



CHARACTER SHEET

Name: Adeptus Astares

Race: Human

Appearance: An Ultramarine, shortly after his initiation into the order

Player: TBD

Ht: 2.50m Wt: 140kg

Age: 25

Spent: 499

Unspent: 1

ST	20*	[90]	HP	20	[0]	Basic Speed	7	[5]
DX	13	[60]	Will	12	[5]	Basic Move	7	[0]
IQ	11	[20]	Per	13	[10]	BL	180 lb	(ST×ST)/5
HT	14	[40]	FP	14	[0]	Thr	3d	Sw 5d+2
TL	10	[0]	SM	+1				

* Conditional: +10 from 'Lifting ST (Powered Combat Armor)', +10 from 'Striking ST (Powered Combat Armor)'

Vision	13	Fright Check	16*	High Jump	1.78 yd
Hearing	13	Consciousness	14	Money	-21695
Touch	13	Death Check	14		
Taste/Smell	13†	Broad Jump	7.33 yd		

* Includes: +2 from 'Combat Reflexes', +2 from 'Fearlessness'

† Conditional: +4 from 'Discriminatory Taste' when it involves Taste

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	180 lb	360 lb	540 lb	1080 lb	1800 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
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	360 lb	1440 lb	1.08 tn	1.35 tn	4.5 tn

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

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+2*

* Includes: +2 from 'Social Regard (Feared)'; Conditional: +2 from 'Sense of Duty (Squad)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Name	Pts
Ultima Segmentum (Native) {p. B23}	[0]

LANGUAGES			
Name	Spoken	Written	Pts
Low Gothic (Native) {p. B24}	Native	Native	[0]

ADVANTAGES	
Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Corrosion Attack 1 (Cyclic (1 second interval) (3 cycles), +200%; Jet, +0%; Reduced Range (x1/5), -20%; Takes Recharge (15 seconds), -20%; Weekend without 1 minute preparation, -10%) {p. B61}	[25]
Discriminatory Taste {p. B49}	[10]
Roll to recognize a taste: 11 (IQ)	
Doesn't Breathe (Oxygen Storage (x50), -40%) {p. B49}	[12]
Extended Lifespan (x8) {p. B53}	[6]
Fearlessness 2 {p. B55}	[4]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Legal Immunity 1 {p. B65}	[5]
Less Sleep 4 {p. B65}	[8]
Lifting ST 10 (Powered Combat Armor; _Free, *0) {p. B65}	[0]
Metabolism Control 9 {p. B68}	[45]
Military Rank 1 {p. B29}	[5]
Night Vision 5 {p. B71}	[5]
Patrons (Ultramarines; 9 or less, *1) {p. B72}	[25]

Description: A national government or giant multinational organization (net worth incalculable)



ADVANTAGES (continued)	
Name	Pts
Psychometry (Active Only, -20%; Must Eat Target, -20%; Only on Flesh and Blood, -20%; Sensitive, +30%; Takes Extra Time (+2), -20%) {p. B78}	[10]
Roll: 11 (IQ)	
Radiation Tolerance (PF 5) {p. B79}	[10]
Resistant (Metabolic Hazards; Very Common; +3, *1/3) {p. B80}	[10]
Social Regard 2 (Feared) {p. B86}	[10]
Striking ST 10 (Powered Combat Armor; _Free, *0) {p. B89}	[0]
Super Jump 1 (Powered Combat Armor; _Free, *0) {p. B89}	[0]

PERKS	
Name	Pts
Infinite Ammunition (Quasi-Realistic)	[1]
Usenotes: You might carry spare ammo and reload during lulls in the shooting, but you never have to pause to reload in a firefight. The GM may require you to pay for ammo and magazines and perhaps limit you to that many shots total but you can still ignore their encumbrance.	
Stone-Cold Killer {p. GF19}	[1]
Usenotes: Every shot you fire is an instrument of intimidation! You don't just shoot enemies, you blast them through windows, blow off their limbs, and produce fountains of gore. On any turn during which you shoot someone and inflict a wounding effect beyond mere injury crippling, knockdown, death, etc. make an immediate shooting skill roll. Success lets you try Intimidation against any witnesses as a free action.	
Style Familiarity (Codex Astares Combat Training) {p. MA149}	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Astares) {p. B127}	[-15]
Usenotes: Honor your wargear. Wear your chapter colours with pride. Revere your primarch and his father, the emperor. Preserve the purity of your geneseed. Uphold the oaths of your battle-brothers and the traditions of your chapter. Have no dealings with aliens, daemons or other unclean beings. Show no mercy to traitors.	
Duty (Ultramarines; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Intolerance (Heretics, mutants, aliens; One group) {p. B140}	[-5]
Sense of Duty (Squad; Small Group) {p. B153}	[-5]

