

Name		Player		Aurikesh – A Hack of SIFRP	
Race	Human Parthé	Age	27	Age Category	Adult
				Sex	

Abilities

3 Agility: +1B Dodge

3 Animal Handling:

4 Athletics: +1B Strength

3 Awareness:

2 Cunning: +1B Memory

1 Deception:

4 Endurance: +1B Resilience

5 Fighting: +1B Brawling, +2B Long Blades

2 Healing:

2 Language:

2 Knowledge:

3 Marksmanship:

2 Persuasion: +1B Intimidate

3 Status:

2 Stealth:

3 Survival:

2 Thievery:

3 Warfare:

4 Will: +1B Courage

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Qualities: Parthé Transformation: Spend Destiny to gain +2D to Athletics and Endurance. While thus enhanced, they take two points of Composure damage per round; this may not be reduced through any means. Parthé can take Strain or Curses to mitigate this damage. If they cannot or decline to sustain further Composure damage, the enhancement ends on the following round.

Long Blade Fighter I: When armed with a Long Blade, you may sacrifice all of your bonus dice from Long Blades to gain one free degree of success if you successfully hit your opponent. In addition, adversaries wielding non-shield parrying weapons take a -1 penalty to Combat Defense against your attacks.

Hardy: When testing Endurance to remove Injuries or Wounds, you may ignore one -1 penalty or one -1D to your test.

Flaws: Vulnerable to force damage, suffering +1 damage (multiplied normally with additional degrees of success).

Haunted: -1D to Awareness tests, but during the first round of combat, you may add Memory bonus dice to your Fighting test results.

Wounds:

Equipment:

Spellbook:

Personal History: