Name: Grollen	Age: 20	Coat: Purple	Race: Night Pegasus
Career: Creature Huntress (Savage)	Height: 167 cm	Mane: Dark Purple	Cutie Mark: None
Rank: Competent	Weight: 60 kg	Eyes: Red	Sex: Female

	Value	Bonus
Strength	12	+1
Dexterity	16	+3
Constitution	13	+1
Cunning	12	+1
Willpower	12	+1
Wisdom	10	+0
Mana	8	

Hit Points	16	
Magic Points	9	
Movement	9 m	
Initiative	+18	
Base ThR	+5	
Dodge	+6	
Base Parry	+4	
Toxicity Limit	14	

Character Points Spent	50
Avaiable Character Points	0
Career Points	40
Max. Light Encumbrance	21,5 kg
Max. Medium Encumbrance	43 kg
Max. Heavy Encumbrance	65 kg
Hand to Hand (Str/Dex)	+6/+9
Shock Test	42%

Primary Armor	DR	Weight	Secondary Armor	DR	Weight	Total DR
Light Hybrid Armor	2	5 kg				2

Material	Leather	Reinforced		Masterwork		Penalty	-5%	Enchanted		Category		Special Rules	Hybrid Armor, +1 DR vs Slashing

Weapon	Base ThR	Feats	Penalty	Varies	Total ThR	Damage	Critical	Weight
Javelin	+5	+2			+7	1d6+3	24%	-

Material	Iron	Balanced		Masterwork		Sharpened		Enchanted		Category	Throwing	Special Rules	Armor Pierce, Throw

Weapon	Base ThR	Feats	Penalty	Varies	Total ThR	Damage	Critical	Weight
Nocturnal Blade	+5	+1			+6	1d6+1	23%	1,1 kg

Material	Iron	Balanced		Masterwork		Sharpened		Enchanted		Category		Special Rules	Exotic, Light, Pair, Quickly

Shield	Base Parry	Penalty	Shield	Varies	Total Parry	Weight

Material		Reinforced		Enchanted		Masterwork		Hardiness		Durability Points	

CB	GB
5	5

Traits: Born Undergrund, Dark Vision, Feral Appearance, Hard Life

Known Languages: Dialect (Canterlottian with a strong accent of the Eastern Reign)

Feats and Special Abilities	Up.	Page	Cost	Feats and Special Abilities	Up.	Page	Cost
Education (Illiterate)			0				
Armor Proficiency (Light)			0				
Weapon Focus (Nocturnal Blade)			0				
Weapon Focus (Javelin)			10				
Backstab			15				
Stealthy			5				
Improved Dodge	II		15				
Weapon Focus (Javelin)	II		15				
Tough			5				
Rapid Reaction			10				
Weapon Focus (Nocturnal Blade)			5				

Skills	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check	Successes
Art ( )								
Authority								
Bargain	0	+1			-5%	**-4%**	**46%**	
Bluff								
Climb	5	+3			-5%	**+3%**	**53%**	
Concentration								
Cook ( )								
Craft ( )								
Diplomacy								
First Aid	1	+0				**+1%**	**51%**	
Handle Devices								
Hide	6	+3		+5%	-5%	**+9%**	**59%**	
Intimidate	3	+1				**+4%**	**54%**	
Jump	5	+1			-5%	**+1%**	**51%**	
Knowledge (Common)	3	+0				**+3%**	**53%**	
Knowledge (Monsters and Creatures)	5	+0				**+5%**	**55%**	
Knowledge ( )								
Knowledge ( )								
Knowledge ( )								
Library Use								
Listen	3	+0		+5%		**+8%**	**58%**	
Lock Picking								
Medicate								
Perform ( )	0	+0			-5%	**-5%**	**45%**	
Persuade								
Repair ( )								
Search	7	+1				**+8%**	**58%**	
Sense Motive	1	+0				**+1%**	**51%**	
Sleight of Hand	1	+3			-5%	**-1%**	**49%**	
Sneak	6	+3		+10%	-5%	**+14%**	**64%**	
Spot	5	+0				**+5%**	**55%**	
Survival (Underground)	5	+0				**+5%**	**55%**	
Survival (Forest)	2	+0				**+2%**	**52%**	
Swim	0	+1			-5%	**-4%**	**46%**	

Equipment	Weight		
Whetstone	-		
Pimitive Clothes	0,3 kg		
Tribal Trinkets	0,1 kg		
Quiver (for five Javelins)	0,2 kg		
Javelin (x4)	4 kg		
Pouch	-		
Sack for Small Prey (tied to the belt)	0,1 kg		
Knife	0,1 kg		
Burnished Goggles	0,1 kg		
Dried Meat (count as a ration)	0,3 kg		
Small Goatskin filled with water (0,5 l)	0,5 kg		
Leather Strings (x4)	-		
		Total	**11,8 kg**