	2	2	2
9-11. Chest	5	4	3	3	3	2
7-8. Left arm	3	3	2	2	2	2
5-6. Right arm	3	3	2	2	2	2
3-4. Left leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)
1-2. Right leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)

