



Name SalAD DaJaro Player Jim DeVito Point Total 4447
 Ht 5'-9" Wt 160 lbs. Size Modifier 0 Age 24(65) Unspent Points 23
 Appearance Average Sized Human, Olive Skin, Black Hair, Hazel eyes - Left Handed

CHARACTER SHEET

ST	10	[0]	HP	13	[6]
DX	17	[140]	Will	10	[-35]
IQ	17	[140]	Per	14	[-15]
HT	15	[50]	FP	15	[0]

Languages	Spoken	Written	
Illusionist	(Native)	(Native)	[4]
Lian Common	(Native)	(Native)	[4]
Quindi (Native Speaker)	(Native)	(Native)	[0]

DR	TL: 4	[0]
16*	Cultural Familiarities	
	Al Qam (Native)	[0]
	Brahum	[1]
	Delmor	[1]
	Llofall	[1]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 8 [0] BASIC MOVE 8 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 8	Dodge 12
Light (1) = 2 x BL 40	BM x 0.8 6	Dodge - 1 11
Medium (2) = 3 x BL 60	BM x 0.6 4	Dodge - 2 10
Heavy (3) = 6 x BL 120	BM x 0.4 3	Dodge - 3 9
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 8

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	8	6	4	3	1
Water Move	1	0	0	0	0

PARRY	Reaction Modifiers
16	<p>Appearance: +2/+4 <i>Unappealing Includes:</i> +2 from 'Appearance' <i>Appealing Includes:</i> +4 from 'Appearance' Status: +3; <i>Includes:</i> +1 from 'Merchant Rank', +2 from 'Wealth' Other: +7; <i>Includes:</i> +3 from 'Charisma', +2 from 'Diplomacy', +2 from 'Fast-Talk' Conditional: +4 from 'Business Acumen', +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance, +2 from 'Musical Ability', +2 from 'Reputation (Gonham Hero)', +4 from 'Reputation (RoachKing)', +2 from 'Sense of Duty (RoachKings)' when in dangerous situations if Sense of Duty is known, +1 from 'Social Chameleon' when from those who demand respect (priests, kings, etc.), +3 from 'Bard', +2 from 'Merchant (Textiles, Jewelry, Magic Items)' when buying or selling, +1 from 'Smooth Operator', +4 from 'Sleight of Hand Talent', +1 from 'Critical Hit Talent (Assassin)', +2 from 'Stealth (Assassin's Talent)', +2 from 'Stealth Bonus (Spy)', +1 from 'Complex Illusions Talent', +3 from 'Tactile Illusions Talent (Ancient Scroll)', +3 from 'Scroll Illusions Talent'</p>
Scimitar	
BLOCK	
15	
Shield (Buckler)	

ADVANTAGES AND PERKS	
Appearance (Handsome)	[12]
Assassin Advantages	[50]
Critical Hit Talent (Assassin) 1	[10]
Does Extra Damage (From Rear Hex) 2	[10]
Enhanced Memory (Per + 4) 2 (Requires Per Roll)	[10]
Increased Knockout Chance (w/Sap) 2	[10]
Stealth (Assassin's Talent) 2	[10]
Charisma 3	[15]
Combat Reflexes	[15]
Contact Group (Dragon Knights of Brahumi) (Effective Skill 12) (9 or less; Somewhat Reliable)	[5]
Courtier Talents	[15]
Smooth Operator 1	[15]
Energy Reserve (Mana) 26 (Special Recharge (DR vs. Magic Spells))	[24]
Enhanced Block (Buckler) 1	[5]
Enhanced Parry (Scimitar) 1	[5]
Extended Lifespan (Fountain of Lamneth) (x2)	[2]
High Manual Dexterity 3	[15]
Illusionist Talents	[50]
Complex Illusions Talent 1	[15]
Projected Image (Mobile)	[20]
Witchsight (Level=34) (Requires Per Roll)	[15]
Illusions Scroll Bonuses	[45]
Scroll of Illusions Talent 3	[30]
Tactile Illusions Talent (Ancient Scroll) 3	[15]
Magery 4	[40]
Magery 0	[5]
Merchant Rank 4	[60]
Business Acumen 4	[40]
Mind College Talents	[26]
Danger Sense	[15]
High Pain Threshold	[10]
Temperature Tolerance 1	[1]

