

Name	Race	Gender	Career Class	Alignment
<i>Anglor Mindsong</i>	Wood Elf	Male	Academic	Good Neutral

Age	Height	Weight	Hair	Eyes	Description
52	6' 0"	128 lbs	Blue-Black	Lt. Brown	Birthmark, permanent sneer

Current Career	Career Paths	Career Exits
Hypnotist	Hypnotist	Charlatan, Entertainer, Physician

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Starter Profile	4	41	26	3	2	5	66	1	45	39	51	54	32	45
Advance Scheme	-1					+1 ¹	+10 ¹		+10 ¹		+10 ¹			
Current Profile	3	41	26	3	2	6	76	1	55	39	61	54	32	45

Hand To Hand Weapons	I	WS	D	P
Unarmed	-	-20	-2	-
Knife	+10	-	-2	-20
Hand Axe	-	-	-	-

Missile Weapons	S	L	E	ES	Load
Short Bow	48	96	450	3	1 rnd

Armour	Location	Enc
Shield (+20% to Parry)	Right Arm	50
Mail Shirt	Body	60
Pot Helm	Head	30

Skills	Notes
Blather	<i>Fellowship Test to confuse</i>
Excellent Vision	<i>+50% normal distances</i>
Hypnotise	<i>Test vs target's WP</i>
Magical Awareness	<i>Sense magic-using creatures</i>
Musicianship – Lute	<i>+10% Employment Tests</i>
Night Vision (30 yards)	<i>see well in the dark</i>
Read/Write	<i>All known languages</i>
Sixth Sense	<i>GM rolls secret Int Test</i>

Armour Points				
Head	01-15	1	Shield	1
Right Arm	16-35		Body	56-80
Left Arm	36-55		Right Leg	81-90
			Left Leg	91-00

Background	
Place of Birth: The Great Forest	
Parents Occupation: Fisherman (father), Trader (mother)	
Family Members: 1 sibling (brother, 43 years old)	
Social Level: -1	Religion: Kernous, God of the Hunt and Wild Places

Movement Rate	Sq./10 Secs	Yds./10 Secs	Yds./Min.	M.P.H.
Cautious	4	6	36	1 ¼
Standard	8	12	72	2 ¾
Running	32	48	288	10 ¾

Psychology & Health	Insanity Pts.

Languages	Fate Points
Fan-Elthárian (Wood Elvish) Old Wordler (Elvish)	2

Magic Points
n/a

Power Level
n/a

Equipment/Trappings	Loc	Enc
Decent clothing, including hooded cloak and boots	Body	
Silver charm on a chain	Neck	
Knife	Belt	10
Hand Axe	RHand	50
Purse	Belt	1
Backpack	Back	20
Short bow	Back	75
Quiver with 20 arrows	Quiver	55
		140
Total Encumbrance		351

Wealth	Loc	Enc
36 GC 3/-	Purse	

Experience
80

Notes
Birthdate: Wellentag, 27 Brauzeit 2450 IC Wellentag ("Workday") – 1st day of the week (of 8) Brauzeit ("Brewmonth") – 9th month of the year (of 12)

Companions & Animals	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel

Additional Notes

- His birthmark is shaped like a lightning bolt; it's located on his left buttock.
- Anglor knows the location of a secret entrance to the Asylum (the home of the Nuln criminal underworld).
- He has friendly criminal connections with the Huydermans gang in Nuln. Dirck Huydermans is a personal contact for Anglor.
- He has earned the *Animosity* of the Valantina gang in Nuln. Sebastiano Sansovino believes Anglor was behind Emilio Valantina's brutal murder and the desecration of Emilio's corpse (Emilio's head was never found).
- Josef Quartjin is an old friend from way back. He was so chuffed to meet a real elf and you needed transportation. A real friendship did spring from this weird encounter though.

