

Name: Resina	Age: 30	Coat: Golden Brown	Race: Mule
Career: Maester (Academic)	Height: 169 cm	Mane: Black	Cutie Mark: None
Rank: Competent	Weight: 61 kg	Eyes: Yellow	Sex: Female

	Value	Bonus
Strength	8	-1
Dexterity	12	+1
Constitution	12	+1
Cunning	14	+2
Willpower	13	+1
Wisdom	14	+2
Mana	13	

Hit Points	14	
Magic Points	14	
Movement	9 m	
Initiative	+12	
Base ThR	+2	
Dodge	+4	
Base Parry	+2	
Toxicity Limit	15	

Character Points Spent	50
Available Character Points	0
Career Points	50
Max. Light Encumbrance	15 kg
Max. Medium Encumbrance	30 kg
Max. Heavy Encumbrance	45 kg
Hand to Hand (Str/Dex)	+4 / +6
Shock Test	43%

Primary Armor				DR	Weight	Secondary Armor				DR	Weight	Total DR		
Leather Vest				1	0,5 kg							1		
Material	Leather	Reinforced		Masterwork		Penalty	-1%	Enchanted		Category	Clothing	Special Rules	Leather Vest	

Weapon				Base ThR		Feats		Penalty		Varies		Total ThR		Damage		Critical		Weight									
Club				+2								+2		1d6		22%		1,5 kg									
Material				Balanced				Masterwork				Sharpened				Enchanted				Category				Special Rules			

Weapon				Base ThR		Feats		Penalty		Varies		Total ThR		Damage		Critical		Weight	
Material			Balanced		Masterwork		Sharpened		Enchanted		Category			Special Rules					

Shield				Base Parry		Penalty		Shield	Varies	Total Parry		Weight
Material				Reinforced		Enchanted		Masterwork		Hardness		Durability Points

CB	GB
5	5

Traits:	No Cutie Mark, Disease and Poison Resistance
----------------	--

Known Languages:	Canterlottian, High Canterlottian, Sudvern (Dialect)
-------------------------	--

[illegible]

Skills	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check	Successes
Art ()								
Authority	0	+1			-5%	-4%	46%	
Bargain								
Bluff								
Climb	0	+1			-1%	+0%	50%	
Concentration								
Cook (Simple Meals)	3	+0				+3%	53%	
Craft (Alchemy)	10	+0				+10%	60%	
Diplomacy	1	+2		+5%		+8%	58%	
First Aid	6	+2		+5%		+13%	63%	
Handle Devices	1	+2				+3%	53%	
Hide	0	+1			-1%	+0%	50%	
Intimidate								
Jump	0	-1			-1%	-2%	48%	
Knowledge (Alchemy)	10	+0				+10%	60%	
Knowledge (Anatomy)	5	+0				+5%	55%	
Knowledge (Common)	5	+0				+5%	55%	
Knowledge (Herbalist)	5	+0				+5%	55%	
Knowledge (History)	5	+0				+5%	55%	
Knowledge (Religions)	3	+0				+3%	53%	
Library Use	5	+2				+7%	57%	
Listen	1	+2		+5%		+8%	58%	
Lock Picking	1	+1				+2%	52%	
Medicate	5	+2				+7%	57%	
Perform ()								
Persuade								
Repair (Light Armors)	3	+2				+5%	55%	
Search	3	+2				+5%	55%	
Sense Motive	1	+2				+3%	53%	
Sleight of Hand	0	+1			-1%	+0%	50%	
Sneak	1	+1			-1%	+1%	51%	
Spot	1	+2				+3%	53%	
Survival (Forest)	3	+2				+5%	55%	
Survival ()								
Swim	1	+1			-1%	+1%	51%	

Equipment	Weight		
Traveler's Outfit	2 kg	Flask filled with Water(1 lt)	1 kg
Bandolier	0,1 kg	Bedroll	2,5 kg
Shoulder Bag	0,1 kg	Travel Ration (x2)	1 kg
Sickle	0,2 kg	Manual for Apprendice Herbalists	0,2 kg
Graduation as Maester (Written in Sudvern)	-	Empty Vial (x2)	0,1 kg
Leather Scroll Holder	0,2 kg	Wooden Mug	0,1 kg
Ink Pot	0,1 kg	Ladle and Wooden Bowl	0,1 kg
Repairing Tools (Armor)	1,5 kg	Maester's Brooch (Brass)	0,1 kg
Thick Gloves	0,1 kg		
Backpack	0,1 kg		
Lapis (x3)	-		
Notebook	0,2 kg		
Healer's Bag	0,7 kg		
Needle and Thread (Sterilized)	-		
Natural Painkiller (4 doses)	0,1 kg		
Lesser Healing Balm (x3)	0,3 kg		
Bandage (x10)	0,2 kg		
Candle (x2)	0,1 kg		
Matches(x5)	0,1 kg		
Total			13,2 kg