

#### Name: Gudd von Bretsch Race: Human

0] SM +0

[

Player: Sam Ritschard Ht: 1.97 Wt: 300 lbs Spent: 284

Unspent: 0

Age: 27 Appearance: Gross, blond, blauäugige und gebaut wie ein Schrank. Er stammt aus einer Brauersfamilie, wurde Söldner und zog auf eigene Faust los weil ihm selbst die geringe Disziplin der Söldner zu viel war.

# CHARACTER SHEET

ST	18	[	80]	HP	18	[	0]	Basic Speed 7	[	0]
DX	14	[	80]	Will	10	[	<mark>0</mark> ]	Basic Move 7	[	<mark>0</mark> ]
IQ	10	[	0]	Per	10	[	<mark>0</mark> ]	BL 65 lb	(ST×	ST)/5
ΗТ	14	[	40]	FP	14	[	<mark>0</mark> ]	Thr 1d+2	Sw 30	

# TL 3

		-				
Vision	10	Taste/Sme	11	10	Death Chec	k 16*
Hearing	10	Fright Chee	ck	12†	High Jump	2.67 ft
Touch	10	Conscious	ness	14	Broad Jump	3.67 yd
* Includes: +2 from	† Includes: +2 from 'Combat Reflexes'					

ENCUMBRANCE TABLE										
Name	« None »	Light	Med	Hvy	X-Hvy					
Lifting	×1	×2	×3	×6	×10					
Basic	65 lb	130 lb	195 lb	390 lb	650 lb					
Movement	×1	×0.8	×0.6	×0.4	×0.2					
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					
	<u> –</u>	-1	-2	-3	-4					
Dodge	11	10	9	8	7					

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

**REACTION MODIFIERS** 

### Appearance: +0

Status: +0 Other: +0

Inter: +0
\* Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Compulsive Gambling', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Born War-Leader' when Military officers, tribal war-leaders, soldiers and other professional warriors

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

ADVANTAGES		
Name		Pts
Born War-Leader 2 {p. BS184, DF1:14, MH1:25, PU3:12} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy and Tactics	[	10]
Combat Reflexes {p. B43}	[	15]
Hard to Kill 2 {p. B58}	[	4]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[	10]
Weapon Master (Throwing Axe) (one specific weapon) {p. B99}	[	20]
PERKS		

Name		Pts
Left Handed {p. BT59}	[	0]
Quick-Sheathe (Axe/Mace) {p. MA51, MA51, HT249, PU2:7}	[	1]
Sacrificial Parry (Axe/Mace) {p. PU2:7}	[	1]
Shield-Wall Training {p. MA51, PU2:7}	]	1]

#### DISADVANTAGES

Name	Pts
Compulsive Carousing (6 or less, *2) {p. B128}	[ -10]
Compulsive Gambling (12 or less, *1) {p. B128}	[ -5]
Honesty (15 or less, *0.5) {p. B138}	[ -5]
Laziness {p. B142}	[ -10]
Lecherousness (12 or less, *1) {p. B142}	[ -15]
Sense of Duty (Adventuring companions) {p. B153}	[ -5]

Pts
[ -1]
[ -1]
[ -1]
[ -1]
[ -1]