SKILLS			
DX based	Level	Relative	Pts
Axe/Mace {p. B208}	13	DX+0	[1]
Parry: 10			
Battlesuit/TL10 {p. B192}	15	DX+2	[8]
Beam Weapons/TL10 (Pistol) {p. B179}	16	DX+3	[8]
Beam Weapons/TL10 (Rifle) {p. B179}	13	DX+0	[1]

SKILLS (continued)			
DX based	Level	Relative	Pts
Brawling {p. B182}	15	DX+2	[4]
Parry: 11			
Broadsword {p. B208}	14	DX+1	[4]
Parry: 11			
Fast-Draw/TL10 (Ammo) {p. B194}	14*	DX+1	[1]
Fast-Draw (Grenade) {p. B194}	14*	DX+1	[1]
Fast-Draw (Knife) {p. B194}	14*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	14*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	14*	DX+1	[1]
Guns/TL10 (Shotgun) {p. B198}	16	DX+3	[8]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Liquid Projector/TL10 (Flamethrower) {p. B205}	13	DX+0	[1]
Piloting/TL10 (Flight Pack) {p. B214}	12	DX-1	[1]
Shield (Shield) {p. B220}	13	DX+0	[1]
Block: 10			
Throwing {p. B226}	14	DX+1	[4]
Two-Handed Axe/Mace {p. B208}	15	DX+2	[8]
Parry: 11			
Wrestling {p. B228}	14	DX+1	[4]
Parry: 11			
IQ based	Level	Relative	Pts
Armoury/TL10 (Battlesuits) {p. B178}	10	IQ-1	[1]
Armoury/TL10 (Small Arms) {p. B178}	10	IQ-1	[1]
Camouflage {p. B183}	11	IQ+0	[1]
Electronics Operation/TL10 (Electronic Warfare) {p. B189}	10	IQ-1	[1]
First Aid/TL10 (Human) {p. B195}	11	IQ+0	[1]
Forward Observer/TL10 {p. B196}	10	IQ-1	[1]
Hidden Lore (Demon Lore) {p. B199}	10	IQ-1	[1]
History (Ultramarines) {p. B200}	9	IQ-2	[1]
Philosophy (Codex Astares) {p. B213}	9	IQ-2	[1]
Savoir-Faire (Ultramarines) {p. B218}	11	IQ+0	[1]
Soldier/TL10 {p. B221}	12	IQ+1	[4]
Tactics {p. B224}	9	IQ-2	[1]
Traps/TL10 {p. B226}	10	IQ-1	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	12	Per-1	[1]
Will based	Level	Relative	Pts
Mental Strength {p. B209}	12	Will+0	[1]

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	15	11	3d+2 cr	C	—	—	
Brawling: Bite <small>Skill used: Brawling</small>	15	—	3d+2 cr	C	—	—	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	—	3d+3 cr	C,1	—	—	
Push Kick (Brawling) <small>Skill used: Push Kick (Brawling)</small>	13	—	3d+3 x2 nw dkb	C,1	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Chain-Blade: swing <small>Skill used: Broadsword</small>	14	11	6d+4(2) cut	1	10	4	
Chain-Blade: thrust <small>Skill used: Broadsword</small>	14	11	4d(2) cr	1	10	4	
Combat Blade: swing <small>Skill used: Knife</small>	14	10	5d+1(2) cut	C,1	9	4	
Combat Blade: thrust <small>Skill used: Knife</small>	14	10	3d+1(2) imp	C,1	9	4	[1]
Great Axe of Power <small>Skill used: Two-Handed Axe/Mace</small>	15	11U	5d+6(5) cut	1,2*	12‡	4	
Maul (Boltgun) <small>Skill used: Two-Handed Axe/Mace</small>	15	11U	5d+6 cr	1,2*	13‡	4	

