

Character Name: Sythis Dawnbringer

Player Name: Chad

Path: Blademaster Level: 7

Bloodline: Old Kings Level Title: Grand Blademaster

Gender: Male Age: 20 Height: 6' 2" Weight: 240 lbs

Skin color: Fair Hair color: Blonde Eye color: Blue



PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

43.5

STATISTICS

HEALTH AND POWER RATINGS

STRENGTH	
8 ¹⁰	MOD +3 ⁺⁵
AGILITY	
8 ⁹	MOD +3 ⁺⁴
ENDURANCE	
8 ¹⁰	MOD +3 ⁺⁵
PRESENCE	
5 ⁷	MOD 0 ⁺²

KNOWLEDGE	
4	MOD -1
INTUITION	
5	MOD 0
WILLPOWER	
5	MOD 0
CHARISMA	
6 ⁸	MOD +1 ⁺³

INITIATIVE	
+10	
RESISTANCE	
+7/+9	
FORTITUDE	
+10	
# OF PARRYS	
5	

MOVE	
7	
REPUTATION	
23	
STATUS	
28	
FATE POINTS	
3	

HEALTH POINTS	FATIGUE	POWER POINTS
55 ⁷¹	6	17

HEALTH	
POD	65 ⁸¹

ARMOR	
AR	TYPE
7	MW Scale

DR 5 Magic

immune to fire and heat

+3 resist sickness/disease

8 AR vs. undead

SKILL LISTING

RANK

ATT MOD

2ND MOD

TOTAL BONUS

LANGUAGES

LIT

Communication	+2	+3	+3	+8	Arcacian	[X]
Athletics	+1	+3		+4	Ancient Arcacian	[X]
Perception	+2	+0		+2	Zephyrian	[]
Stealth	+1	+4	+2	+7		[]
BG: Academia	+1	-1		+0		[]
Thievery	+1	+4		+5		[]
Dodge	+1	+4	+2	+7		[]
Weapon: Dagger	+1	+4		+5		[]
Weapon: Swords	+5	+4	+2	+11		[]
Weapon: Crossbow	+1	+4		+5		[]
Vocation: Sailing	+1	-1		+0		[]
						[]
						[]

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

NOTES

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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

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EQUIPMENT	WT
Set of fine clothes	2
Fine Cloak	2
Fine Boots	1
Waterskin	1
Flint & Steel	
Backpack	3
Torch	
Whetstone	
Small Pouch	
Bedroll	2
Quiver (12 bolts)	2
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	
Potion of Lamouran Blood	
Potion of Darkvision	
Noble houses of perth invitations	
Potion (Antitoxin)	
Potion (Antidote)	
History and Abscure tome	
2 Healing potions (1d8)	
Broach of the Harbingers	

EQUIPMENT (STORED/ON MOUNT)	WT
Torc of Healing (1d6/pp)	1
Ruby Necklace (immune to fire/heat)	
Rod of Lordly Might (+2 CHA, +2 PRE)	1
Chameleon Cloak (+2 Stealth)	1
Pendant of Protection (+1 AR vs undead)	
Bag of holding (100 lbs)	
Surcoat of Influence (+2 comm skill)	1
Ring of Agility (+1 agility)	
Belt of Speed (+3 INI, +1 move)	
Chime of Opening (opens all locks)	

ARMOR	
MW Scale (terrestrium)	30
MW Plate (1/4 weight, transforming)	
SHIELDS	
Andromeda's Shield (MW, medium arcanite) (DR 5 magic, +2 resistance)	7
WEAPONS	
Lightbringer +3 Broadsword	2.5
MW Dagger (Ember)	1
Double barrel flintlock pistol (8 shots)	4

AMMO							

TOTAL WEIGHT
71

COPPER PENNIES
3

SILVER TALONS
20

GOLD CROWNS
5

GOLD LIONS
3

ENCUMBRANCE			
LIGHT -1	MED -2	HEAVY -3	MAX
80	105	130	155