SKILLS			
Name	Level	Relative Level	
Accounting	26	IQ+9	[22]
<i>Includes: +4 from 'Business Acumen'</i>			
Acrobatics	26	DX+9	[78]
Acting	27	IQ+10	[36]
<i>Includes: +1 from 'Smooth Operator'</i>			
Administration	26	IQ+9	[12]
<i>Includes: +4 from 'Business Acumen'</i>			
Alchemy/TL4	20	IQ+3	[20]
Area Knowledge (Al Qam)	17	IQ+0	[1]
Area Knowledge (Brahumi)	17	IQ+0	[1]
Area Knowledge (Lia)	17	IQ+0	[1]
Artist (Illusion)	27	IQ+10	[44]
<i>Conditional: +3 from 'High Manual Dexterity' when performing DX-based tasks</i>			
Assassin (DQ Rank 2)	0	0+0	[88]
Beam Weapons/TL12 (Mana Blaster Pistol)	13	DX-4	[0]
Boomerang	24	DX+7	[24]
Brawling	23	DX+6	[27]
Climbing	21	DX+4	[16]
Connoisseur (Music)	23	IQ+6	[4]
Connoisseur (Performance Arts)	26	IQ+9	[36]
Connoisseur (Visual Arts)	25	IQ+8	[4]
Connoisseur (Wine)	18	IQ+1	[4]
Courtier (DQ Rank 3)	0	0+0	[112]
Dagger	23	DX+6	[44]

ADVANTAGES AND PERKS (continued)

Reputation (Gonham Hero) 2 (10 or less; Large class)	[3]
Signature Gear (Scimitar, Boomerang, Diamond Earrings) 1	[1]
Spy Advantages	[25]
Memorize Spoken Phrases	[5]
Photographic Memory	[10]
Stealth Bonus (Spy) 2	[10]
Standard RK Advantages	[65]
Reputation (RoachKing) 4 (All the time; Almost everyone)	[20]
Trained By A Master (Danger Room)	[30]
Very Fit	[15]
Troubador Advantages	[186]
Bard 3	[15]
Bard-Song Charm (20 people) 9 (Bard Song; Costs Fatigue (+10) (_Free, Per Activation); Requires Will Roll (_Free))	[63]
Includes: +1 skillscore from 'Bardic Talent'	
Bardic Talent 1	[8]
Cultural Adaptability (Xeno-Adaptability)	[20]
Cultural Perception 4 (Gives conditional Per bonus (when attempting to gain info regarding cultures))	[20]
Fashion Sense	[5]
Illusion Talent 2	[10]
Language Talent	[10]
Musical Ability 2	[10]
Sleight of Hand Talent 4	[20]
Social Chameleon	[5]
Wealth (Multimillionaire 1)	[75]
Grip Mastery (Scimitar)	[1]
Quick-Sheath (Sword)	[1]
Style Familiarity (Sword-and-Buckler Play)	[1]
Sure-Footed (Slippery)	[1]
Sure-Footed (Uneven)	[1]
Weapon Bond - Scimitar (Broadsword)	[1]

DISADVANTAGES AND QUIRKS

Duty (Landed Noble of Kupal Barrony, Kingdom of Gonham) (6 or less (quite rarely))	[-2]
Pacifism (Cannot Harm Innocents)	[-10]
RK Disadvantages	[-10]
Code of Honor (RoachKing)	[-5]
Sense of Duty (RoachKings) (Small Group)	[-5]
Careful	[-1]
Chauvinistic	[-1]

Cultural Familiarities (continued)

Maloria	[1]
SW Kingdoms	[1]

SKILLS (continued)

Name	Level	Relative Level	
Dancing (Formal)	26	DX+9	[36]
Detect Lies	17	Per+3	[12]
Includes: +1 from 'Smooth Operator'			
Diplomacy	26	IQ+9	[36]
Includes: +1 from 'Smooth Operator'			
Conditional: +3 from 'Charisma' when making Influence rolls			
Disguise/TL4 (Human)	26	IQ+9	[36]
Escape	19	DX+2	[12]
Fast-Draw (Dagger)	18	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
Fast-Draw (Scimitar)	18	DX+1	[1]

