

## Goldmoon

Human (Goddess of Healing); Seasoned (25 XP)  
 Male; Age: 25; Height: 5' 8"; Weight: 160 lb.  
 Languages: Abanasinian, Common, Elven, Plainsfolk

## Attributes

Agility .....  $\triangleleft$  8      Strength ..  $\square$  6  
 Smarts.....  $\square$  6      Vigor .....  $\square$  6  
 Spirit .....  $\textcircled{12}$

## Derived Traits

Pace ..... 6       Toughness 7(2)   
 Parry..... 6       Charisma..... 6   
 Encumbrance ... 0 / 30      Load Limit ..... 30x1

## Skills

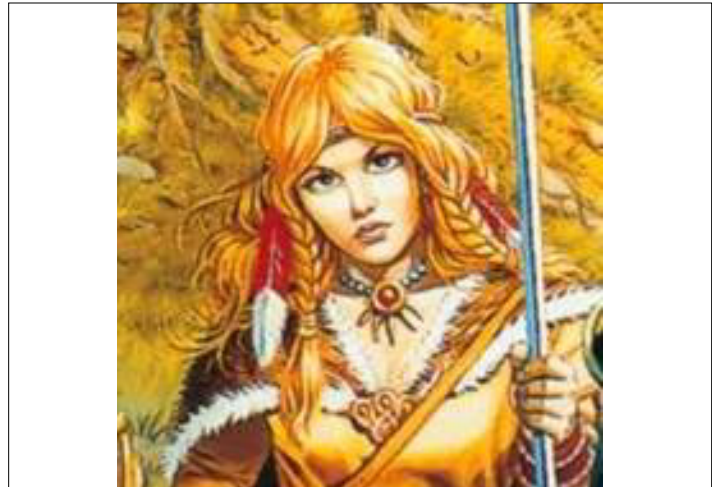
Fighting.....  $\square$  +2      Riding .....  $\square$  6  
 Healing .....  $\square$  +2      Shooting.....  $\square$  6  
 Notice .....  $\square$  6      Survival.....  $\triangle$  4  
 Persuasion ....  $\textcircled{12}$   
 Knowledge: Religion .....  $\square$  6

## Hindrances

**Code of Honor**  $\mu$  Honor is key; Keeps word, won't  
**Heroic**  $\mu$  Never says no to a person in need  
**Loyal** Will never leave a man behind  
**Outsider** Shunned foreigner; -2 Charisma except with own  
**Pacifist** Despises violence; Will only fight to defend self

## Edges

**Attractive** +2 Charisma  
**Charismatic** +2 Charisma  
**Healer** +2 on all Healing rolls; 5 companions gain +2 natural  
**Noble** +2 Charisma; Rich; Obligations to uphold  
**Rich** Three times starting funds; High annual salary



## Magic Armor

**+ 1 leather armor** (+2, Covers: A,L,T)  
 • Armor Bonus: +1

## Magic Weapons

Attack    Damage    AP    Range

**Blue Crystal Staff**  $\ll$  ... d6+2    Str+d4+2    -    -  
 • Attack Bonus: +2;    • Damage Bonus: +2  
 Trappings: Appears to be a plain unadorned staff but when it's powers are used is revealed to be constructed of blue crystal and adorned with an ornamental headpiece.  
 Notes: The Blue Crystal Staff is a sacred artifact of Mishakal. It has 20 Power Points, regains 1 Power Point per hour, and possesses the following powers:

- \* Detect Arcana (2, detection only reveals presence of curses, diseases, or poisons)
- \* Healing (3 PP)
- \* Greater Healing (10/20 PP)
- \* Puppet (3 PP)
- \* Smite (2)
- \* Succor (1)
- \* Teleport (3+, This power is not under the control of the wielder - the staff itself decides when to activate this power)

**+1 sling**  $\ll$  ..... d6    Str+d4+1    -    4/8/16  
 • Attack Bonus: +1;    • Damage Bonus: +1

## Injuries

-None-

## Wounds

-1    -2    -3    INC    -2    -1

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 .....

Validation Report (0 issues): Nothing identified

## Weapons

	Attack	Damage	AP	Range
<b>Unarmed Strike</b> . . . . .	d6+2	Str	-	-

## Gear (Cash: \$1500)

Clothing (Normal)	Lute	Canteen
Healer's Kit (10)	20x Sling Stone	

## Novice Levels - Goldmoon

**Date (real world)** : 2014/09/29

**XP Awarded** : 15

**Cash Awarded** : 0

## Seasoned Levels - Goldmoon

**Date (real world)** : 2014/09/29

**XP Awarded** : 10

**Cash Awarded** : 0