Valhalla Character Sheet

Vital Statistics

Name	Mererid Prydwyn		Race	Amazon		Age	37 (Adult)
Archetype	Amazon Warrior / INSL Operative		Gender	Female		Level	7
Literate?	Yes		Size	Medium		Experience	32,764
Home Tech Level	1		Height / Weight	6' 11" / 190		Luck Points	0

Basic Statistics

Ability	Total =	Base +	Race +	Age +	Skill +	Misc.
AGiLity	17	15	+2			
CHArisma	9	9				
CONstitution	13	12	+1			
ENDurance	12	12				
INTelligence	12	12				
OBServation	13	13				
STRength	16	15	+1			
WISdom	13	13				

Basic Statistic Related Abilities

	Total =	Base +	Race +	BS +	Skill +	Misc.
Initiative	-2	0		-2		
Movement	35' (7)	20	5	10		

Encumbrance

Unencumbered	Light	Medium	Heavy	Extreme	Maximum
65	110	180	290	480	790

Languages (_3_Max)

Language	Ranking
Amazon	4
English	4
Elvish	2

Followers (_1_Max)

Resistance Skills

Ability	Total =	Skill+	BS+	Race+	Misc.
High Pain Threshold	20%	20			
True Power (AGL)	30%		10		
True Power (CHA)	20%				
True Power (CON)	20%				
True Power (END)	20%				
True Power (INT)	20%	20			
True Power (OBS)	20%				
True Power (STR)	25%		5		
True Power (WIS)	20%				

Attack Skills (Class)

Special (Archery)	Basic Melee	
Throwing		

Attack Skills (Sub-Class)

Sub-Class	Total =	Skill+	BS+	Race+	Misc.
Archery	+6	4	2		
Simple Melee	+4	2	2		

Hand To Hand Skills

Skill Name	Total =	Skill +	BS +	Race +	Misc.
Brawling	+2		2	+0	
Wrestling	+6	4	2	+0	

Defense Skills

Skill Name	Total =	Skill+	BS+	Race+	Misc.
Block	15 (16)		2	13	(1)
Dodge	16	4	2	10	
Parry	11		2	9	

Special Skills

Skill Name	Total % =	Skill +	BS +	Race +	Misc.
Barter/Haggle	30%	30			
Climbing	60%	40	10	10	
Computers	30%	30			
Hiding	50%	40	10		
Hunting	40%	30		10	
Intimidation	50%	50			
Magic Lore	40%	40			
Search	40%	40			
Stealthy Movement	50%	40	10		
Tracking	50%	40		10	

Weapons & Offensive Items

Weapon #1

Type		Attack Bonus	Damage	Range	Rate
Compound Bow		+6	*	R	
Rounds	Tech Level	Size	Weight	HP	Conceal
A	3	Medium	3	20	-0
Special: *Damage: Hunting:1d8+1 / Flight:1d6+1 /Luthor's: 2d8+1 & -1-2 CON					

Weapon #2

Type		Attack Bonus	Damage	Range	Rate
Mace		+4	*	1	5/2
Rounds	Tech Level	Size	Weight	HP	Conceal
1	1	Medium	8	50	-0
Special: Damage: 1D8+1d4+1					

Weapon #3

Type		Attack Bonus	Damage	Range	Rate
Shield Bash		+4	1d4-1	1	1
Rounds	Tech Level	Size	Weight	HP	Conceal
1	1	Small	5	20	N/A
Special: Buckler					

Hand to Hand Attacks

Attack Type	Bonuses	Rate	Punch	Kick	Bite
Brawling	+2	4	1d4	1d6	1-2
Wrestling	+6	4	N/A	N/A	N/A

Ammo

Ammo Type	# Magazines / quivers	# Loose	Current Ammo
H. Arrow	1	0	12
F Arrow	1	0	12
Luthor's	1	0	5

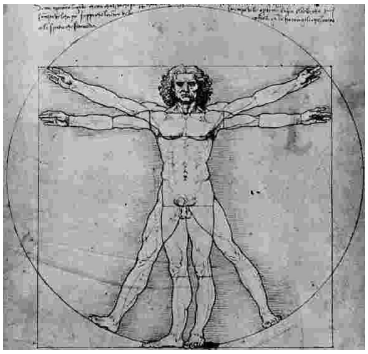
Range (Long)

Weapon	PB	S	Med	L	EX	MX
Bow (Hunting Arrows)	2	9	22	37	121	180
Bow (Flight Arrows)	3	11	26	74	132	195
Bow (Luthor's Arrows)	2	9	22	37	121	180

Armor & Defensive Items

Armor #	Type	HP	Absorb		Locations	AGL Modifier	Block Modifier	Weight	Cost	Special
			Normal	Fire						
1	Buckler	20	5	3	L Hand	-0	+1	5	45	
2	Elven Skullcap	25	5	3	Head	-0	0	1	500	
3	Hide	15	2	2	Ch & Ab	0	0	10	25	Panther Pelt
4										

Hit Points



Base HP=	Rough+	Race+
14.5	13.5	1

Current CON	13	
Current END	16	

Head (1)		Chest (2-3)		Abdomen (4-5)	
Armor # _2_ Absorbs (5/3)	25	Armor # _3_ Absorbs (_2/2_)	15	Armor # _3_ Absorbs (_2/2_)	15
Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)	
Body HP (_9_)	9	Body HP (_27_)	27	Body HP (_18_)	18

Right Arm (6)		Left Arm (7)		Right Leg (8)		Left Leg (9)	
Armor # ___ Absorbs (____)		Armor # _1_ Absorbs (_5/3)	20	Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)	
Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)		Armor # ___ Absorbs (____)	
Body HP (_14_)	14	Body HP (_14_)	14	Body HP (_23_)	23	Body HP (_23_)	23

Magical Items

Magic Receptacles

Item Type	Spell	# Charges

Amulets

Spell	Creator's PR	Spell's PR	Current PP

Trigger-word Magic Item

Item Type	Spell	PR of Maker	Casting Word / Language	# Charges	Other Information

Casting Scroll

Spell	PR of Maker	Language	Reading Time
Know Language	5	English	1d4+2 mins

Touchstone

Spell	PR of Maker	Word/ Language	# Charges

Alchemic Items

Type	Spell	Duration	Number	TL	Effect
Salve	Cure Lt. Wounds	Permanent	1	3	+2d4 HP & 1 CON. Stops bleeding.
Dust	Noxious Cloud	6 rounds	1	3	15'x15' / uncontrollable vomiting / -1d6 CON first rd, -1 CON after
Potion	Universal Antitoxin	Permanent	1	3	Cancels all poisons

Enchanted Item

Item Name	Item Type	Item Disposition	Notes	Spell	PR	# Charges