Includes: +1 from 'Combat Reflexes'			
Fast-Talk	22	IQ+5	[1]
Includes: +1 from 'Smooth Operator'			
Conditional: +3 from 'Charisma' when making Influence rolls			
Gesture	26	IQ+9	[32]
Holdout	24	IQ+7	[4]
Interrogation	33	IQ+16	[8]
Intimidation	35	Will+25	[44]
Includes: +1 from 'Smooth Operator'			
Conditional: +3 from 'Charisma' when making Influence rolls, -2 from 'Reputation (Gonham Hero)' when your reputation works against you, -4 from 'Reputation (RoachKing)' when your reputation works against you			
Jumping	26	DX+9	[32]
Lip Reading	16	Per+2	[8]
Lockpicking/TL4	19	IQ+2	[8]
Conditional: +3 from 'High Manual Dexterity' when performing DX-based tasks			
Merchant (DQ Rank 5)	0	0+0	[50]
Merchant (Textiles, Jewelry, Magic Items)	26	IQ+9	[16]
Includes: +4 from 'Business Acumen'			
Mime	26	IQ+9	[36]
Mimicry (Accents)	21	IQ+4	[4]
Mimicry (Speech)	27	IQ+10	[28]
Musical Influence	29	IQ+12	[36]
Includes: +2 from 'Musical Ability', +3 from 'Bard'			
Musical Instrument (Flute)	27	IQ+10	[36]
Includes: +2 from 'Musical Ability'			
Musical Instrument (Tambourine)	27	IQ+10	[36]
Includes: +2 from 'Musical Ability'			
Musical Instrument (Violin)	22	IQ+5	[16]
Includes: +2 from 'Musical Ability'			
Pickpocket	23	DX+6	[4]
Conditional: +3 from 'High Manual Dexterity' when performing DX-based tasks			
Polearm	12	DX-5	[0]
Public Speaking	28	IQ+11	[1]
Includes: +3 from 'Charisma', +3 from 'Bard', +1 from 'Smooth Operator'			
Riding (Equines)	25	DX+8	[32]
Sap	23	DX+6	[4]
Includes: +2 from 'Increased Knockout Chance (w/Sap)'			
Savoir-Faire (All Situations)	18	IQ+1	[1]
Includes: +1 from 'Smooth Operator'			
Conditional: +3 from 'Charisma' when making Influence rolls			
Scimitar	25	DX+8	[32]
Seamanship/TL4	17	IQ+0	[1]
Search	16	Per+2	[8]
Search (Room)	16	Per+2	[10]
Sex Appeal (Human)	22	HT+7	[8]
Includes: +4 from 'Appearance', +1 from 'Smooth Operator'			
Conditional: +3 from 'Charisma' when making Influence rolls			
Shadowing	22	IQ+5	[8]
Shield (Buckler)	21	DX+4	[15]
Singing	20	HT+5	[1]
Includes: +2 from 'Musical Ability', +3 from 'Bard'			
Sleight of Hand (Cantrips)	30	DX+13	[40]
Includes: +4 from 'Sleight of Hand Talent'			
Conditional: +3 from 'High Manual Dexterity' when performing DX-based tasks			
Smallsword	16	DX-1	[1]
Spear	17	DX+0	[1]
Includes: +1 from 'Critical Hit Talent (Assassin)'			
Spy (DQ Rank 2)	0	0+0	[73]
Stealth	33	DX+16	[32]

Includes: +4 from 'Stealth (Assassin's Talent)', +4 from 'Stealth Bonus (Spy)'

Streetwise 19 IQ+2 [4]

Includes: +1 from 'Smooth Operator'

Conditional: +3 from 'Charisma' when making Influence rolls

Swimming 23 HT+8 [28]

Thaumatology 31 IQ+14 [48]

Includes: +4 from 'Magery'

Throwing 21 DX+4 [16]

Thrown Weapon (Dagger) 27 DX+10 [20]

Includes: +1 from 'Critical Hit Talent (Assassin)'

Thrown Weapon (Spear) 18 DX+1 [1]

Includes: +1 from 'Critical Hit Talent (Assassin)'

Traps/TL4 19 IQ+2 [7]

Troubador (DQ Rank 9) 0 0+0 [441]

Ventriloquism 26 IQ+9 [40]

