



Name: **Wulfric Storm**
 Race: **Feral Worlder**
 Appearance:

Player: **Reto Mägli**
 Ht: 2.20m Wt: 250 lbs Age: 25

Spent: 197
 Unspent: 3

CHARACTER SHEET

ST 18 [72]	HP 18 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 10 [0]	Basic Move 7† [0]
IQ 10 [0]	Per 10 [0]	BL 65 lb (ST×ST)/5
HT 12* [20]	FP 12 [0]	Thr 1d+2 Sw 3d
TL 10 [0]		SM +1†

* Conditional: +3 from 'Resistant to Metabolic Hazards' when fending off infections and poisons.. † Includes: +1 from 'Gigantism'

Vision 10	Fright Check 12*	High Jump 2.67 ft
Hearing 10	Consciousness 14†	Money 8420
Touch 10	Death Check 14‡	
Taste/Smell 10	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes' † Includes: +2 from 'Hard to Kill'
 ‡ Includes: +2 from 'Hard to Subdue'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	65 lb	130 lb	195 lb	390 lb	650 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	130 lb	520 lb	780 lb	975 lb	1.62 tn

* Takes 2 seconds to complete † Double with a running start
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	-1*

* Includes: -1 from 'Split Personality'; Conditional: -3 from 'Split Personality' when others witness a personality shift

TEMPLATES AND META-TRAITS	
Name	Pts
Feral Worlder {p. wiki} Description: Most of your life has been spent among your people on a harsh feral world, where strength, courage and martial skill are valued above all else. You are big, strong and brave, but also superstitious. You almost certainly belonged to a warrior clan, and you are valued for your skill in battle.	[1]
Resistant to Metabolic Hazards {p. wiki} Description: You get a +3 Bonus to HT when your body must fend off an infection, poison or any other metabolic hazard.	[10]
Feral Talent 2 {p. wiki} Description: Skill Bonus to Animal Handling, Camouflage, Navigation (Land), Survival (any), Tracking	[10]
Animallover Description: You are good with one species of animals.	[1]
One Task Wonder (Stop Bleeding) Description: Roll vs. IQ to stop a bleeding. You do not need the First Aid skill to do this.	[1]
Anti-Talent (Tech-Ineptitude) -2 {p. B134} Description: You can never learn Computer Operation, Computer Programming, Computer Hacking or Electronics Operation skills and you have an extra -1 per level on your skill defaults	[-20]
Crude Description: You can never learn any Savoir-Faire skill	[-1]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Enhanced Dodge 1 {p. B51}	[0]
Enhanced Move (Ground) (1/2) (Free, *0) {p. B52, P49}	[0]
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 2 {p. B59}	[4]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[10]
Weapon Master (1) (one specific weapon) {p. B99}	[20]

PERKS	
Name	Pts
Good with (Dogs) {p. PU2:13}	[1]
One-Task Wonder (Stop bleeding) {p. PU2:17}	[1]
Sacrificial Parry (Two-handed Sword) {p. PU2:7}	[1]

DISADVANTAGES	
Name	Pts
Duty (Inquisition) (15 or less (almost always)) (Extremely Hazardous, -5) {p. B134}	[-20]
Gigantism {p. B20}	[0]
Split Personality (12 or less, *1) {p. B156}	[-15]

QUIRKS	
Name	Pts
Big Jaw {p. B163}	[-1]
Hairy {p. B163}	[-1]
Huge Eyebrows {p. B163}	[-1]
Musky Smell {p. B163}	[-1]
Warpaint {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX+0	[4]
Animal Handling (Dogs) {p. B175}	11*	IQ+1	[1]
Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10	12	DX+0	[1]
Camouflage {p. B183}	12*	IQ+2	[1]
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	11	DX-1	[1]
Fast-Draw (Two-Handed Sword) {p. B194}	13†	DX+1	[1]
Fast-Talk {p. B195}	9	IQ-1	[1]
Forced Entry {p. B196}	12	DX+0	[1]
Intimidation {p. B202}	9	Will-1	[1]
Observation {p. B211}	9	Per-1	[1]
Savoir-Faire (Tribals) {p. B218}	10	IQ+0	[1]
Sex Appeal (Human) {p. B219, S224}	11	HT-1	[1]
Singing {p. B220}	12	HT+0	[1]
Stealth {p. B222}	12	DX+0	[2]
Survival (Arctic) {p. B223}	11*	Per+1	[1]
Survival (Desert) {p. B223}	11*	Per+1	[1]
Survival (Mountain) {p. B223}	11*	Per+1	[1]
Survival (Woodlands) {p. B223}	11*	Per+1	[1]
Tracking {p. B226}	11*	Per+1	[1]
Two-Handed Sword {p. B209} Parry: 13	18	DX+6	[24]

