True Name	: Nemo : Marcoso : Male <u>Age</u> : 3 : None <u>Age</u> : 1	109 <u>Height</u> : 7 ft.	ssin Igeling
I.Q.       : 10         M.E.       : 21         M.A.       : 22         P.S.       : 28         P.P.       : 28         P.E.       : 22         P.B.       : 07         Spd.       : 29	Pull Punch Combat Damage	: +9       Save vs. Insanit         : +9       Save vs. Telepa         : +6       Save vs. Mind (         : +2       Save vs. Psionic         : +13       Save vs. Magic         : 2D6       Save vs. Coma/	tthic Probe       : +2         Control       : +2         c Attack       : +3         /Poison       : +4         Death       : 14%
WP Grappling Hook WP Mouth Weapons WP Pole Arms Studded Leather (2) Daggers Blow Gun / Darts Berdiche Morning Star	+1 to Strike +1 to Strike & Parry 38 S.D.C. 1D6 + 13 1D4 + 13 3D6 + 13 2D6 + 13	W.P. Knife  A.R. 13 +10 to Strike Thrown +10 to Strike +10 to Strike	+1 to Strike Thrown +1 to Parry +10 to Parry
Hand to Hand: Assassin Acrobatics Athletics (general) Body Building & Weigh Boxing Gymnastics Running Wrestling Back Flip & Somersault Climb / Scale Walls Concealment Detect Concealment & T Disguise Imitate Voices & Impers	40% 55%/50% 34% 35% 45%	Impersonation Intelligence Language: Elven Language: Eastern Mathematics: Basic Pick Locks Prowl Sense of Balance Sign Language Swimming Track Humanoids Walk Tightrope of High Work Parallel Bars & R	

 Money : 200 in gold.
 Equipment : Two sets of clothing, a cloak, boots, a pair of soft leather gloves, belt, bedroll, purse, backpack, one medium-sized sack, three small sacks, a water skin, a set of lock picking tools, 50 feet of rope, grappling hook, 3 iron spikes, a small hammer, pocket mirror, and a tinder box.

Family : An only child.

Disposition : He is working for the Raven's Claw assassin guild. He'll take any job for the right price. Once he has taken an assignment, he will make sure it is finished. However, he will take an occasional break from an assignment in order to deal with anyone who has interfered. Currently, he's been assigned to kill Lord Lylander (father of Lyris), disguised as an Elven Servant named T'Ram. If the player group stops him (but he escapes), he'll most likely try and kill them first before making a second attempt.