

NAME: Talori Agkeidon
ALIGNMENT: Good (Principled)
HIT POINTS: 64 **SDC:** 48
MDC: N/A
LEVEL: 12 **XP:** 160,250
CLASS: Warrior **NEXT LEVEL:** 200,001

STATISTICS

IQ: 14	Skill Bonus: +0
ME: 15	Save vs. Psionics: +0
MA: 16	Trust/Intimidate: 70%
PS: 17	Damage Bonus: +2
PP: 17	Strike/Parry/Dodge Bonus: +1
PE: 14	Save vs. Coma/Death: +0
PB: 16	Save vs. Poison/Magic: +0
SPD: 16	Charm/Impress: 30%
	Running: 320
	Flying: N/A

PPE: 24	ISP: 36
LIFT: 400	Carry: 300

Race: Human
Sex: Female **Height:** 5'8" **Weight:** 150 **Age:** 26
Physical Description: Talori is a tall, athletic but strikingly attractive young woman with dark bronze skin and dark hair.
Place of Origin: Town of Lydda
Disposition: Stern and modest. She dislikes the boastful.
Allies: Talon Adrastus, Idas Agkeidon
Enemies: Tzion Tavi, Merav Tavi



SAVING THROWS

SAVE vs. SPELL/WARD: 10
SAVE vs. RITUAL: 10
SAVE vs. PSIONICS: 10
SAVE vs. TOXINS/POISONS: +0
SAVE vs. HARMFUL DRUGS: +0
SAVE vs. INSANITY: +4
SAVE vs. POSSESSION: +4
SAVE vs. HORROR FACTOR: +4
SAVE vs. COMA/DEATH: +0
PERCEPTION ROLLS: +3

SPECIAL ABILITIES/NOTES

Critical strike on an unmodified roll of 18, 19, or 20
 Paired weapons skill
 Knockout/stun on an unmodified 18, 19, or 20
 Body throw/flip and disarm skill
 Advanced magic resistance (saving throws)
 Divine Aura: +40% Trust/Intimidate bonus

COMBAT SKILL

# Attacks: 4	Initiative: +0
Damage: +3	Strike: +2
Parry: +5	Dodge: +5
Roll: +4	Pull Punch: +8

SKILLS

	%/LVL	%
Hand to Hand: Expert	N/A	N/A
Climbs/Scale Walls	+5%	98%
Forced March	N/A	N/A
Body Building	N/A	N/A
Language – Human	N/A	98%
Military Etiquette	+5%	95%
W.P. Shield	N/A	+5
W.P. Sword	N/A	+5
W.P. Spear	N/A	+5
Cooking	N/A	90%
Intelligence	+4%	78%
Horsemanship	+5%	90%
First Aid	+5%	90%
Mathematics (Basic)	+5%	90%
Land Navigation	+4%	78%
Literacy	+5%	60%
Lore: Magic	+5%	50%
Swimming	+5%	98%

ARMOR: Magic Platemail (Half suit)	
A.R.: 16	SDC: 120
WEIGHT: 15 lbs	COST: 10,000 GP
PROWL PENALTY: -10%	

WEAPON

Longsword
Dagger
Shield
Power Staff/Spear*

RANGE

N/A
N/A
N/A
Varies*

DAMAGE

2d6+5
1d6+5
1d6+5
Varies/2d6+5 Spear

* Power Staff Spells:

Blinding Flash, 1 P.P.E. 1D4 Rounds
Fire Bolt, 10 P.P.E. 5D6 S.D.C.

100 P.P.E.

Invisibility: Simple, 6 P.P.E.
Energy Bolt, 5 P.P.E., 4D6 S.D.C

Energy Field, 10 P.P.E., 60 S.D.C.
Impervious to Fire 6 P.P.E.

EQUIPMENT

Warhorse
Studded leather and chain barding (A.R. 14, S.D.C 70)
Satchel pack
Traveling clothes
Tinder Box
1 week traveling rations
Water skin
First aid kit
Writing kit
Shield (A.R. 14, S.D.C. 60)

NOTES

4 Magic healing salves: Add 2D4 Hit Points when used

MONEY

GOLD COINS: 500
SILVER COINS: 1000
COPPER COINS: 1000
OTHER:
SALARY:

OUTFITS

2 sets Royal clothes
2 sets traveling clothes