

Fillip Crenz, Azure Human Mystic

Strength	16
<i>Armor Mod</i>	0
<i>Damage Mod</i>	1
<i>Wt. Lift</i>	160 lbs
Agility	14
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	0
Dexterity	15
<i>Plus To Hit</i>	0
<i>Craft Skill Mod</i>	0
Constitution	19
<i>Max. Enc.</i>	82
Intelligence	18
<i>Use Magic</i>	78
<i>Sage Skill Mod</i>	6
Wisdom	14
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	20
Piety	7
Charisma	15
<i>Soc. Skill Bonus</i>	0
Appearance	10
<i>Reaction Adj</i>	0
Luck	9
Movement Rate	11

Def	16	Mod DS	16	FP	26	Height	5'8
Weight	175	Hair	Brown	Skin	tan	Eyes	Brown
Sex	male	Age	25	Cash	0.0 g.s.		
God	Balthos						
Code	Rivers, Family, Friends						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	46	ARCANE LORE	1	40	ARMOR USE - LEATHER
3	76	BONESETTING	1	46	CHEMISTRY
3	76	FIRST AID	2	66	HERBOLOGY
1	40	MEDITATION	1	40	SAILING
1	40	SEA WARFARE	3	76	SURGERY
1	40	SWORD USE	2	60	TARGETING Rapier
1	40	WILDERNESS SURVIVAL Rivers			

Weapon Specializations	Damage	+TH	+TD	Att
Rapier	2d10+d6/rd	1	1	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger	1d8	0	1	4	.5yd	1/2lb	Standard Weapon
Rapier	2d10+d6/rd	1	1	3	1yd	4 lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
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Fortitude Points		1	13						
		Head							
2	52	3	52	4	13	5	52	6	52
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	26						
		Stomach							
		8	26						
		Groin							
9	52					10	52		
Right Leg						Left Leg			

Armor		1	22						
		Travelling Cloak, Studded Leather Armor							
2	22	3	22	4	22	5	22	6	22
Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor		Travelling Cloak, Studded Leather Armor	
		7	22						
		Travelling Cloak, Studded Leather Armor							
		8	22						
		Travelling Cloak, Studded Leather Armor							
9	22					10	22		
Travelling Cloak, Studded Leather Armor						Travelling Cloak, Studded Leather Armor			

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Studded Leather Armor	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Wood frame backpack	4	Belt pouch	.1	Glow stick	.5
Captain hat	.6	1 week rich food	6	Small skin	.4

Description

Fillip found his mystic abilities during his mid teens. He found that he had a strong connection to the rivers and streams in the Turin area that allowed him to manipulate the nature of water to his liking. He also learned a healthy respect for nature, because while he may be able to manipulate it, the river is still the one in control. Most of the time Phillip considers his abilities to be a gift but in his teens it made an already awkward time even more so. He hid his powers from other kids. What he really wanted to be was a buccaneer riding the rivers and oceans on a ship and fighting raiders. So while growing up he became more adept with his mystical powers, while practicing with his rapier and playing the part of the buccaneer. When he was old enough, his cousin Liza Crenz who was married to Ambrose Thull, offered to help him get a job working on the boats Thull used to transport amber from his mines. The job was to watch over the ship, make sure the ship's journey went smoothly, and occasionally help defend the ship from attackers. This was the perfect job. While the job was not as exciting (just one attack so far) it did give him the chance to hone his mystic abilities and implement plans to make shipping more friendly to the river and its inhabitants. Phillip impressed Ambrose Thull with his knack @ increasing shipping speed and the decrease in losses to waterway hazards that Thull eventually made all of shipping and transporting his.