* Includes: +2 from 'Feral Talent' † Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	12	10	1d+1 cr	C,1	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	12	-	1d+1 cr	C,1	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	10	-	1d+2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana (Vibro): 1H Swing <small>Skill used: Two-Handed Sword-3</small>	15	11	3d+10(3) cut	1,2	11	5	4	
Katana (Vibro): 1H Thrust <small>Skill used: Two-Handed Sword-3</small>	15	11	1d+8(3) imp	1	11	5	4	
Katana (Vibro): 2H Swing <small>Skill used: Two-Handed Sword+1</small>	19	13	3d+11(3) cut	1,2	10†	5	4	
Katana (Vibro): 2H Thrust <small>Skill used: Two-Handed Sword+1</small>	19	13	1d+9(3) imp	1	10†	5	4	

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

SLAM TABLE

1 1d-3	2 1d-2	3-5 1d-1	6-8 1d
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PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	11†	
DX	DX	DX	None	

<table border="1"> <tr><td>Eyes</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Neck</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Torso</td><td>DR: 45</td><td>DB: 0</td></tr> <tr><td>Arms</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Hands</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Groin</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Legs</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Feet</td><td>DR: 2*</td><td>DB: 0</td></tr> </table>	Eyes	DR: 0	DB: 0	Neck	DR: 0	DB: 0	Torso	DR: 45	DB: 0	Arms	DR: 0	DB: 0	Hands	DR: 0	DB: 0	Groin	DR: 0	DB: 0	Legs	DR: 0	DB: 0	Feet	DR: 2*	DB: 0	<table border="1"> <tr><td>Skull</td><td>DR: 26</td><td>DB: 0</td></tr> <tr><td>Face</td><td>DR: 0</td><td>DB: 0</td></tr> </table>	Skull	DR: 26	DB: 0	Face	DR: 0	DB: 0	<table border="1"> <tr><th>Loc.</th><th>HP</th><th>#</th></tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>-</td><td>_____</td></tr> <tr><td>Skull</td><td>-</td><td>_____</td></tr> <tr><td>Face</td><td>-</td><td>_____</td></tr> <tr><td>Torso</td><td>-</td><td>_____</td></tr> <tr><td>Groin</td><td>-</td><td>_____</td></tr> <tr><td>Arms</td><td>10</td><td>_____</td></tr> <tr><td>Hands</td><td>7</td><td>_____</td></tr> <tr><td>Legs</td><td>10</td><td>_____</td></tr> <tr><td>Feet</td><td>7</td><td>_____</td></tr> <tr><td>Bonus DR:</td><td>0</td><td></td></tr> <tr><td>Bonus DB:</td><td>0</td><td></td></tr> <tr><td>Notes:</td><td></td><td></td></tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	-	_____	Skull	-	_____	Face	-	_____	Torso	-	_____	Groin	-	_____	Arms	10	_____	Hands	7	_____	Legs	10	_____	Feet	7	_____	Bonus DR:	0		Bonus DB:	0		Notes:		
Eyes	DR: 0	DB: 0																																																																								
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* Includes: +1 from 'Combat Reflexes'
 † Includes: +1 from 'Combat Reflexes', +1 from 'Enhanced Dodge'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
18 17 16 15 14	0 -1 -2 -3 -4	18 19 20 21 22	38 37 36 35 34 0	54 55 56 57 58	72 73 74 75 76
13 12 11 10 9	-5 -6 -7 -8 -9	23 24 25 26 27	41 42 43 44 45	59 60 61 62 63	77 78 79 80 81
8 7 6 5 4	-10 -11 -12 -13 -14	28 29 30 31 32	46 47 48 49 50	64 65 66 67 68	82 83 84 85 86
3 2 1	-15 -16 -17	33 34 35	51 52 53	69 70 71	87 88 89

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-10 -11

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS			
Qty	Everything	Cost	Weight
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Katana (Vibro) (Weapon Master Damage Bonus, +0; Weapon Bond, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Light Clamshell (TL10) {p. UT176} Description: TL:10 LC:2 DR:45 Location:torso Location: torso	600	12 lb
1	Light Infantry Helmet (TL10) {p. UT176} Description: TL:10 LC:3 DR:24 Location:skull Location: skull	250	3 lb
Totals:		1580	23 lb

SCRATCH PAD			

CAMPAIGN LOG			
Points: (logged) 0	+ (other) 0	= (total) 0	
Initial Character Creation			
<i>19.11.2013: 0 pts</i>			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[132]
Advantages, Perks	[57]
Disadvantages, Quirks	[-40]
Skills, Techniques	[48]
Total Points Spent:	197
Unspent Points:	3