

Name	Race	Gender	Career Class	Alignment
<i>Soho Moonhill</i>	Halfling	Male	Rogue	Neutral

Age	Height	Weight	Hair	Eyes	Description
27	3' 8"	100 lbs	M. Brown	L. Brown	Moustache, muttin chops, deep booming voice

Current Career	Career Paths	Career Exits
Thief – Burglar	Thief – Burglar	Bodyguard, Fence

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Starter Profile	3	28	33	3	2	5	50	1	34	22	27	19	28	42
Advance Scheme		+10 <sup>1</sup>	+10 <sup>1</sup>			+2 <sup>1</sup>	+10 <sup>1</sup>		+10					+10 <sup>1</sup>
Current Profile	3	38	43	3	2	6	60	1	34	22	27	19	28	52

Hand To Hand Weapons	I	WS	D	P	Skills	Notes
Unarmed	–	-20	-2	–	Concealment Urban	<i>Init. + Cl - enemy Init., +20%</i>
Sword	–	–	–	–	Cook	<i>(Poison % + Int) / 2, +10%</i>
Knife	+10	–	-2	-20	Evaluate	<i>+10% to Intelligence Tests</i>
					Pick Lock	<i>Dex minus Lock Rating</i>
					Night Vision (20 yards)	<i>See well in the dark</i>
					Scale Sheer Surface	<i>Climb with no Risk Test</i>
					Secret Language – Thieves' Tongue	
					Secret Signs – Thieves' Signs	

Missile Weapons	S	L	E	ES	Load
Sling	72	108	450	3	1 rnd

Armour	Location	Enc
Leather Jacket	Body	50
Leather Coif	Head	10
Shield (+20% to Parry)	Left Arm	50
Pot Helm	Head	30

Skills	Notes
Concealment Urban	<i>Init. + Cl - enemy Init., +20%</i>
Cook	<i>(Poison % + Int) / 2, +10%</i>
Evaluate	<i>+10% to Intelligence Tests</i>
Pick Lock	<i>Dex minus Lock Rating</i>
Night Vision (20 yards)	<i>See well in the dark</i>
Scale Sheer Surface	<i>Climb with no Risk Test</i>
Secret Language – Thieves' Tongue	
Secret Signs – Thieves' Signs	
Silent Move Rural	<i>-10% to Listen Tests</i>
Silent Move Urban	<i>-10% to Listen Tests</i>
Specialist Weapon – Sling	
Spot Trap	<i>+10% Initiative Test to spot</i>
Night Vision (20 yards)	

Armour Points			Shield	1
Head	01-15	1/2	Body	56-80
Right Arm	16-35	0/1	Right Leg	81-90
Left Arm	36-55	0/1	Left Leg	91-00

Background	
<b>Place of Birth:</b>	The Moot
<b>Parents Occupation:</b>	Woodsman (father), Boatman (mother)
<b>Family Members:</b>	Both parents alive; Brothers: 33, 29, and 20 yrs old; Sisters: 28, 22, and 18 yrs old
<b>Social Level:</b> -1	<b>Religion:</b> Ranald, God of Thieves and Tricksters

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

Psychology & Health

Insanity Pts.

Languages
Old Worlder (Halfling)
Thieves' Tongue
Thieves' Signs

Fate Points
<b>3</b>

Magic Points
n/a

Power Level
n/a

Equipment/Trappings	Loc	Enc
Black, hooded tunic, belt, breeches, and boots	Body	
Backpack	Back	20
Sack	Back	7
Pouch #1	Belt	1
Pouch #2	Belt	1
Lockpicking Tools	Pouch 2	20
Sword	Hands	60
Sling	Belt	10
Knife	Belt	10
		140
<b>Total Enc.</b>		<b>269</b>

Wealth	Loc	Enc
69 GC 16/-	Pouch 1	

Experience
80

Notes
<b>Birthdate:</b> Festag, 6 Sigmarzeit 2475 IC
Festag ("Holiday") – 8th day of the week (of 8)
Sigmarzeit ("Sigmartide") – 4th month (of 12)

Companions & Animals	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
Brutus, war dog	6	41	0	3	3	7	30	1	–	43	14	43	43	–

### Additional Notes

- Soho 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 Soho.
- He has earned the *Animosity* of the Valantina gang in Nuln. Sebastiano Sansovino believes Soho was behind Emilio Valantina's brutal murder and the desecration of Emilio's corpse (Emilio's head was never found).
- He is not the biggest fan of travel by boat. The motion of the calmest waters still upsets his stomach. He tries to hide his sea-sickness as being something else, like being hungover (his commonly used excuse).
- He absolutely hates large open bodies of water and refuses to travel on them.
- While he loves to cook, he loves to eat even more.



#### Per Dose

Detect Poison in goblet: 15%

Detect Poison in tumbler or small dish: 10%

Detect Poison in tankard or large dish: 05%

	1 Dose	2 Doses	3 Doses	4 Doses
Detect Poison in goblet	37%	44%	52%	59%
Detect Poison in tumbler or small dish	34%	39%	44%	49%
Detect Poison in tankard or large dish	32%	34%	37%	39%

- *Potential Career Choices:* Thief – Burglar ► Raconteur ► Demagogue