

NAME Trad Revier

Race/Type Zod Bowmen  
Sex/Age Male 15  
Hometown Zod Encampment

STR 17 Mighty  
SIZ 17 6'4" 196  
CON 15 In-Shape  
DEX 18 Limber  
INT 15 Bright  
MPR 18 Ample  
APP 13 Average  
LUK 16 Fortunate

MENTAL SKILLS

Hearing (25)  40   
Identify Alien (15)  30   
Identify Vinyan (25)  30   
Interracial Relations  
Vinyan Common (25)  40   
Zod/Nequitar (50)  50   
Know Alien Legends (15)  30   
Know Vinyan Legends (20)  30   
Oration (15)  30   
Read/Write (10)  20   
Smell/Taste (25)  40   
Touch (25)  40   
Vision (25)  45

KNOWN SPELLS

Type/Cost   
A) \_\_\_\_\_  
B) \_\_\_\_\_  
C) \_\_\_\_\_  
D) \_\_\_\_\_  
E) \_\_\_\_\_  
F) \_\_\_\_\_  
G) \_\_\_\_\_  
H) \_\_\_\_\_

PHYSICAL SKILLS

Bash (15)  30   
Climbing (30)  45   
Dodge (30-SIZ)  26   
Grapple (15)  30   
Jumping (35)  50   
Hide (30-SIZ)  25   
Manipulate Mechanism (20)  40   
Quiet Movement (30-SIZ)  18   
Riding (25)  30   
Swimming (25)  45   
Trip (15)  30

MISCELLANEOUS ABILITIES

Att Cat Modifier -1  
Balance 88  
Combat Bonus Damage +1d6  
Fame Rating 28  
Ingenious Idea 05  
Perception 42  
Poison Resistance(PR)  
and Drinking Capacity 49  
Strength Capacity 373  
Surprise Reaction 48  
Tote Capacity 205  
Weapon Ability 86

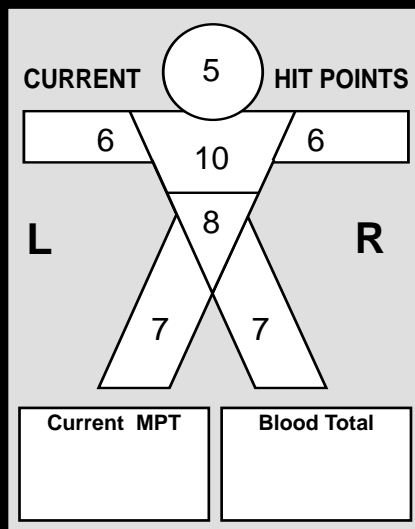
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CHARACTER PROFILE

WEAPONS SKILLS table with columns for Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Includes entries for Bastard Sword, Large Shield, Throwing Dagger, and Zod Bow.



HIT LOCATIONS table with columns for (1d100), Location, DA, HP, WT. Includes entries for Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg.

SPECIAL WEAPON ABILITIES

Table of Special Weapon Abilities with columns for Attack, Parry, and level ranges (01-19, 20-39, 40-59, 60-79, 80-99, 00+).

CHARACTER ENHANCEMENT

Table of Character Enhancement with columns for Bravery, Handedness, Interests, Materialism, Mental Quirks, Morality, and Professional Skills (Gambler, Musician).

WEALTH

Table of Wealth including Total Credits (12), Equipment List (Hard Leather Armor, Bastard Sword, Zod Bow, etc.), and Total Weight Carried (39).

Quiet Movement Adjustment -1/4  
Melee Movement Round [Action 1, Action 2]  
Unencumbered 7 " [ 4 ", 3 "  
Encumbered 5 " [ 2 ", 3 "  
Daily Travel Rate: = 35 miles/day  
Combat Factor (CF) 103

(Mark off rounds) SPELL DURATION AND FATIGUE COUNTDOWN (Mark letter of Spell or Fatigue on round it expires)

Countdown table with 23 numbered boxes for tracking spell duration and fatigue.

## **Trad Revier**

At 12, the Zod encampment Trad Revier lived at was surprised by Lenex. The entire encampment was killed except for Trad who was saved when a visiting Nequitar party came upon the few surviving Lenex as they worked away on the tree he had climbed to escape. He has a passionate hatred of the Nequitar because he had to be rescued by them. Their mothering and teasing until the next Zod encampment could be found, further injured his pride. By the time he was 14 he had gained his Zod Bow. He is a big, strong, dextrous boy with a mighty chip on his shoulder.