Warhammer 21 DX+4 [16]

Wrestling 23 DX+6 [26]

Techniques

2 D'lusion (Sleight of Hand) 29 [0]

Acrobatic Stand (Acrobatics) 26 [6]

Alchemist's Fire (Alchemy) 20 [0]

Arm Lock (Wrestling) 23 [0]

Attractiveness (Alchemy) 19 [0]

Bind Weapon (Scimitar) 22 [0]

Charisma (Alchemy) 18 [0]

Colored Lights (Sleight of Hand) 29 [0]

Counterattack (Scimitar) 20 [0]

Dim (Sleight of Hand) 29 [0]

Disarming (Scimitar) 25 [0]

Elbow Strike (Brawling) 21 [0]

Evade (Acrobatics) 26 [0]

Feint (Brawling) 23 [0]

Feint (Scimitar) 25 [0]

Feint (Shield (Buckler)) 21 [0]

Find Hidden Apperture (Search) 16 [2]

Haze (Sleight of Hand) 29 [0]

Hide (Sleight of Hand) 29 [0]

Kicking (Brawling) 23 [3]

Knee Strike (Brawling) 22 [0]

Mask (Sleight of Hand) 29 [0]

Mirage (Sleight of Hand) 29 [0]

Moan/Groan (Sleight of Hand) 29 [0]

Music (Alchemy) 19 [0]

Noise (Sleight of Hand) 29 [0]

Palm (Sleight of Hand) 29 [0]

Rainbow (Sleight of Hand) 29 [0]

Rattle/Footfall (Sleight of Hand) 29 [0]

Retain Weapon (Dagger) 5 [2]

Retain Weapon (Scimitar) 25 [0]

Roll with Blow (Wrestling) 21 [0]

Safecracking (Lockpicking) 18 [0]

Spinning Kick (Brawling) 23 [4]

Spinning Strike (Scimitar) 23 [0]

Spinning Strike (Shield (Buckler)) 21 [3]

Stealth (Alchemy) 26 [0]

Includes: +4 from 'Stealth (Assassin's Talent)', +4 from 'Stealth Bonus (Spy)'

Targeted Attack (Dagger) -1 [2]

Throw/Vitals)

Targeted Attack (Scimitar) 20 [0]

Swing/Neck)

Targeted Attack (Scimitar) 22 [0]

Thrust/Vitals)

Thump (Sleight of Hand) 29 [0]

Torture (Interrogation) 35 [0]

Transformation (Alchemy) 19 [0]

Trip (Wrestling) 15 [2]

True Sight (Alchemy) 18 [0]

Universal Antidote (Alchemy) 18 [0]



CHARACTER SHEET
SalAD DaJaro

HAND WEAPONS										Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes					
	Brawling										
	Punch	1d-2 cr	C	23 (15)							
	Bite	1d-2 cr	C	23 (No)							
	Kick	1d-1 cr	C,1	23 (No)							
1	Dagger ("This Dagger is Mine!": +5 DX, 20' leap)	1d-2 imp	C	25 (14)	5	[1]				47525 .25	
3	Dagger (Throwing)	1d-3 imp	C	25 (14)	5	[1]				11475 .6	
1	Dagger (TS, +2/+1)	1d-2 imp	C	15 (9)	5	[1]				59720 0	
1	Dagger (TS, Frozen Doom 78%)	1d-3 imp	C	23 (14)	5	[1]				12221 0	
	Elbow Strike (Brawling)	1d-6 cr	C	21 (No)							
	Knee Strike (Brawling)	1d-5 cr	C	22 (No)							

RANGED WEAPONS														Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes			
2	Alchemist's Fire (Grenado)	1d/sec (5) burn		25	1	1	21	6			4			200 2	
1	Boomerang (Diamond Edge +2 Dmg)	1d+2 cut	2	60 / 100	1	T(1)	25	6	-2		4			38140 1	
1	Dagger ("This Dagger is Mine!": +5 DX, 20' leap)	1d-2 imp	0	5 / 10	1	T(1)	29	5	-1		4			47525 .25	
3	Dagger (Throwing)	1d-3 imp	1	7 / 14	1	T(1)	29	5	-1		4			11475 .6	
1	Dagger (TS, +2/+1)	1d-2 imp	0	5 / 10	1	T(1)	15	5	-1		4			59720 0	
1	Dagger (TS, Frozen Doom 78%)	1d-3 imp	0	5 / 10	1	T(1)	27	5	-1		4			12221 0	
1	Light Cloak (Displacement)	spcl.	1	2 / 2	1	T(1)	12	5	-4			[1]/[4]		21 0	

