Character Name:	Sythis Dawnbringer	r			71		
Player Name: Cha	ld				L P	gends	
Path: Blademaster		Level:	7		CHARA	CTER SHEET	
Bloodline: Old King	S		Level Title	e: Grand Blade	master		
Gender: Male	Age	: 20		Height: 6' 2"	Wei	ght: 240 lbs	
Skin color: Fair		Hair color:	Blonde	<u> </u>		Blue	
			Biolide		Lye color.	blue	
PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	43.5	STATISTIC		HEALT	TH AND POWER RA	- <u>— - — - — - —</u> ATINGS
<b>STR</b> ENGTH	KNOWLEDGE	INITIA	TIVE	MOVE	HEALTH POINTS	FATIGUE	POWER POINTS
8 <sup>10</sup> MOD +5 +3	4 MOD -1	+1		7	55 <sup>71</sup>	6	17
AGILITY		RESIST	ANCE	REPUTATION			
8 <sup>9</sup> MOD +4 +3	5 MOD	+7/	+9	23			
ENDURANCE	<b>WIL</b> LPOWER	FORTI	TUDE	STATUS			
8 <sup>10</sup> MOD +5	5 MOD	+1	0	28			
+3	0		0	28	HEALTH	ARMOR	
PRESENCE	CHARISMA	# OF PA	ARRYS	FATE POINTS	POD	AR	ТҮРЕ
5 <sup>7</sup> <sup>MOD</sup> +2	6 8 MOD +1 +3	5		3	65 <sup>81</sup>	7	MW Scale
DR 5 Magic	immune to fire and heat	+3 resist sic	kness/disease			8 AR vs. undead	
SKILL LISTING		RANK	ATT MOD	2ND MOD	TOTAL BONUS	LANGUA	GES LIT
Communication		+2	+3	+3	+8	Arcacian	[X]
Athletics		+1	+3		+4	Ancient A	rcacian [X]
Perception		+2	+0		+2	Zephryiar	
Stealth		+1	+4	+2	+7		[]
BG: Academia		+1	-1		+0	. <u> </u>	[]
Thievery		+1	+4		+5		[]
Dodge		+1	+4	+2	+7	. <u> </u>	[]
Weapon: Dagger		+1	+4		+5		[]
Weapon: Swords		+5	+4	+2	+11	. <u> </u>	[]
Weapon: Crossbow		+1	+4		+5		[]
Vocation: Sailing		+1	-1		+0		[]
							[]
							[]
							[]
WEAPON	то ніт	PARRY DAI	MAGE	MAX DMG RANGE/M			

WEAPON	TO HIT	PARRY	DAMAGE	MAX DMG	RANGE/NOTES
Lightbringer +3 Broadsword	+14	+17	1d10 +10/+12	20	Holy + 1d8, arc of light, light 30' radius, unbreakable, 1/2 weight
					Crits on 17-20, + 10%
Dagger (+2) Ember	+7	+10	1d6 +5	12	fire +1d6
Doublebarrel Flintlock	+3	NA	2d6 +3	24	range 50

# COMPANIONS

Heavy Warhorse (full tack, blanket, saddle bags)

Barding of Defense (+2 AR, +3 RES, DR5 magic, scale 5 AR)

# CONTACTS

Marcus, thief of Freeport

Queen Callista of Valencia, daughters Cameron & Cassandra

#### PATRON/RELIGION

Arnos

# FAMILY/GROUP AFFILIATIONS

House Dawnbringer of Ariea

Janus Dawnbringer (cousin)

Sylvia Dawnbringer (mother) Serena Dawnbringer (sister)

Kali Silvershine (adopted sister)

Father assumed dead, brother assumed dead

NOTES

BLOODLINE ABILITIES	cos	бT
Birthright (3 points for 2)		2
Strength of Kings (+2 STR/END, after 1 fatigue)		2

EDGES	COST
Wealth (minor - 5 GC credit/month)	0
Exceptional Defender (+1 parry, dodge)	1
Strong Bloodline (x2 lifespan, +3 resist sickness	1
disease, racial language, strong features)	
Birthright: Nobility Major (+1 communication,	0
large estate, land, servants, begin w/20 GC)	
Weapon Master (no default w/weapons, 1d6	2
Fearless (immune to fear)	1
ADV - Experience Boost (+1 per award)	4
ADV - Dormant Bloodline	2
ADV - Symbiotic Relationship	4
ADV - Gift of Titans (+1 STR and CHA)	4
ADV - Weapon Mastery (+1 die category swords)	4
ADV - Weapon Bond (return from any distance)	4
ADV - Armor of the Titans (+1 AR)	4
ADV - Weapon & Shield (+1 to hit)	4
ADV - Will of the Gods (immune to mind influence)	4

