

King Asuman of Golotha

Value	Characteristic	Points
13	STR	3
14	DEX	12
14	CON	8
14	BODY	8
18	INT	8
11	EGO	2
18	PRE	8
12	COM	1
6	PD	3
3	ED	0
3	SPD	6
6	REC	0
28	END	0
28	STUN	0
	Total	59

Points	Powers	END
10	2d6 Birch Control Ring (EB); Range: 235; Versus: ED; Active Points: 47; Based on EGO Combat Value: vs. ECV, +1; Trigger: Set, +1/4; Uncontrolled: +1/2; Continuous: +1; Reduced END: Zero & Persistent, 1; Magic Ring (Focus): Obvious Inaccessible, -1/2; Independent: -2; Only To Harn Birch: Half, -1	0
10	Total Powers	

Points	Skills, Talents, Perks	Roll
1	Acting	8-
3	AK: Tharda	13-
3	Bribery	13-
3	Bureaucratics	13-
3	CK: Golotha	13-
2	Common Melee Weapons	
2	Common Missile Weapons	
3	Conversation	13-
3	Forgery	11-

3	Gambling	11-
10	Head of State	
3	High Society	13-
1	Interrogation	8-
2	KS: Fine Merchant Goods	11-
15	Money (Filthy Rich)	
3	Oratory	13-
3	Persuasion	13-
10	+2 level w/Presence Based Skills	
3	PS: Merchant	13-
1	Streetwise	8-
3	Trading	13-
6	+2 level w/Trading/Bribery/Bureaucratics	
86	Total Skills, Talents, Perks	

Cost	Equipment
0	Dagger (1d6K, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
0	Leather (Coverage: Full, PD 2, ED 2); Weight: 5
0	Total Equipment (5 kg)

75+	Disadvantages
5	Age (40+)
15	Hunted by Those Seek Overthrow King (14-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Limited, -5; Actions: Hunting, ×1; Punishment: Harsh, 0
10	Watched by Merchant's Guild (14-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½; Punishment: Harsh, 0
15	Greedy (Common, Strong)
10	In Lust with Queen Guzeem (Common, Moderate)
10	Public Identity
10	Reputation As Tody To Queen (8-, Extreme)
75	Total Disadvantages

COSTS: Char. Powers Total Total Disadv. Base Exp.
 59 + 96 = 155 155 = 75 + 75 + 5

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases

5	5	4	0	8/2	5/2	4, 8, 12
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