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS										Cost	Weight
Qty	Item	Location									
1	Amulet - Mirror (6 chgs remain)										300 .5
1	Amulet of Tongues (4 chgs remain)										300 .5
1	Backpack, Small (Waterproof)										77244 23.105
1	Disguise Kit (Portable)										800 5
3	Leaves of Enlarging (10 min.)										900 .3
1	Mirror, Hand										15 1
1	Quick-Access Pockets										71137 11.15
2	Alchemist's Fire (Grenado)										200 2
3	Blindness Potion (Drinkable)										2100 1.5
1	Diamond ("Flash" Investment)										43000 .1
5	Dust of Disappearance (Invisibility)										15000 0
1	Flight Potion (Shadow Wings)										3000 0
4	Healing (Ointment, 1d6 HP)										480 0
1	Hibernation Antidote (Drinkable)										400 .5
11	Major Healing Potion (Drinkable)										3850 5.5
1	Opal of Fireballs (1d+4 burn)										801 .2
1	Red Orb ("Fire Scrying")										801 .1
2	Universal Antidote (Drinkable)										1500 1
1	Vial, Crystal										5 .25
1	Sample Kit (Up to 10 samples)										3170 1.04
1	Freeze-Dried Medusa										3000 .5
4	Fungus of Phosphorescent Paint										0 .04
1	TCA Kit										1160 1.115
1	Blaster/Mirror										50 .1
2	Cuiviel (crystals, +20)										240 .04
14	Magic Mushrooms (oz., +13)										420 .84
9	Pot (Buds, +10)										450 .135
1	Traveler's Rations										2 .5
1	Bag of Holding										668033 3
1	Barrel Helm (Mind Cloak, +30MR v Mind, skull, face RK 20 Pain Resist)										243 0
1	Climbing Gear										20 0
1	Coin (5000sp-Amblinon's)										5000 0
1	Complete Wardrobe										3500 0
1	Dagger (TS, +2/+1)										59720 0

CHARACTER NOTES
SalAD was born into the DaJaro family
(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[286]
Advantages/Perks/TL/Languages/Cultural Familiarity	[763]
Disadvantages/Quirks	[-24]
Skills/Techniques	[3422]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Light Scimitar (Diamond Edged, +1 Crit)						20200	0
	swing	1d+1 cut	1	26 (16)	8			
	thrust	1d-1 imp	1	26 (16)	8			
1	Light Scimitar (Runesword)						380400	2
	swing	1d+3 cut	1	29 (16)	8			
	thrust	1d+1 imp	1	29 (16)	8			
1	Light Scimitar (Silvered)						200700	0
	swing	1d+1 cut	1	15 (10)	8			
	thrust	1d-1 imp	1	15 (10)	8			
1	Light Warhammer	1d+2 cr/imp	1,2*	21 (14U)	10‡	[2]	100	0
1	Sap	1d cr	C	23 (No)	7		20	1
1	Small Buckler	1d-2 cr	1	21 (No)		[2,3,4]	40	8
1	Staff (Enchanted-Diamond Javelin)	1d+12 imp	1	20 (12)	6	[1]	218590	0

RANGED WEAPONS (continued)

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Light Cloak (Shadow Form +8 DB)	spcl.	1	2 / 2	1	T(1)	12	5	-4			[1]/[4]	38020	2
1	Staff (Enchanted-Diamond Javelin)												218590	0
	thrown	1d+12 imp	3	15 / 25	1	T(1)	21	6	-4		4			
	atlatl	1d+14 imp	3	20 / 30	1	T(1)	17	6	-4		4			

ARMOR & POSSESSIONS (continued)

