

Portrait	Identity			Miscellaneous			125 Points					
	✂ Name <b>Sharley Redding</b>			Created <b>Oct 3, 2021, 6:05 AM</b>			0 Unspent					
	Title			Modified <b>Jan 29, 2023, 8:18 AM</b>			20 Race					
	Organization			Player			40 Attributes					
	Description						40 Advantages					
							-25 Disadvantages					
✂ Gender <b>Female</b>			✂ Height <b>5'4"</b>			✂ Hair <b>Blond</b>			0 Quirks			
✂ Age <b>18</b>			✂ Weight <b>0 lb</b>			✂ Eyes <b>Purple</b>			36 Skills			
✂ Birthday			Size <b>+0</b>			✂ Skin <b>Fair</b>			14 Spells			
Religion			TL			✂ Hand <b>Left</b>						
Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge					
[0] <b>10</b> Strength (ST)	[0] <b>10</b> Will	Roll	Location	DR	Level	Max Load	Move	Dodge				
[20] <b>11</b> Dexterity (DX)	[0] <b>10</b> Fright Check		Eyes	-9 0	0 None	20 lb	5	9				
[20] <b>11</b> Intelligence (IQ)	[0] <b>11</b> Perception (Per)	3-4	Skull	-7 2	1 Light	40 lb	4	8				
[0] <b>10</b> Health (HT)	[0] <b>11</b> Vision	5	Face	-5 0	2 Medium	60 lb	3	7				
Basic Damage		6-7	Right Leg	-2 3/2	3 Heavy	120 lb	2	6				
1d-2 Basic Thrust		8	Right Arm	-2 1	4 X-Heavy	200 lb	1	5				
1d Basic Swing		9-10	Torso	+0 1	Lifting & Moving Things							
Point Pools		11	Groin	-3 3/2	20 lb Basic Lift							
[0] <b>10</b> of <b>10</b> FP [Rested]		12	Left Arm	-2 1	40 lb One-Handed Lift							
[0] <b>10</b> of <b>10</b> HP [Healthy]		13-14	Left Leg	-2 3/2	160 lb Two-Handed Lift							
		15	Hand	-4 0	240 lb Shove & Knock Over							
		16	Foot	-4 2	480 lb Running Shove & Knock Over							
		17-18	Neck	-5 0	300 lb Carry On Back							
			Vitals	-3 1	1000 lb Shift Slightly							
±	Reaction											
+1	from others											
-1	from others except those of your own kind											
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST		
Light Cloak					0	No	0	-	-	-		
Natural Attacks				Bite	12	No	No	1d-3 cr	C			
Natural Attacks				Kick	10	No		1d-1 cr	C,1			
Natural Attacks				Punch	12	10		1d-3 cr	C			
Small Knife				Swung	11	8	No	1d-3 cut	C,1	5		
Small Knife				Thrust	11	8	No	1d-3 imp	C	5		
Ranged Weapon			Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Light Cloak			Thrown	6	+1	Special	2	1	T(1)	-4		5
Short Bow (ST10)				12	2	1d-2 imp	100/150	1	1(2)	-6		10+
Small Knife			Thrown	12	+0	1d-3 imp	5/10	1	T(1)	-1		5
Trait			Pts		Skill / Technique			SL	RSL	Pts		
Natural Attacks			0	B271	Area Knowledge (Newhome Territory)			12	IQ+1	2	B176	
✔ Species: Half-Elf Height 60+2d6 in.; Weight 100+3d12 lbs.			20		The inhabitants, trails, streams, hiding places, ambush sites, flora, and fauna of a few hundred acres							
Increased Perception 1			5	B16	Artist (Drawing)			12	IQ+1	2	B179	
Extended Lifespan 1			2	B53	Brawling			12	DX+1	2	B182	
Appearance Attractive			4	B21	Camouflage			11	IQ	1	B183	
Infravision			10	B60	Default: Survival (Woodlands)-2							
Resistant Mind Control Magic; +3 to all rolls to resist			5	B81	Climbing			13	DX+2	1	B183	
Social Stigma (Half-Elf)			-5	B155	Cooking			11	IQ	2	B185	
Feels like an outcast			-1	B162	Dancing			11	DX	2	B187	
Language: Common Native; Spoken (Native); Written (Native)			0	B24	First Aid			11	IQ	1	B195	
Acute Hearing 2			4	B35	Gardening			12	IQ+1	2	B197	
Flexibility May ignore up to -3 in penalties for close quarters			5	B56	Hiking			10	HT	2	B200	
					Knife			11	DX	1	B208	

