

Belima

Personality:

From early in her life, the Tulamydian thief had to look after herself. To survive, she stole food, cut purses full of coin, and snatched gems from the unattended pockets of oblivious merchants, but she grew into (and remains) a faithful follower of Phex. She would never steal from the less fortunate, such as the poor and those in need. She tries to avoid fighting, but life on the street has forced her to learn how to defend herself. She knows how to use her fists, how to make bloody wounds with the tiniest dagger, and how to hit the bulls-eye with a throwing knife, but if she can, she will talk her way out of a situation, sneak away quietly, or find a way to use her pick-pocket skills to find a way to escape. Thieves are not usually known to be loyal, but the Tulamydian thief will stand by friends who earn her trust. Her services, however, always come with a price. This does not necessarily have to be gold or silver. A boon is often acceptable, for good contacts can be more valuable than any jewel.



Advantages:

FOX SENSE:

The hero can feel the presence of traps that cannot otherwise be perceived with normal senses. This might be a magical trap cast on a chest, or a cursed item, or a mechanical trap that is undetectable to the normal five senses.

Rules: The hero can perceive traps that cannot be found with ordinary senses. With this advantage, the hero can use *Fox Sense* as an application for the skill *Perception*.

NIMBLE:

Nimble persons are much faster than most people and can cover great distances in surprisingly short times.

Rules: Raise your hero's Movement by 1

Disadvantages:

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity. You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

Avarice: Avaricious characters are not as careful as they could be when they check treasure chests for traps or try other ways to obtain valuable items.

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

DISARM TRAPS:

To disarm mechanical traps, you need basic knowledge of their intricacies and must also be able to deal with bolts and locks. This special ability is important to rogues, thieves, and riffraff for bypassing security measures.

Rules: The special ability grants use of the new application *Disarm Traps* for the skill *Pick Locks*.

LANGUAGE: FOXIAN:

Many underworld gangs have developed their own secret language. This language, commonly known as Foxian, consists mainly of reinterpretations of words from other languages and includes a small number of secret symbols. Foxian is spoken all across Aventuria and takes a similar form in every city (so a Middenrealmer can understand spoken Tulamydian Foxian, and a Horasian in Brabak can understand carved Foxian symbols).

Rules: The hero can read and write in Foxian.

SKILL SPECIALIZATION (Streetwise):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

COMBAT REFLEXES I (passive):

Fighters with this special ability react more quickly in combat.

Rules: Raise your INI base stat by 1 per level in this special ability.

FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

IMPROVED DODGE I (passive):

The hero is especially quick and nimble when it comes to dodging during combat.

Rules: Each level in this special ability improves your dodge by 1. To use this special ability, you can wear nothing heavier than normal clothes.

PRECISE SHOT/THROW I (Basic Maneuver):

A combatant using a ranged weapon can do more damage with a precise attack.

Rules: When making a ranged attack, you suffer a penalty of 2 per level in this special ability. If you hit, increase your damage by 2 points per level in this special ability.

PRECISE THRUST I (Basic Maneuver):

A fighter can do more damage with a precise thrust.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, increase your damage by 2 points per level in this special ability.

QUICKDRAW (passive):

In battle, it can be crucial to be the first to ready a weapon.

Rules: You need only a free action, not a regular action, to draw a weapon.