Qty	Item	Location	Cost	Wgt	Qty	Item	Location	Cost	Wgt
1	Bag of Holding		6680333		1	Belt Buckle, Shield (Phantasmal Armor)		101	.5
1	Barrel Helm (Mind Cloak, +30MR v skull, face Mind, RK 20 Pain Resist)		243	0	1	Blue Dragonscale Armor	all	61610	47.775
1	Climbing Gear		20	0	1	Bracers (+3 DB)	hands	100	2
1	Coin (5000sp-Amblinon's)		5000	0	1	Diamond Earring ("Hey Guy" Investment)		77000	0
1	Complete Wardrobe		3500	0	1	In Vault (at Home)		10005	.4
1	Dagger (TS, +2/+1)		59720	0	1	Chain Mail Suit (Silvered, No DX Mod)	all	645	0
1	Dagger (TS, Frozen Doom 78%)		12221	0	1	Leather Armor Suit (Elven)	all	1360	0
1	Flying Carpet (40mph/Move20)		0	0	1	Scroll of Illusions (Specialty Spells w/+3 Bonus)		4000	.2
1	Formal Wear		2000	0	1	Scroll of Tactile Illusions (Gives +3 Bonus)		4000	.2
1	Gauntlets (Swimming & Climbing)	hands	102	0	1	Ordinary Clothes		200	2
1	Gyroscope (Holographic Visual Illusion Emitter)		801	0	1	Rings		404	.4
1	Leather (Studded) Armor Suit (Enchanted Studs, +2 DB,+10 to DX)	all	350	0	1	Ring of Revox (Flash of Light)		101	.1
1	Light Cloak (Displacement)		21	0	1	Ring of Cold Immunity (Immunity to Cold Damage)		101	.1
1	Light Scimitar (Diamond Edged, +1 Crit)		20200	0	1	Ring of Shadow Dagger (+2Acc/+5dmg)		101	.1
1	Light Scimitar (Silvered)		2007000		1	Ring of Molecular Disruption (D+21 dmg, half if save)		101	.1
1	Light Warhammer		100	0	1	Saddle Horse		1200	0
1	Rabbit Skin of Double Size Roll-up		200	0	1	Scrolls		3000	.1
3	Rope, 3/8" (per 10 yards)		15	0	1	Charged Wizardly Scroll (Phantom Armor, 20, 0, 10)		1500	.05
1	Staff (Enchanted-Diamond Javelin)		2185900		1	Charged Wizardly Scroll (Ventriloquism, 20, 0, 10)		1500	.05
1	Stringed (Guitar)		150	0	1	Wands		3001	.6
1	Textbook (Alchemy)		50	0	1	Wand of Permanent Illusion (3 chgs remain)		1001	.2
1	Thorn Plant Seed (1/2 sack)		10	0					
1	TS Triangle (Ritual Prep, +3)		1300000						
1	Woodwind (Flute)		40	0					
1	Bandoleer		38200	2					
1	Boomerang (Diamond Edge +2 Dmg)		38140	1					

Qty	Item	Location	Cost	Wgt
1	Wand of Animal Control (9 chgs remain)		1000	.2
1	Wand (Blank)		1000	.2
1	Wineskin		10	8.25
1	Water (per gallon)		0	8



NOTES

SalAD was born into the DaJaro family Merchant dynasty in Jaro, Al Qam, in the autumn of 11309. As the 7th son in line to take over the family business, SalAD was able to pursue his own interests from an early age, with the DaJaro family fortune paying his way. As a young adult, he attended the Towers of Trimon School of Illusions and graduated with honors at the age of 24.

From there, he turned north & travelled with a caravan to the Braish port city of Gorben, where he met a brash young knight-in-training named Amblinon, a local boy with huge ambitions. SalAD joined Amblinon & a wild elf named Twinkle on several adventures. They were later often joined by another mercenary, a hill giant refugee named Duulth. The group later went on a special mission into Maloria for the king and Amblinon & SalAD became heroes of Brahum, although Duulth lost his life on the mission. When the Baronny of Gonham split from the Kingdom of Brahum, Amblinon & SalAD sided with the Baronny and became landed knights in the "Kupal" Baronny of Gonham.

[In *GURPS* terms, SalAD has 2 Powers: 1) The power to charm up to 20 people with his bardic singing voice; this power is Source = Bardic Lore & Focus = Charming. 2) The power to absorb up to 26 points of magical energy/damage from spells cast at him & store that energy in a reserve for use in casting his own spells; this power is Source = Cosmic (Reset) & Focus = Mana Absorbtion.