RANGED ATTACKS											
Non-Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Corrosion Attack	—	1d cor {x3/sec}	—	1 yd / 2 yd	1	—	—	—	1	—	
Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Bolt Pistol <small>Skill used: Guns (Shotgun)</small>	16	8d pi++	2	200 yd / 1000 yd	3	10(3)	10	-3	4	3	[3]
Boltgun <small>Skill used: Guns (Shotgun)</small>	16	8d(2) pi++ + follow-up 1d cr ex [1d]	4	200 yd / 1000 yd	15	30(3)	12‡	-5	2	2	
Frag Grenade <small>Skill used: Throwing</small>	14	8dx2 cr ex [3d]	—	105 yd	—	—	—	—	—	2	[2]
Heavy Bolter <small>Skill used: Guns (Shotgun)</small>	16	8d(3) pi++ + follow-up 2d cr ex [2d]	4	200 yd / 1000 yd	15	30(3)	12‡	-5	2	2	
Heavy Flame Gun <small>Skill used: Liquid Projector (Flamethrower)</small>	13	8d burn	1	20 yd / 40 yd	1	12(5)	10	-5	—	2	
Krak Grenade <small>Skill used: Throwing</small>	14	6dx7 cr inc + linked 8d cr ex [3d]	—	105 yd	—	—	—	—	—	2	[2]
Plasma Pistol <small>Skill used: Beam Weapons (Pistol)</small>	16	6d(10) burn	2	200 yd / 600 yd	3	12(3)	10	-3	1	1	

ATTACKS TABLES COLUMN NOTES

Reach "": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

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.

ST "‡": The weapon requires two hands *and* becomes *unready* after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming *unready*, you need at least *three times* the listed ST.

SLAM TABLE

1	2	3-4	5-7	8
1d-3	1d-2	1d-1	1d	2d
PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	10*	10/11*	
Broadsword	DX	Shield (Shield)	Light	

Body Part DR/DB Values:

- Eyes: DR: 70/50, DB: 0
- Skull: DR: 70/50+2, DB: 0
- Neck: DR: 70/50, DB: 0
- Face: DR: 70/50, DB: 0
- Torso: DR: 70/50, DB: 0
- Arms: DR: 70/50, DB: 0
- Hands: DR: 70/50, DB: 0
- Groin: DR: 70/50, DB: 0
- Legs: DR: 70/50, DB: 0
- Feet: DR: 70/50, DB: 0

Loc. HP #

Eyes	3	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	11	
Hands	7	
Legs	11	
Feet	7	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3
* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks ‡ Only targetable by impaling, piercing, and tight-beam burning attacks § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks					
See also: <i>Hit Location</i> , p. B398, <i>Human and Humanoid Hit Location Table</i> , p. B552, <i>New Hit Locations</i> , p. MA137, and <i>Hit Locations</i> , p. LT100.					

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd
See also: <i>Size and Speed/Range Table</i> , p. B550.					

TECHNIQUES			
Name	Level	Relative	Pts
Attack from Above (Broadsword) {p. MA67}	13	def+1	[1]
Backbreaker (Wrestling) {p. MA82}	12	def+1	[2]
Close Combat (Two-Handed Axe/Mace) {p. MA69}	8	def+1	[2]
Dual-Weapon Attack (Broadsword) {p. MA83, B230}	11	def+1	[2]
Hand Catch (Wrestling) {p. MA84}	9	def+1	[2]
Parry: 10			
Push Kick (Brawling) {p. MA78}	13	def+1	[2]
Retain Weapon (Broadsword) {p. MA78, B232}	15	def+1	[2]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
20 19 18 17 16	0 -1 -2 -3 -4	20 21 22 23 24	40 41 42 43 44	60 61 62 63 64	80 81 82 83 84
15 14 13 12 11	-5 -6 -7 -8 -9	25 26 27 28 29	45 46 47 48 49	65 66 67 68 69	85 86 87 88 89
10 9 8 7 6	-10 -11 -12 -13 -14	30 31 32 33 34	50 51 52 53 54	70 71 72 73 74	90 91 92 93 94
5 4 3 2 1	-15 -16 -17 -18 -19	35 36 37 38 39	55 56 57 58 59	75 76 77 78 79	95 96 97 98 99

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 at the start of your next turn and 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	FP loss effects are cumulative with each other and any effects suffered from HP loss.	
14 13 12 11 10	0 -1 -2 -3 -4	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.	
9 8 7 6 5	-5 -6 -7 -8 -9	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.	
4 3 2 1	-10 -11 -12 -13	-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.	