Parry: 13       Image: Construct of the second second bounds from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the 11 damage to Punch or Kick, as appropriate.       Image: The second s	SKILLS			
Axe/Mace {p. B208}       18       DX+4       16         Parry: 13       Brawling {p. B182}       17       DX+3       [8]         Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bile, 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.       10       IQ+0       [1]         Parry: 12       Camouflage {p. B183}       10       IQ+0       [1]         Carousing {p. B183}       13       DX-1       [1]         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       11         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B1		Level		Pts
Parry: 13       Initial State       Initial State         Brawling {p. B182}       17       DX+3       [8]         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.       17       DX+3       [8]         Parry: 12       Camouflage {p. B183}       10       IQ+0       [1]         Carousing {p. B183}       13       DX-1       [1]         Connoisseur (Armor) {p. B185}       10       IQ+0       [2]         Connoisseur (Armor) {p. B194}       15*       DX+1       [1]         Fast-Draw (Axe) {p. B194}       15*       DX+1       [1]         Fast-Draw (Charm) {p. B194}       15*       DX+1       [1]         Fast-Draw (Potion) {p. B194}       15*       DX+1       [1]         Forced Entry {p. B196}       14       DX+0       [1]         Gambling {p. B197}       9       IQ-1       [1]         Gesture {p. B198}       10       IQ+0       [1]         Hiking {p. B200}       13       HT-1       [1]         Intelligence Analysis/TL3 {p. B201}       10       IQ+0       [1]         Scrounging {p. B218}       10       P	Acrobatics {p. B174}			L
Brawling {p. B182}       17       DX+3       [8]         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.       10       IQ+0       [1]         Carnouflage {p. B183}       10       IQ+0       [1]         Carnousing {p. B183}       14       HT+0       [1]         Connoisseur (Armor) {p. B185}       10       IQ+0       [2]         Connoisseur (Armor) {p. B194}       15*       DX+1       [1]         Fast-Draw (Axe) {p. B194}       15*       DX+1       [1]         Fast-Draw (Charm) {p. B194}       15*       DX+1       [1]         First Aid/TL3 (Human) {p. B195}       10       IQ+0       [1]         Forced Entry {p. B196}       14       DX+0       [1]         Gaubling {p. B197}       9       IQ-1       [1]         Gesture {p. B198}       10       IQ+0       [1]         Intelligence Analysis/TL3 {p. B201}       10†       IQ+0       [1]         Intelligence Analysis/TL3 {p. B201}       10†       IQ+2       [1]         Scrounging {p. B218}       10       Per+0       1]         Savoir-Faire (Military) {p. B218}		18	DX+4	[ 16]
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.         Image: Comparison of Comparis			- DV -	
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.       Image: Clamber of Kick, as appropriate.         Parry: 12       Camouflage {p. B183}       10       IQ+0       1         Carousing {p. B183}       14       HT+0       1         Carousing {p. B183}       13       DX-1       1         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>+</sup> 1         Leadership {p. B204}       11 <sup>+</sup> IQ+2       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Mili		17	DX+3	[ 8]
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: 12         Camouflage {p. B183}       10       IQ+0       1         Carousing {p. B183}       14       HT+0       1         Climbing {p. B183}       13       DX-1       1         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>t</sup> IQ+0       1         Leadership {p. B204}       11 <sup>t</sup> IQ+2       1         Storier Faire (Military) {p. B218}       12 <sup>t</sup> IQ+2       1         Str				
+1 damage to Punch or Kick, as appropriate.         Parry: 12         Camouflage {p. B183}       10       IQ+0       1         Carousing {p. B183}       14       HT+0       1         Carousing {p. B183}       13       DX-1       1         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>+</sup> IQ+0       1         Leadership {p. B204}       11 <sup>+</sup> IQ+2       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>+</sup>	skill level. You may add the modifier "Has			
Parry: 12         Camouflage {p. B183}         10         IQ+0         1           Carousing {p. B183}         14         HT+0         1           Cimbing {p. B183}         13         DX-1         1           Connoisseur (Armor) {p. B185}         10         IQ+0         2           Connoisseur (Weapons) {p. B185}         10         IQ+0         2           Fast-Draw (Axe) {p. B194}         15*         DX+1         1           Fast-Draw (Charm) {p. B194}         15*         DX+1         1           Fast-Draw (Potion) {p. B194}         15*         DX+1         1           Gambling {p. B197}         9         IQ-1         1           Gesture {p. B198}         10         IQ+0         1           Hiking {p. B200}         13         HT-1         1           Intelligence Analysis/TL3 {p. B201}         10*         IQ+0         1           Leadership {p. B204}				
Camouflage {p. B183}       10       IQ+0       1         Carousing {p. B183}       14       HT+0       1         Climbing {p. B183}       13       DX-1       1         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gasture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10*       IQ+0       1         Leadership {p. B204}       11*       IQ+2       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12*       IQ+2       1         Scrounging {p. B218}       10       Per+0				
Carousing {p. B183}       14       HT+0       1         Climbing {p. B183}       13       DX-1       1         Connoisseur (Armor) {p. B185}       10       IQ+0       2         Connoisseur (Weapons) {p. B185}       10       IQ+0       2         Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16 <td< td=""><td></td><td>10</td><td>IQ+0</td><td>[ 1]</td></td<>		10	IQ+0	[ 1]
Connoisseur (Armor) {p. B185}         10         IQ+0         2           Connoisseur (Weapons) {p. B185}         10         IQ+0         2           Fast-Draw (Axe) {p. B194}         15*         DX+1         1           Fast-Draw (Charm) {p. B194}         15*         DX+1         1           Fast-Draw (Potion) {p. B194}         15*         DX+1         1           Fast-Draw (Potion) {p. B194}         15*         DX+1         1           First Aid/TL3 (Human) {p. B195}         10         IQ+0         1           Forced Entry {p. B196}         14         DX+0         1           Gambling {p. B197}         9         IQ-1         1           Gesture {p. B198}         10         IQ+0         1           Hiking {p. B200}         13         HT-1         1           Intelligence Analysis/TL3 {p. B201}         10*         IQ+0         1           Leadership {p. B204}         11*         IQ+1         1           Riding (Equines) {p. B217}         13         DX-1         1           Savoir-Faire (Military) {p. B218}         12*         IQ+2         1           Scrounging {p. B218}         10         Per+0         1           Sheid (Shield) {p. B222}		14	HT+0	î 1î
Connoisseur (Armor) {p. B185}         10         IQ+0         2           Connoisseur (Weapons) {p. B185}         10         IQ+0         2           Fast-Draw (Axe) {p. B194}         15*         DX+1         1           Fast-Draw (Charm) {p. B194}         15*         DX+1         1           Fast-Draw (Potion) {p. B194}         15*         DX+1         1           Fast-Draw (Potion) {p. B194}         15*         DX+1         1           First Aid/TL3 (Human) {p. B195}         10         IQ+0         1           Forced Entry {p. B196}         14         DX+0         1           Gambling {p. B197}         9         IQ-1         1           Gesture {p. B198}         10         IQ+0         1           Hiking {p. B200}         13         HT-1         1           Intelligence Analysis/TL3 {p. B201}         10*         IQ+0         1           Leadership {p. B204}         11*         IQ+1         1           Riding (Equines) {p. B217}         13         DX-1         1           Savoir-Faire (Military) {p. B218}         12*         IQ+2         1           Scrounging {p. B218}         10         Per+0         1           Sheid (Shield) {p. B222}	Climbing {p. B183}	13	DX-1	î 1]
