

NAME:	Tsaal Tal'inara	First Degree	LEVEL: 4						
	High Elf		GENDER: Female		ale				
	MODIFIERS	CLASS: HIT/CAST CRIT MISS/FAIL		CRIT HIT/CAST	OTHER	+/-	AGE: 963		
MELEE-All		+7	5%	4% 97+	Damage	0	HEIGHT:	5'-8	
MELEE-Hand Weapons		+7	5%	4% 97+	Damage	+1	WEIGHT:		
	-Unarmed, Kicks	+7	5%	4% 97+ Damage +			SIZE MOD	IFIER	
RANGED-All		+6 5%		4% 97+			Medium 0		
						0	STATS		+/-
							MOVEMENT	5	
	COMBAT SPEC	Paired Weapon Double Strike: can apply successful main hand					STRENGTH	8	
			AGILITY	13					
PRIMARY	MAIN HAND	Superior Bladed Tonfa [1d8 dam, Paired; Parry 13%]					STAMINA	7	
LOAD OUT	OFF HAND	Superior Bladed Tonfa [1d8 dam, Paired; Parry 13%]					INTELLECT	11	
SECOND	MAIN HAND	Throwing Knife [1d6	dam, Stealthy; Throw	n +5; 1d2 dam in mele	ee]		WISDOM	11	
LOAD OUT	OFF HAND	Throwing Knife [1d6 dam, Stealthy; Thrown +5; 1d2 dam in melee]					AVOIDANCE	12	
	BELT SLOTS	Throwing Knife Throwing Knife					PERCEPTION	12	
	Heavy Belt	Throwing Knife Throwing Knife					RESOLVE	16	
	4 slots	-					INITIATIVE	12	
MONI	EY POUCH (GP.SP)	27.5	CHARM 12						
	LEGS						DEFENSE		
<u>ਦ</u>	TORSO						AC	29	9
l sk	SHOULDERS						ARMOR	17	7
 <u> </u>	FEET	Spiked Leather Boot	2	DODGE	12	2			
MS	HANDS	Quilted Gloves	2	NOISY	0	1			
🖺	ARMS	Quilted Bracers 2					STIFF	0	
∞	HEAD	Quilted Headband o	DOUBLE	0					
%	BACK	Quilted Cape	TRIPLE	0)				
ARMOR & ITEMS (by slot)	NECK		RESISTANC	ES	+/-				
₹	TRINKET	Bright Brass Brooch (on command, emits 8" light source)					ARCANE	22	
	OTHER						ELEMENTAL	14	
BACK PACK			X				NATURAL	-	
Standard		Silk Rope	(20 feet)				HOLY	32	
10 Slot Pack							DEMONIC	32	
MAX CAPACITY							MENTAL	22	
	8 slots		<u> </u>		INIT. SCORE 1	12+10	112		
HP (MAX:53)									
FOCUS	(MAX:2)		Focus* Glancing	Connecting	Solid	l (effects) Pe		ct	
Lose 1 Fo	ocus if failing a Resolv	ve test after taking da	1: 1 to 4	5 to 10	11 to	1 to 19			
	oe reduced below 1 Fo		2: 1 to 4	5 to 9	10 to	19	20		
Successf	ul Deep Meditation g	rants +1 Focus		3: 1 to 4	5 to 8	9 to 1	9	20	

EXPERIENCE: 160

COMMON: 10
CAILHAST: 13

WHITE PHOENIX DOJO: 14 REPUBLIC OF GANT: 8



CCv1.5

Cloth, Le							
	Cloth, Leather						
Knives, Hand-Weapons							
Weapon Proficiencies Knives, Hand-Weapons Languages High Elven, Common							
Surrender entire turn (considered Vulnerable) or half-rest, if taking no damage during that time							
regain 1 Focus and 1d6HP/2 lvls (current: 2d6 HP)							
once/day, may elect at any time (even if critically hit) to automatically resist a single faith or spirit based attack, effect or de-buff							
						Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed	
always ignore naturally occuring Difficult Terrain movement penalties							
If hitting with an unarmed attack or kick as an instant, the entire next action counts as a strike and adds current Focus as bonus physical damage. If attacking twice as part of a single action, the 2nd attack is guaranteed effects (unless glancing) so long as the first attack of the action hits.							
						RANK:	DETAILS:
1	May inscribe/shatter runes for Rank2 Craftings (once per day)						
·····	Receive +1 weapon damage when wielding two identical weapons (already added)						
·····	Double Strike: Whenever you successfully hit with a main hand strike type ability your						
······	off hand attack becomes eligible for the same strike if attacking the same target						
	(however you must pay TWICE the ability cost for for the second strike)						
1	Receives +1 Advantage on all Agility stat rolls. Allows the Acrobat to jump twice as far						
	or twice as high as he would normally would be permitted and receive +2 Advantage for						
	Agility stat rolls specific to jumping and +4 Advantage specific to Climbing Receives +2 Avoidance, permanently (already added)						
	Receives +1 Movement, permanently (foot speed, already added) Swift Dodge: once/battle (can elect to use dodge x5 instead of AC for 1 round of combat)						
Teaal is a	citizen of the High Elven city state of Cailhast and has rarely ventured outside its walls. Her						
experiences with the wider world of Gant are limited, and she is distrustful of other races. However the War of the Twin Terrors has reached even her beloved homeland and she knows that her people cannot hide behind their walls forever.							
	RANK: 1 1 2 3 1						

Tsaal Tal'inara		Focus (Primary) Skills - Armed and Kick attacks								
Known	Skill Name	Current Rank	Max Rank	Discipline	Damage (by rank)	Use	Effects (if landing Solid or Perfect)			
~	Vicious Strike	1	3	Armed	as per Weapon not Rank	action	does +2 damage per rank			
	Arm Strike	1	5	Armed	as per Weapon not Rank	action	disarms target and arm/hand cannot be used again for one round/rank, if scoring a Perfect that arm also immediately counts as injured (see Injuries page) • rank1 = superficial • rank2 = minor • rank3 = serious • rank4 = stabilized critical • rank5 = critical			
✓	Head Strike	1	5	Armed	as per Weapon not Rank	action	Stuns the target for 1 round per rank (damage on subsequent rounds breaks the effect) • if scoring a Perfect, 20% per rank chance to decapitate target or completely crush the skull, resulting in instant death			
V	Jump Kick	2	3	Kick	1d4/1d6/1d8	instant or action	before or after kicking can jump a distance of up to 1" per skill point for free (if attempting to jump prior to kicking roll your Focus dice first to see if you get effects) •does not count as disengaging from combat			
\checkmark	Lance Kick	2	4	Kick	1d4/1d6/1d8/1d10	instant or action	if moved prior to using then add +2 damage per inch moved, counts as crushing blow 2/rank			
~	Wall Running	1	1	Kick	n/a	instant	must be used as an instant, allows movement along vertical surfaces as a normal move, any subsequent attacks on targets below can benefit from elevation bonuses & treat the target as though knocked down for combo purposes even if they are not actually knocked down			
~	Stomp	2	3	Kick	1d4/1d6/1d8	instant or action	if the target is standing their movement is reduced to zero on their next turn, if knocked down the stomp does triple damage			