

CHARACTER SHEET

ST 17*	[20]	HP 17	[0]	Basic Speed 7	[0]
DX 12	[40]	Will 13‡	[0]	Basic Move 7	[0]
IQ 12	[40]	Per 12	[0]	BL 58 lb	(ST×ST)/5
HT 16†	[20]	FP 16	[0]	Thr 1d+2	Sw 3d-1
TL 3	[0]	SM +0			

* Includes: +3 from 'Evil', +2 from 'Extra ST'
 † Includes: +4 from 'Evil Double'; Conditional: +1 from 'Blessed (Heroic Feat; HT)'
 ‡ Includes: +1 from 'Evil'

Vision 12	Fright Check 15*	High Jump 2.67 ft
Hearing 12	Consciousness 16	Money -1890
Touch 12	Death Check 16	
Taste/Smell 12	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	58 lb	116 lb	174 lb	348 lb	580 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	116 lb	464 lb	696 lb	870 lb	1.45 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: -2*

* Includes: -2 from 'Bully'; Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, -1 from 'Callous' when past victim, or has Empathy, -3 from 'Evil Sadism'

TEMPLATES AND META-TRAITS

Name	Pts
Divine Servitor (Holy) {p. DF5:12}	[-21]
Description: The basic model of divine servitor requires three Divine Elements	
Immunity to Metabolic Hazards	[30]
Sanctity Dependency (Very Common; Constantly, *5) {p. B130}	[-25]
Unnatural Feature -1 (Might) {p. B22}	[-1]
Wealth (Dead Broke) {p. B25}	[-25]
Blessed (Heroic Feat; HT) {p. B40}	[10]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Earth {p. DF5:16}	[50]
Description: A living, breathing rock.	
Earth Damage Resistance {p. B46}	[10]
Earth Injury Tolerance (Homogenous, +40) {p. B60}	[40]
Evil Double {p. DF5:16}	[60]
Description: Hard to destroy and can call upon Evil Powers. Bigger Powers.	
Evil Damage Resistance {p. B46}	[10]
Evil Patron (Evil Diety; 6 or less, *1/2; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities: unusual reach in time or space, +100%) {p. B72}	[30]
Description: A powerful individual (usually built on at least 150% of the PC's starting points) or a fairly powerful organization (assets of at least 1,000 times starting wealth for the world); 10 POINTS An extremely powerful individual (built on at least twice the PC's starting points) or a powerful organization (assets of at least 10,000 times starting wealth); 15 POINTS An ultra-powerful individual (based on as many points as the GM wants!) or a very powerful organization (assets of at least 100,000 times starting wealth); 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth); 25 POINTS A national government or giant multinational organization (net worth incalculable), or a true god who appears personally to intervene on your behalf: 30 POINTS	
Bloodlust (12 or less, *1) {p. B125}	[-10]
Callous {p. B125}	[-5]
Evil Sadism (12 or less, *1) {p. B152}	[-15]



TEMPLATES AND META-TRAITS (continued)

Name	Pts
Evil Double {p. DF5:16}	[60]
Description: Hard to destroy and can call upon Evil Powers. Bigger Powers.	
Evil {p. DF5:16}	[50]
Description: Hard to destroy and cruel.	
Bully (12 or less, *1) {p. B125}	[-10]
Intolerance (Followers of Good; One group) {p. B140}	[-5]
Broadsword {p. B208}	[12]
Brawling {p. B182}	[4]
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.	
Interrogation* {p. B202}	[2]
Intimidation* {p. B202}	[4]
Poisons {p. B214}	[4]
Thrown Weapon (Spear) {p. B226}	[4]
War Double {p. DF5:18}	[120]
Description: This servitor is a fighting machine - and can use just about anything for the job.	
Combat Reflexes {p. B43}	[15]
War Damage Resistance 2 {p. B46}	[10]
War Weapon Master (All) {p. B99}	[45]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 16 (Will+3)	
Fast-Draw† (Thrusting Greatsword) {p. B194}	[1]
Strategy (Land) {p. B222}	[1]
Tactics {p. B224}	[2]
Wrestling {p. B228}	[4]
Two-Handed Sword {p. B209}	[24]
Spear {p. B208}	[4]
Shield (Buckler) {p. B220}	[4]

* Conditional: +1 from 'Callous' when you use threats or torture
 † Includes: +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Blessed (Heroic Feat; HT) {p. B40}	[10]
Extra ST 2 (Affects ST, +0%)	[20]
Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	

DISADVANTAGES

Name	Pts
Sense of Duty (Coreligionists) {p. B153}	[-10]

QUIRKS	
Name	Pts
Dislikes Orks {p. B164}	-1
Likes Magnus {p. B164}	-1
Obsession {p. B164}	-1
Proud {p. B164}	-1
Sexless {p. B165}	-1

SKILLS			
DX based	Level	Relative	Pts
Shield (Buckler) {p. B220} <small>Block: 11</small>	14	DX+2	[4]
Spear {p. B208} <small>Parry: 10</small>	13	DX+1	[4]
Thrown Weapon (Spear) {p. B226}	14	DX+2	[4]
Two-Handed Sword {p. B209} <small>Parry: 13</small>	18	DX+6	[24]
Wrestling {p. B228} <small>Parry: 10</small>	13	DX+1	[4]
IQ based	Level	Relative	Pts
Hidden Lore (Servitors of Good) {p. B199}	12	IQ+0	[2]
Theology (Odin) {p. B226}	12	IQ+0	[4]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: 1H Swing	15	11	3d cut	1,2	11	4	
Katana: 1H Thrust	15	11	1d+3 imp	1	11	4	
Katana: 2H Swing	18	13	3d+1 cut	1,2	10†	4	
Katana: 2H Thrust	18	13	1d+3 imp	1	10†	4	
Medium Iron Buckler: Bash	14	—	1d+2 cr	1	—	4	[2,3,4]
Spear: 1H Thrust	13	10	1d+4 imp	1*	9	4	[1]
Spear: 2H Thrust	13	10	1d+5 imp	1,2*	9†	4	
Thrusting Greatsword: Swing	18	13	3d+2 cut	1,2	12†	4	
Thrusting Greatsword: Thrust	18	13	1d+5 imp	2	12†	4	

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

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.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear: Thrown	14	1d+5 imp	2	17 yd / 26 yd	1	T(1)	9	-3	—	4	

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	11*	
DX	DX	DX	None	

Loc. HP #

- Eyes: 2
- Neck: —
- Skull: —
- Face: —
- Torso: —
- Groin: —
- Arms: 9
- Hands: 6
- Legs: 9
- Feet: 6

Bonus DR: 6†
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes'
† Includes: +2 from 'Earth Damage Resistance', +2 from 'Evil Damage Resistance', +2 from 'War Damage Resistance'

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, impaling, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

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

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
16 15 14 13 12	0 -1 -2 -3 -4
11 10 9 8 7	-5 -6 -7 -8 -9
6 5 4 3 2	-10 -11 -12 -13 -14
1	-15

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.

SLAM TABLE			
1	2	3-5	6-8
1d-3	1d-2	1d-1	1d