# PATH BONUS/DEVOTIONAL ABILITIES

+1 to hit and damage with swords

FLAWS & STRICTURES	COST
Overconfidence	1

COST

1 2

1

)	0031	FLAWS & STRICTORES
h (minor - 5 GC credit/month)	0	Overconfidence
tional Defender (+1 parry, dodge)	1	Impatient
g Bloodline (x2 lifespan, +3 resist sickness	1	Curious
e, racial language, strong features)		My Word is my Bond
ight: Nobility Major (+1 communication,	0	
estate, land, servants, begin w/20 GC)		
on Master (no default w/weapons, 1d6	2	
ss (immune to fear)	1	
Experience Boost (+1 per award)	4	
Dormant Bloodline	2	
Symbiotic Relationship	4	
Gift of Titans (+1 STR and CHA)	4	
Weapon Mastery (+1 die category swords)	4	
Weapon Bond (return from any distance)	4	
Armor of the Titans (+1 AR)	4	
Weapon & Shield (+1 to hit)	4	
Will of the Gods (immune to mind influence)	4	

TALENTS			RANK	TALEN	ITS (CONT.)		RANK
Weapon Spec: Swords (no crit fail, quick draw, +3 dmg)			5	Battle	Battle Hardening (+1, +2, +3, +4, +5)		
Parry Riposte (win by 2)			5	Weap	Weapon and Shield (+1 to hit)		
Combat Reflexes (+4 INI)			3				
Parry Specialization (+2 action, no	crit fail, parry	/ 360°)	5				
Opportunist (+3 action, 2 per opp	onent, move 1	1 square)	5				
Improved Crit (17-20, +10%	5)		5				
Blind Fighting (-4)			1				
MAGIC	АСТ	PWL	CST	RNG	DUR	DESCRIPTION	СМР
			CST		DON	DESCRIPTION	Civii

EQUIPMENT	WT	EQUIPMENT (STORED/ON MOUNT)
Set of fine clothes	2	
Fine Cloak	2	Torc of Healing (1d6/pp)
Fine Boots	1	Ruby Necklace (immune to fire/heat)
Waterskin	1	Rod of Lordly Might (+2 CHA, +2 PRE)
Flint & Steel		Chameleon Cloak (+2 Stealth)
Backpack	3	Pendant of Protection (+1 AR vs unde
Torch		Bag of holding (100 lbs)
Whetstone		Surcoat of Influence (+2 comm skill)
Small Pouch		Ring of Agility (+1 agility)
Bedroll	2	Belt of Speed (+3 INI, +1 move)
Quiver (12 bolts)	2	Chime of Opening (opens all locks)
3 bottles of ambrosia	3	
50' silk rope	3	
Spyglass	1	
Gold signet Ring		
Lockpicks		
Ancient Lamouran Coins (3 silver, 4 gold, 2 platinum		
Treant Seed (HOPE)		
Alchemist Fire (1d10, 5' radius, 1d6 rounds)	0.5	
2 Charisma potions (+2 CHA & PRE)	1	
2 Healing Potions (1d10)	1	
Light Stick (100 hrs)		
Autoloader for flintlock pistol		ARMOR
Potion of Lamouran Blood		MW Scale (terrestrium)
Potion of Darkvision		MW Plate (1/4 weight, transforming)
Noble houses of perth invitations		SHIELDS
Potion (Antitoxin)		Andromeda's Shield (MW, medium ar
Potion (Antidote)		(DR 5 magic, +2 resistance)
		WEAPONS
		Lightbringer +3 Broadsword
History and Abscure tome		 MW Dagger (Ember)
2 Healing potions (1d8)		
		Double barrel flintlock pistol (8 shots)
Broach of the Harbingers		AMMO
COPPER PENNIES SILVER TALONS	GOLD CROW	GOLD LIONS

orc of Healing (1d6/pp)	1
uby Necklace (immune to fire/heat)	
od of Lordly Might (+2 CHA, +2 PRE)	1
hameleon Cloak (+2 Stealth)	1
endant of Protection (+1 AR vs undead)	
ag of holding (100 lbs)	
urcoat of Influence (+2 comm skill)	1
ing of Agility (+1 agility)	
elt of Speed (+3 INI, +1 move)	
hime of Opening (opens all locks)	
RMOR	
1W Scale (terrestrium)	30
IW Plate (1/4 weight, transforming)	
HIELDS	
ndromeda's Shield (MW, medium arcanite)	7
DR 5 magic, +2 resistance)	
/EAPONS	
ghtbringer +3 Broadsword	2.5
IW Dagger (Ember)	1
ouble barrel flintlock pistol (8 shots)	4

TOTAL WEIGHT 71

GOLD CROWNS	GOLD LIONS	ENCUMBRANCE				
r.	2		LIGHT -1	MED -2	HEAVY -3	MAX
5	5		80	105	130	155

3

20

	ENCUM	BRANCE	
1	MED -2	HEAVY -3	MAX
)	105	130	155

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