Fast-Draw (Axe) {p. B194}       15*       DX+1       1         Fast-Draw (Charm) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10*       IQ+0       1         Leadership {p. B204}       11*       IQ+0       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12*       IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       9       IQ-1       1         Statth {p. B222}       10*       1       1         Strategy (Land) {p. B222}       10*       IQ+0       1 <td>Connoisseur (Armor) {p. B185}</td> <td>10</td> <td>IQ+0</td> <td>[ 2]</td>	Connoisseur (Armor) {p. B185}	10	IQ+0	[ 2]
Fast-Draw (Charm) {p. B194}       15*       DX+1       1         Fast-Draw (Potion) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Shield (Shield) {p. B220}       16       DX+2       [4]         Block: 12       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1	Connoisseur (Weapons) {p. B185}	10	IQ+0	[ 2]
Fast-Draw (Potion) {p. B194}       15*       DX+1       1         First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       [4]         Block: 12       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	Fast-Draw (Axe) {p. B194}	15*	DX+1	[ 1]
First Aid/TL3 (Human) {p. B195}       10       IQ+0       1         Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       Soldier/TL3 {p. B221}       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	Fast-Draw (Charm) {p. B194}	15*	DX+1	[ 1]
Forced Entry {p. B196}       14       DX+0       1         Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+0       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       Soldier/TL3 {p. B221}       9       IQ-1       1         Steath {p. B222}       14       DX+0       2       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	Fast-Draw (Potion) {p. B194}	15*	DX+1	L 1
Gambling {p. B197}       9       IQ-1       1         Gesture {p. B198}       10       IQ+0       1         Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+0       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       5       5       11       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	First Aid/TL3 (Human) {p. B195}		IQ+0	
Gesture {p. B198}       10       IQ+0       [1]         Hiking {p. B200}       13       HT-1       [1]         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       [1]         Leadership {p. B204}       11 <sup>†</sup> IQ+1       [1]         Riding (Equines) {p. B204}       11 <sup>†</sup> IQ+2       [1]         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       [1]         Scrounging {p. B218}       10       Per+0       [1]         Shield (Shield) {p. B220}       16       DX+2       [4]         Block: 12       7       7       13       DX+1       [1]         Stealth {p. B222}       14       DX+0       [2]       2]         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       [1]         Tactics {p. B224}       10 <sup>†</sup> IQ+0       [1]         Throwing Art {p. B226}       15       DX+1       [8]		14		
Hiking {p. B200}       13       HT-1       1         Intelligence Analysis/TL3 {p. B201}       10 <sup>†</sup> IQ+0       1         Leadership {p. B204}       11 <sup>†</sup> IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8		-		[ 1]
Intelligence Analysis/TL3 {p. B201}         10 <sup>†</sup> IQ+0         1           Leadership {p. B204}         11 <sup>†</sup> IQ+1         1           Riding (Equines) {p. B217}         13         DX-1         1           Savoir-Faire (Military) {p. B218}         12 <sup>†</sup> IQ+2         1           Scrounging {p. B218}         10         Per+0         1           Scrounging {p. B221}         9         IQ-1         1           Soldier/TL3 {p. B221}         9         IQ-1         1           Stealth {p. B222}         14         DX+0         2           Strategy (Land) {p. B222}         10 <sup>†</sup> IQ+0         1           Tactics {p. B224}         10 <sup>†</sup> IQ+0         1           Throwing Art {p. B226}         15         DX+1         8	Gesture {p. B198}	-		
Leadership {p. B204}       111       IQ+1       1         Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       121       IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Scrounging {p. B220}       16       DX+2       [4]         Block: 12       9       IQ-1       1         Soldier/TL3 {p. B221}       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8		13		
Riding (Equines) {p. B217}       13       DX-1       1         Savoir-Faire (Military) {p. B218}       12 <sup>†</sup> IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       [4]         Block: 12       9       IQ-1       1         Soldier/TL3 {p. B221}       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10 <sup>†</sup> IQ+0       1         Tactics {p. B224}       10 <sup>†</sup> IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	Intelligence Analysis/TL3 {p. B201}	10†	IQ+0	
Savoir-Faire (Military) {p. B218}       121       IQ+2       1         Scrounging {p. B218}       10       Per+0       1         Shield (Shield) {p. B220}       16       DX+2       [4]         Block: 12       9       IQ-1       1         Soldier/TL3 {p. B221}       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       101       IQ+0       1         Tactics {p. B224}       101       IQ+0       1         Throwing Art {p. B226}       15       DX+1       8				
Scrounging {p. B218}         10         Per+0         1           Shield (Shield) {p. B220}         16         DX+2         [4]           Block: 12         9         IQ-1         [1]           Soldier/TL3 {p. B221}         9         IQ-1         [1]           Stealth {p. B222}         14         DX+0         [2]           Strategy (Land) {p. B222}         10†         IQ+0         [1]           Tactics {p. B224}         10†         IQ+0         [1]           Throwing Art {p. B226}         15         DX+1         [8]				
Shield (Shield) {p. B220}       16       DX+2       4         Block: 12       9       IQ-1       1         Soldier/TL3 {p. B221}       9       IQ-1       1         Stealth {p. B222}       14       DX+0       2         Strategy (Land) {p. B222}       10†       IQ+0       1         Tactics {p. B224}       10†       IQ+0       1         Throwing Art {p. B226}       15       DX+1       8	Savoir-Faire (Military) {p. B218}	12†	IQ+2	
Block: 12         9         IQ-1         1           Soldier/TL3 {p. B221}         9         IQ-1         1           Stealth {p. B222}         14         DX+0         2           Strategy (Land) {p. B222}         10 <sup>†</sup> IQ+0         1           Tactics {p. B224}         10 <sup>†</sup> IQ+0         1           Throwing Art {p. B226}         15         DX+1         8				
Soldier/TL3 {p. B221}         9         IQ-1         1           Stealth {p. B222}         14         DX+0         2           Strategy (Land) {p. B222}         10†         IQ+0         1           Tactics {p. B224}         10†         IQ+0         1           Throwing Art {p. B226}         15         DX+1         8		16	DX+2	[ 4]
Stealth {p. B222}         14         DX+0         2           Strategy (Land) {p. B222}         10†         IQ+0         1           Tactics {p. B224}         10†         IQ+0         1           Throwing Art {p. B226}         15         DX+1         8				
Strategy (Land) {p. B222}         101         IQ+0         1           Tactics {p. B224}         101         IQ+0         1           Throwing Art {p. B226}         15         DX+1         8		-		
Tactics {p. B224}         101         IQ+0         1           Throwing Art {p. B226}         15         DX+1         [8]				
Throwing Art {p. B226} 15 DX+1 [ 8]				
		-		
Wrestling {p. B228} 14 DX+0 2			1	
Parry: 11		14	DX+0	[ 2]
* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Born War-Leader'		es: +2 from	Born War-Lead	er'

