Name: Mairead O'Dannen	Age: 30	Coat: Light Orange	Race: Minotaur
Career: Adventuress (Might)	Height: 190 cm	Mane: Ginger	Cutie Mark: None
Rank: Competent	Weight: 115 kg	Eyes: Emerald Green	Sex: Female

	Value	Bonus
Strength	16	+3
Dexterity	12	+1
Constitution	15	+2
Cunning	10	+0
Willpower	12	+1
Wisdom	10	+0
Mana	8	

Hit Points	20	
Magic Points	9	
Movement	7,5 m	
Initiative	+11	
Base ThR	+3	
Dodge	+3	
Base Parry	+4	
Toxicity Limit	17	

Character Points Spent	50
Avaiable Character Points	0
Career Points	40
Max. Light Encumbrance	38 kg
Max. Medium Encumbrance	75,5 kg
Max. Heavy Encumbrance	115 kg
Hand to Hand (Str/Dex)	+10/+7
Shock Test	58%

Primary Armor	DR	Weight	Secondary Armor	DR	Weight	Total DR
Leather Armor	2	7 kg				2

Material	Reinforced	Masterwork	Penalty	Enchanted	Category	Special Rules
Leather			-5%			

Weapon	Base ThR	Feats	Penalty	Varies	Total ThR	Damage	Critical	Weight
Claidheamh dha Lamh	+3	+2			+5	2d6+4	24%	3 kg

Material	Balanced	Masterwork	Sharpened	Enchanted	Category	Special Rules
Iron					Two Handed	Heavy, Out of My Way, Slow

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	Hardiness	Durability Points

CB	GB
5	5

Traits: Ancient Civilization, No Cutie Mark, Slow and Purposeful

Known Languages: Braeleed, Canterlottian (She speaks with a strong accent of the Mist Islands)

Feats and Special Abilities	Up.	Page	Cost	Feats and Special Abilities	Up.	Page	Cost
Weapon Proficiency (Two Handed Sword)			0				
Education (Standard)			5				
Armor Proficiency (Light)			5				
Storyteller			5				
Tough	II		15				
Improved Parry	II		15				
Weapon Focus (Two Handed Sword)	II		15				
Improved Dodge			5				
Critical Strike (Two Handed Sword)			15				
Knock Down			10				

Skills	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check	Successes
Art ( )								
Authority								
Bargain	0	+0			-5%	**-5%**	**45%**	
Bluff								
Climb	5	+1			-5%	**+1%**	**51%**	
Concentration								
Cook (Simple Meals)	2	+0				**+2%**	**52%**	
Craft ( )								
Diplomacy								
First Aid	1	+0				**+1%**	**51%**	
Handle Devices								
Hide	1	+1			-5%	**-3%**	**48%**	
Intimidate								
Jump	2	+3			-5%	**+0%**	**50%**	
Knowledge (Common)	5	+0				**+5%**	**55%**	
Knowledge ( )								
Knowledge ( )								
Knowledge ( )								
Knowledge ( )								
Library Use								
Listen	3	+0				**+3%**	**53%**	
Lock Picking								
Medicate								
Perform (Folksong)	1	+0	+5%	+5%		**+11%**	**61%**	
Persuade	0	+0		+5%		**+5%**	**55%**	
Repair ( )								
Search	5	+0				**+5%**	**55%**	
Sense Motive	1	+0				**+1%**	**51%**	
Sleight of Hand	0	+1			-5%	**-4%**	**46%**	
Sneak	1	+1			-5%	**-3%**	**48%**	
Spot	5	+0				**+5%**	**55%**	
Survival (Hills)	5	+0				**+5%**	**55%**	
Survival ( )								
Swim	2	+2			-5%	**-1%**	**49%**	

Equipment	Weight		
Plaid Kilt (Count as a Cape)	0,6 kg		
Sporran (Pouch)	-		
Simple Clothes	0,4 kg		
Whetstone	-		
Greatsword's Scabbard (still the weapon is hold on the shoulder)	0,1 kg		
Traveler's Bag	0,1 kg		
Travel Ration(x2)	1 kg		
Wooden Mug	0,1 kg		
Ladle and Wooden Bowl	0,1 kg		
Wooden Pipe	0,1 kg		
Purse containing Darkweed	0,1 kg		
Bedroll	2,5 kg		
Flint and Steel	-		
Flask filled with Water (1 lt)	1 kg		
Matches (x5)	-		
		Total	**16,1 kg**