Trait				Pts	🔖	Skill / Technique				SL	RSL	Pts	🔖
Less Sleep 2				4	B65	Leatherworking				13	DX+2	1	B205
Require 1 hour/level less sleep for a full night's rest (max 4)						Tracking				11	Per	2	B226
Magery 1				15	B66	Stealth				11	DX	2	B222
High Manual Dexterity 2				10	B59	Survival (Woodlands)				10	Per-1	1	B223
Absent-Mindedness				-15	B122	Thrown Weapon (Knife)				12	DX+1	2	B226
-5 on all IQ and IQ-based skill rolls, save those for the task you are currently concentrating on. Once adrift in your own thoughts, you must roll against Perception-5 in order to notice any event short of personal physical injury.						Naturalist (Earthlike)				9	IQ-2	1	B211
						Herb Lore				9	IQ-2	2	B199
						Bow				12	DX+1	4	B182
						Riding (Equines)				11	DX	2	B217
						Staff				10	DX-1	1	B208
Curious				-5	B129								
CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation													
Decreased Will 1				-5	B16								
Language: Brahnish				2	B24								
Spoken (Accented)													
Spell										SL	RSL	Pts	🔖
Seek Plant										11	IQ	2	M161
Ritual: speak quietly and make a gesture Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Plant													
Identify Plant										11	IQ	2	M161
Ritual: speak quietly and make a gesture Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Plant													
Heal Plant										11	IQ	2	M161
Ritual: speak quietly and make a gesture Class: Area; Cost: 3; Time: 1 Min; Duration: Permanent; College: Plant													
Plant Growth										12	IQ+1	4	M162
Ritual: speak quietly and make a gesture Class: Area; Cost: 3; Maintain: 2; Time: 10 sec; Duration: 1 min; College: Plant													
Blossom										11	IQ	2	M162
Ritual: speak quietly and make a gesture Class: Area; Cost: 2; Time: 5 min; Duration: 1 hour; College: Plant													
Haste										11	IQ	2	M142
Ritual: speak quietly and make a gesture Class: Regular; Cost: 2/pt; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement													
✓	#	Carried Equipment (19.55 lb; \$1145)			Uses	TL	LC	📦	📦	📦	📦	📦	🔖
✓	1	Small Knife				0		30	0.5 lb	30	0.5 lb	B272	
✓	1	Short Bow (ST10)				0		65	2 lb	65	2 lb	B275	
✓	1	Boots				2		80	3 lb	80	3 lb	B284	
		Flexible; Concealable											
✓	1	Leather Jacket				1		50	4 lb	50	4 lb	B283	
✓	1	Light Cloak				1		20	2 lb	20	2 lb	B287	
✓	1	👇	Purse, Small					10	0.2 lb	810	0.3 lb	DFA111	
✓	8	Gold Coins, Condor						100	0.0125 lb	800	0.1 lb		
		0.5 inch diameter											
✓	1	Studded Leather Skirt				1		60	4 lb	60	4 lb	B283	
		Flexible											
✓	1	Forearms						30	3.75 lb	30	3.75 lb		
		Layered Leather, Light (DR 2*; Don time: 5 secs; Holdout -1.)											
		Roll 1d; on 1-3, the armor is hit.											
#	Other Equipment (\$20040)				Uses	TL	LC	📦	📦	📦	📦	📦	🔖
1	Leather Pants					1		40	3 lb	40	3 lb	B283	
1	👇	Dwarven Bank Account						0	0 lb	0	0 lb		
200	Gold Coins, Condor							100	0.0125 lb	20000	2.5 lb		
	0.5 inch diameter												



Since moving in with the Fab Four, Sharley has been doing more cooking, getting the garden started, and tending to the small flock of chickens.

She has also been regularly running and sparring with Mira and the boys. She has improved her skill some and toughened up. She has also begun learning a new spell (Haste) from Rahz. She is not the most talented of mages and gets frustrated easily.

Sharley has bonded with the horse that was found during the Goblin episode (named Malia).