

Name			Player			Aurikesh – A Hack of SIFRP
Race	Human	Age 25	Age Category	Adult	Sex	

Abilities

2 Agility:	4 Knowledge: +1B Education, +1B Research
1 Animal Handling:	2 Marksmanship:
2 Athletics:	2 Persuasion:
3 Awareness: +1B Notice	3 Status:
4 Cunning: +1B Memory	2 Stealth:
3 Deception: +1B Bluff	2 Survival:
3 Endurance:	2 Thievery:
2 Fighting:	2 Warfare:
2 Healing:	4 Will:
2 Language:	4 Wizardry: +2B Bane, +1B Wrack; +1D Bane

Intrigue Defense: 10	Combat Defense: 7	Special:
Composure: 12/	Strain: 4/	Curses: 3/
Health: 9/	Injuries: 3/	Wounds: 2/
Armor:	Armor Penalty:	Bulk:
Destiny: ___/1		

Weapon	Quality Test	Weapon Qualities	Damage	Bulk
---------------	---------------------	-------------------------	---------------	-------------

Qualities: True Wizardry (full spell access)

Treacherous: Whenever you use Deception in an Intrigue, you may add your Cunning rank to your Deception test results.

Master of Baneful Magic: +1D to all bane spellcasting tests

Flaws: Disturbing Habit: When recognized and using Persuasion to Intimidate, you gain +1D. In all other uses of Persuasion, however, you take a -1D to Persuasion tests. (Chews fingernails, so that fingertips are constantly bleeding, or something similar)

Wounds:

Equipment:

Spellbook: Mystic Dawn, Mystic Denial, Piercing Glare of the Silver Eye, The Wayfarer's Treacherous Touch, Memory of the Silver Eye

Personal History: