NAME: Talori Agkeidon

**ALIGNMENT:** Good (Principled)

**HIT POINTS**: 64 **SDC**: 48

MDC: N/A

PP:

PE:

PB:

SPD:

**LEVEL**: 12 **XP**: 160,250 **CLASS**: Warrior **NEXT LEVEL**: 200,001

 STATISTICS

 IQ:
 14
 Skill Bo

 ME:
 15
 Save vs

 MA:
 16
 Trust/In

 PS:
 17
 Damage

17

14

16

16

Skill Bonus: +0 Save vs. Psionics: +0 70% Trust/Intimidate: Damage Bonus: +2 Strike/Parry/Dodge Bonus: +1 Save vs. Coma/Death: +0 Save vs. Poison/Magic: +0 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**

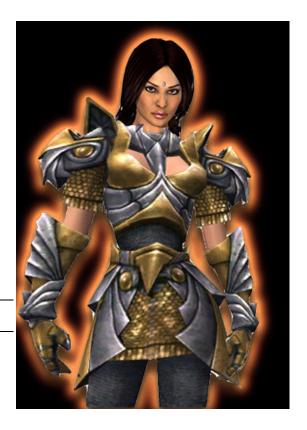
Critical strike on an unmodified roll of 18, 19, or 20

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
 RANGE
 DAMAGE

 Longsword
 N/A
 2d6+5

 Dagger
 N/A
 1d6+5

 Shield
 N/A
 1d6+5

Power Staff/Spear\* Varies\* Varies/2d6+5 Spear

\* Power Staff Spells: 100 P.P.E.

Blinding Flash, 1 P.P.E. 1D4 Rounds Invisibility: Simple, 6 P.P.E. Energy Field, 10 P.P.E., 60 S.D.C. Fire Bolt, 10 P.P.E. 5D6 S.D.C. Energy Bolt, 5 P.P.E., 4D6 S.D.C Impervious to Fire 6 P.P.E.

EQUIPMENT NOTES

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

Writing kit

Shield (A.R. 14, S.D.C. 60)

MONEY OUTFITS

GOLD COINS: 500 2 sets Royal clothes SILVER COINS: 1000 2 sets traveling clothes COPPER COINS: 1000

OTHER: SALARY: