NAME Hephestus Jones
Race Human Gender M
Handedness R Height 5'6" Weight 150#
Description
Age 21
Distinctive Features
Gods/Religion Dremmel, god of crafts
Profession Smith

STR	14	Effort roll	70 %
CON	14	Stamina roll	70 %
SIZ	10	Damage Bonus	-
INT	16	Idea roll	80 %
POW	16	Luck roll	80 %
DEX	17	Agility roll	85 %
CHA	11	Charisma roll	55 %
EDU	5	Scholastic roll	25 %

HP 20 MP 16 EXP

COMMUNICATION (INT+CHA) (27)

Bargain (10%)	71
Charm/Enchant (05%)	36
Courtly Graces (05%)	32
Disguise/Act (05%)	32
Fast Talk/Lie (20%)	63
Oratory/Public Speak (05%)	32
Persuade/Intimidate (05%)	32
Sing (20%)	47

MANIPULATION (INT+DEX) (33)

Cooking (25%)	58
Driving (20%)	53
Mechanics (00%)	33
Operate Airship (00%)	33
Pick Lock (00%)	33
Gambling (10%)	43
Sailing (10%)	43
Scribe (00%)	50
Set/Disarm Trap (05%)	77
Sleight of Hand (05%)	38
Stealth (10%)	75
Torture (05%)	38
Craft (00%) Gun Smithing	64
Play Instrument (00%)	
Craft Traps	49

KNOWLEDGE (INT+EDU) (21)

Alchemy (00%)	00
Architecture/Engineering (00%)	00
Business/Administration (00%)	00
Evaluate (10%)	31
History/Folklore (25%)	46
Medicine/Surgery (00%)	33
Nature/Survival (25%)	46
Navigate (05%)	41
Own Language (40%) Nordstrad	80
Physick/First Aid (10%)	51
Research (00%)	00
Science (00%)	00
Tame/Train (00%)	00
Language (00%) Midgrad	61
Lore (00%)	

PERCEPTION (INT+POW) (32)

Alertness (15%)	73
Listen (25%)	57
Search (20%)	71
Taste/Smell (10%)	42
Track (05%)	47

PHYSICAL (CON+DEX) (31)

Acrobatics/Jumping (20%)	51
Climb (25%)	56
Dance (10%)	41
Farming (35%)	66
Mining (05%)	36
Ride (10%)	41
Smithing (00%)	77
Swim (25%)	56
Axe/Mace Combat (20%)	68
Spear/Pole Arm Combat (15%)	51
Sword/Dagger Combat (10%)	68
Unarmed Combat (25%)	63
Bow Archery (10%)	55
Crossbow Archery (20%)	51
Guns/Black Powder (00%)	90
Thrown Weapon/Sling (25%)	61

WEAPON	ROLL	DAMAGE	HP, RANGE, etc.
Large Crafting Hammer	68	1d8+1	20
Dagger	68	1d4+2	12
Flintlock Pistol	90	2d4+2	36'
Broadsword	81	1d8+1	20

SHIELD	DEFENSE
Large magic shield	40%

ARMOR	PROT
Leather	-2

Roll	Crit	Spe	Fum
01-05	01	01	96
06-10	01	02	96
11-15	01	03	96
16-20	01	04	96
21-25	02	05	97
26-30	02	06	97
31-35	02	07	97
36-40	02	08	97
41-45	03	09	98
46-50	03	10	98
51-55	03	11	98
56-60	03	12	98
61-65	04	13	99
66-70	04	14	99
71-75	04	15	99
76-80	04	16	99
81-85	05	17	00
86-90	05	18	00
91-95	05	19	00
96-100	05	20	00
101-105	06	21	00
106-110	06	22	00
111-115	06	23	00
116-120	06	24	00

TALENTS/POWERS/SPELLS

Quick Reload (1 round to reload)
Quick Draw
Bonus Hit Points +6

EQUIPMENT/NOTES

Leather Sack, Flint + Tinder, 2 torches, 100 silver coins
10 loads of gunpowder
2 fire spirit (3d6 salamander) matches, 6 arrows, silver amulet
purple gem (?), 23 bullets/powder, 6 arrows