

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
Charlatan	Hypnotist, Charlatan	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	+10	+10		+1	+4 ¹	+20 ¹		+20 ¹	+20	+10 ¹	+20	+20	+20
Current Profile	3	41	26	3	2	6	76	1	55	39	61	54	32	45

Hand To Hand Weapons	I	WS	D	P	Skills	Notes
Unarmed	–	-20	-2	–	Blather	<i>Fellowship Test to confuse</i>
Knife	+10	–	-2	-20	Excellent Vision	<i>+50% normal distances</i>
Hand Axe	–	–	–	–	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>

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
Sleeved Mail Shirt	Body/Arms	60
Pot Helm	Head	30

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

Background			Movement Rate				
			Sq./10 Secs	Yds./10 Secs	Yds./Min.	M.P.H.	
Place of Birth: The Great Forest			Cautious	4	6	36	1 ¼
Parents Occupation: Fisherman (father), Trader (mother)			Standard	8	12	72	2 ¾
Family Members: 1 sibling (brother, 43 years old)			Running	32	48	288	10 ¾
			Languages			Fate Points	
Social Level: -1 Religion: Kernous, God of the Hunt and Wild Places			Fan-Elthárian (Wood Elvish) Old Worlder (Elvish)			2	
Psychology & Health			Insanity Pts.			Magic Points	
						n/a	
						Power Level	
						n/a	
Equipment/Trappings		Loc	Enc	Wealth		Loc	Enc
Decent clothing, including hooded cloak and boots		Body		36 GC 3/-		Purse	
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				
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	Cl	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.
- Anglor has made a new contact, a charlatan by the name of Marlene Hana Blum (not her real name). He first encountered her while she was selling the east gate of Böganhafen to an oblivious merchant.