MELEE ATTACKS										
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes		
Brawling: Punch	17	12	1d+4 cr	С	-	-	-			
Skill used: Brawling										
Brawling: Bite	17	-	1d+4 cr	C	-	-	-			
Skill used: Brawling										
Brawling: Kick	15	-	1d+5 cr	C,1	-	-	-			
Skill used: Brawling-2										
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes		
Cestus	17	12	1d+5 cr	С	_	1	4	[4, 5]		
Skill used: Brawling										
Large Shield, Light: Bash	16	-	1d+2 cr	1	-	10	-			
Skill used: Shield (Shield)										
Large Shield, Light: Rush	16	-	slam+3 cr	1	-	10	-			
Skill used: Shield (Shield)										
Throwing Axe: 1H	18	13U	3d+8 cut	1	11	4	4	[1]		
Skill used: Axe/Mace										
Throwing Axe: Pick	18	13U	3d+7 imp	1	11	4	4	[2]		
Skill used: Axe/Mace										
Throwing Axe (Dwarven): 1H	18	13	3d+9 cut	1	18	6.75	4	[1]		
Skill used: Axe/Mace				+						
Throwing Axe (Dwarven): Pick	18	13	3d+8 imp	1	18	6.75	4	[2]		
Skill used: Axe/Mace										

