



Name Braethaeraeda the Slave Player Phil Masters Point Total 253
 Ht 5'5" Wt 95 lbs. Size Modifier 0 Age 17 Unspent Points 0
 Appearance A flame-haired slave from the misty north, usually clad in a plain greenish tunic.

ST	9	[-10]	HP	9	[0]
DX	15	[100]	Will	13	[0]
IQ	13	[60]	Per	14	[5]
HT	12	[20]	FP	12	[0]

Languages	Spoken	Written
Atlantean	(Native)	(Broken) [4]
Northern Island	(Native)	(Broken) [-2]
Barbarian (Native Speaker)		

DR	0	TL: 2 [0]
		Cultural Familiarities
		Atlantean [1]
		Misty Northern Isles (Native) [0]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 7 [5] BASIC MOVE 7 [0]

PARRY	12	Reaction Modifiers
Brawling		Appearance:
BLOCK	0	Status: +0
		Other: +0

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 7	Dodge 11
Light (1) = 2 x BL 32	BM x 0.8 5	Dodge - 1 10
Medium (2) = 3 x BL 48	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 7

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	7	5	4	2	1
Water Move	1.4	1	0	0	0

Name	Level	Relative Level
Acrobatics	15	DX+0 [4]
Acting	14	IQ+1 [4]
Area Knowledge (Atlantis)	14	IQ+1 [2]
Body Language	14	Per+0 [2]
Brawling	16	DX+1 [2]
Climbing	14	DX-1 [1]
Current Affairs/TL2 (Poseidonis)	14	IQ+1 [2]
Disguise/TL2 (Human)	12	IQ-1 [1]
Fast-Draw (Knife)	16	DX+1 [1]
Includes: +1 from 'Combat Reflexes'		
Fast-Talk	12	IQ-1 [1]
Filch	14	DX-1 [1]
Garrote	15	DX+0 [1]
Gesture	13	IQ+0 [1]
Holdout	14	IQ+1 [7]
Housekeeping	13	IQ+0 [1]
Intimidation	12	Will-1 [1]
Knife	16	DX+1 [2]
Makeup/TL2	13	IQ+0 [1]
Observation	13	Per-1 [1]
Poisons/TL2	15	IQ+2 [12]
Savoir-Faire (Servant)	13	IQ+0 [1]
Scrounging	14	Per+0 [1]
Search	13	Per-1 [1]
Sewing/TL2	15	DX+0 [1]
Shadowing	13	IQ+0 [2]
Sleight of Hand	14	DX-1 [2]
Stealth	15	DX+0 [2]
Survival (Woodlands)	13	Per-1 [1]
Theology (Strange Barbarian Gods)	11	IQ-2 [1]
Thrown Weapon (Knife)	16	DX+1 [2]
Traps/TL2	12	IQ-1 [1]

ADVANTAGES AND PERKS

Absolute Direction	[5]
Appearance (Attractive)	[4]
Combat Reflexes	[15]
Detect (All supernatural phenomena and beings) (Very Common) (Vague)	[15]
Fearlessness 4	[8]
Hard to Kill 2	[4]
Luck (Mutters a quick prayer to the Raven of Battles before attempting some important tasks) (Active)	[9]
Patron (Aeropenema of Mneseusa) 1 (15 or less)	[30]
Social Chameleon	[5]

DISADVANTAGES AND QUIRKS

Destiny (Major)	[-10]
Duty (House of Mneseusa) (12 or less (quite often))	[-10]
Secret (Slave-spy working for a political faction, potential assassin, and quite likely to turn loose cannon if she can make trouble for Atlantean imperialism in the process) (Imprisonment or Exile)	[-20]
Skinny	[-5]
Social Stigma (Subjugated)	[-20]
Status (Slave) -1	[-5]
Unnatural Feature (Flaming Red Hair) -2 (Hair Dye)	[-1]
Wealth (Poor)	[-15]
Code of Honor (Keeps her word to friends)	[-1]
Keeps a (very) Bad Temper on a tight leash	[-1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
	Brawling							
	Punch	1d-3 cr*	C	16 (24)				
	Kick	1d-2 cr*	C,1	14 (23)				
	Bite	1d-3 cr*	C	14 (23)				
1	Dagger	1d-3 imp	C	16 (11) 5	[1]	20	.25	
1	Large Knife					40	1	
	swing	1d-3 cut	C,1	16 (11) 6				
	thrust	1d-2 imp	C	16 (11) 6	[1]			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
1	Dagger	1d-3 imp	0	4.5 / 9	1		16	5	-1		4		20	.25
1	Large Knife	1d-2 imp	0	7.2 / 13.5	1		16	6	-2		4		40	1

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS		Cost	Weight
Qty	Item	Location	

CHARACTER NOTES
Captured as a child by a far-ranging Atlantean expedition in the woods of the damp northern islands, Braethaeraeda was sold as a slave into the house of Mneuseusa. Her mistress, the noble Aeropemena, likes her, and has taken to trusting her with many missions on the edge of politics - but doesn't quite realise what skills the girl possesses.

(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[180]
Advantages/Perks/TL/Languages/Cultural Familiarity	[98]
Disadvantages/Quirks	[-88]
Skills/Techniques	[63]
Other	[]