NAME Bibim Bop
Race Human Gender F
Handedness L Height 5'6" Weight 150#
Description Dark skin, black hair
Age 22
Distinctive Features
Gods/Religion
Profession

STR	15	Effort roll	75 %
CON	14	Stamina roll	70 %
SIZ	11	Damage Bonus	1d4
INT	14	Idea roll	70 %
POW	13	Luck roll	65 %
DEX	17	Agility roll	85 %
CHA	13	Charisma roll	65 %
EDU	9	Scholastic roll	45 %

HP 21

MP 13

COMMUNICATION (INT+CHA) (27)

Bargain (10%)	37
Charm/Enchant (05%)	32
Courtly Graces (05%)	32
Disguise/Act (05%)	32
Fast Talk/Lie (20%)	47
Oratory/Public Speak (05%)	32
Persuade/Intimidate (05%)	32
Sing (20%)	47

MANIPULATION (INT+DEX) (31)

Cooking (25%)	56
Driving (20%)	51
Mechanics (00%)	00
Operate Airship (00%)	00
Pick Lock (00%)	00
Gambling (10%)	41
Sailing (10%)	41
Scribe (00%)	00
Set/Disarm Trap (05%)	36
Sleight of Hand (05%)	36
Stealth (10%)	41
Torture (05%)	36
Craft (00%)	
Play Instrument (00%)	

KNOWLEDGE (INT+EDU) (23)

Alchemy (00%)	00
Architecture/Engineering (00%)	00
Business/Administration (00%)	00
Evaluate (10%)	33
History/Folklore (25%)	48
Medicine/Surgery (00%)	00
Nature/Survival (25%)	79
Navigate (05%)	52
Own Language (40%) Lusian	63
Physick/First Aid (10%)	67
Research (00%)	00
Science (00%)	00
Tame/Train (00%)	00
Language (00%) Midgradian	44
Lore (00%) Swamp	43

PERCEPTION (INT+POW) (27)

Alertness (15%)	55
Listen (25%)	52
Search (20%)	56
Taste/Smell (10%)	37
Track (05%)	47

PHYSICAL (CON+DEX) (31)

Acrobatics/Jumping (20%)	56
Climb (25%)	56
Dance (10%)	41
Farming (35%)	66
Mining (05%)	36
Ride (10%)	82
Smithing (00%)	00
Swim (25%)	56
Axe/Mace Combat (20%)	51
Spear/Pole Arm Combat (15%)	46
Sword/Dagger Combat (10%)	77
Unarmed Combat (25%)	64
Bow Archery (10%)	54
Crossbow Archery (20%)	51
Guns/Black Powder (00%)	00
Thrown Weapon/Sling (25%)	66

WEAPON	ROLL	DAMAGE	HP, RANGE, etc.
Bastard Sword	77	1d10+1d4+1	20
Dagger	77	2d4+2	12
Compound Bow	54	1d8+1	120m
Thrown Dagger	66	1d6	10m

SHIELD	PROT
Medium Shield (-20%	

ARMOR	PROT
Scale (-25%)	6

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

Bonus Hit Points +6

Battle Magic:
- Healing 2
- Disruption 2 (2d3)

EQUIPMENT/NOTES

Riding Horse, Sword, Bow, Dagger, Clothes, Torch.

Wears all dark gray clothing including head and face coverings