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight	Qty	Everything	Cost	Weight
1	Powered Combat Armor {p. UT186} Description: TL:9 LC:1 DR:70/50 Location:full suit Power:E/18 hr. Notes:Battlesuits with split DR use the higher DR against attacks to the torso (and skull, for helmets or suits that cover all locations); the lower DR protects other locations. Usenotes: This is a standard medium-weight combat battlesuit. It is seven feet tall, made of articulated plates of metalmatrix composites with an inner layer of reflex armor. Powered combat armor is intended to resist rifles or light machine guns, but can't stand up to anti-tank weapons. It is small enough to fit through ordinary doors, making it a superb tool for house-to-house fighting, urban warfare, and boarding actions. Powered combat armor gives +10 to Lifting and Striking ST and Super Jump 1. Biomedical sensors (UT 187) and a waste relief system (UT 187) are standard features. The suit's surface has a tactical ESM (UT 62). The helmet comes with a filter mask (UT 177), a GPS (UT 74), hearing protection (UT 171), a small radio (UT 44), a small laser comm (UT 44), and a hyperspectral sensor array (UT 61). The helmet has olfactory and audio sensors so the user can hear and smell outside the suit. With the helmet on, the suit is sealed. It provides climate control (-459° F to 250° F), pressure support (10 atm.), radiation protection (PF 10), and vacuum support. It has a large air tank with 24 hours of air at TL9. In a contaminated but breathable atmosphere, it can operate using the standard filter mask. Powered combat armor incorporates infrared cloaking (UT 99). Location: full suit	160000	300 lb	1	Powered Combat Armor {p. UT186} Description: TL:9 LC:1 DR:70/50 Location:full suit Power:E/18 hr. Notes:Battlesuits with split DR use the higher DR against attacks to the torso (and skull, for helmets or suits that cover all locations); the lower DR protects other locations. Usenotes: This is a standard medium-weight combat battlesuit. It is seven feet tall, made of articulated plates of metalmatrix composites with an inner layer of reflex armor. Powered combat armor is intended to resist rifles or light machine guns, but can't stand up to anti-tank weapons. It is small enough to fit through ordinary doors, making it a superb tool for house-to-house fighting, urban warfare, and boarding actions. Powered combat armor gives +10 to Lifting and Striking ST and Super Jump 1. Biomedical sensors (UT 187) and a waste relief system (UT 187) are standard features. The suit's surface has a tactical ESM (UT 62). The helmet comes with a filter mask (UT 177), a GPS (UT 74), hearing protection (UT 171), a small radio (UT 44), a small laser comm (UT 44), and a hyperspectral sensor array (UT 61). The helmet has olfactory and audio sensors so the user can hear and smell outside the suit. With the helmet on, the suit is sealed. It provides climate control (-459° F to 250° F), pressure support (10 atm.), radiation protection (PF 10), and vacuum support. It has a large air tank with 24 hours of air at TL9. In a contaminated but breathable atmosphere, it can operate using the standard filter mask. Powered combat armor incorporates infrared cloaking (UT 99). Location: full suit	160000	300 lb
1	Powered Combat Armor Helmet {p. UT186} Description: TL:9 LC:1 DR:70/50 Location:head Power:C/18 hr. Notes:Battlesuits with split DR use the higher DR against attacks to the torso (and skull, for helmets or suits that cover all locations); the lower DR protects other locations. Location: head	20000	30 lb	1	Powered Combat Armor Helmet {p. UT186} Description: TL:9 LC:1 DR:70/50 Location:head Power:C/18 hr. Notes:Battlesuits with split DR use the higher DR against attacks to the torso (and skull, for helmets or suits that cover all locations); the lower DR protects other locations. Location: head	20000	30 lb
Totals:		180000	330 lb	Totals:		221695	450 lb
Qty	Everything	Cost	Weight	SCRATCH PAD			
1	Belt	22845	32 lb				
1	Combat Blade {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife] Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275) Notes: [1]	480	2 lb				
1	Bolt Pistol {p. UT142} Description: TL:10 LC:3 Damage:8d pi++ Acc:2 Range:200/1000 RoF:3 Shots:10(3) ST:10 Bulk:3 Rcl:4 Skill:Guns (Shotgun) Notes:[3], [3] Powered by a C cell. The weapon's power cell provides enough energy for firing its specified number of Shots, and is included in the weight. Notes: [3]	2000	3 lb				
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb				
2	Frag Grenade {p. 277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	80	8 lb				
2	Krak Grenade {p. 277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	80	8 lb				
1	Plasma Pistol	20000	8 lb				
1	Chain-Blade {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]	2000	3 lb				
1	Great Axe of Power {p. B274} Description: TL:1 LC:4, Dam:sw+3 cut Reach:1,2* Parry:0U ST:12+ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.	1000	8 lb				
1	Heavy Bolter	2900	15 lb				
1	Heavy Flame Gun	10000	45 lb				
1	Patrol Sling	2950	17 lb				
1	Boltgun	2900	15 lb				
1	Maul (Boltgun) {p. B274} Description: TL:0 LC:4, Dam:sw+4 cr Reach:1,2* Parry:0U ST:13+ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.	0	-				

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		230
Advantages, Perks		223
Disadvantages, Quirks		-45
Skills, Techniques		91
Total Points Spent:		499
Unspent Points:		1

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
07.07.2011: 0 pts		