			RA	NGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Throwing Axe: Thrown	15	3d+5 cut	2	18 yd / 27 yd	1	T(1)	11	-3	-	4	4	
Skill used: Throwing Art												
Throwing Axe (Dwarven):	15	3d+6 cut	2	18 yd / 27 yd	1	T(1)	18	-3	-	6.75	4	
Thrown												
Skill used: Throwing Art												

### ATTACKS TABLES COLUMN NOTES

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

SLAM TABLE				FP 0 FP FP loss effects are cur		each other and a	เทy	
Mvmt.	1	2	3–5	6–8	1413121110 0 -1 -2 -3 -4 effects suffered from H less than 1/3 FP: Dodg	e/2, Move/2, and ST/2 (round up); ST		
Dmg.	1d-3	1d-2	1d-1	1d			oes not effect ST-based quantities, as HP and damage.	
PARRY	PARRY	BLOCK	DODGE	OTHER	0 FP or less: Make	a Will roll v		
11*	11*	12*	11*		critic	al failure ma	ake an immediate	HT roll
Wrestling	DX	Shield (Shield)	None		caus	es an equal	loss of HP.	
Eyes DR: 0 DB: 0	Skull DR: 10 DB: 0	Loc Eye	es 2	#			urther FP costs a	
Neck	Face         Neck         -           Face         Skull         -			TECHNIQUE	S			
DR: 0 DB: 0	DR: 0 DB: 0				Name	Level		Pts
Torso		Tac			Acrobatic Stand (Acrobatics) {p. MA65}	11	def+3	[ 3]
DR: 6	(Arm		oin –		Close Combat (Axe/Mace) {p. MA69} Targeted Attack (Axe/Mace Swing/Neck)	16 16	def+2 def+3	[ 3] [ 4]
DB: 0					{p. MA68}	10	uer+3	1 41
		ando						
1		R: 4 B: 0						
			nus DR: 0					
1		-	nus DR: 0					
	Groi	n	tes:					
3 3 3		0	163.					
0	Legs							
	DR: 0 DB: 0							
	Feet							
and the	DR: 7 DB: 0							
* Includes: +1 from	m 'Combat Reflexes'							

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
1817161514	0 -1 -2 -3 -4	-18 -19 -20 -21 -22	-36 -37 -38 -39 -40	-54 -55 -56 -57 -58	-72 -73 -74 -75 -76
131211109	-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
321	-15 -16 -17	-33 -34 -35	-51 -52 -53	-69 -70 -71	-87 -88 -89

 

 Image: Second -5×HP or less: Immediate death.

	Backpack	LOAD-OUTS	Cost	Weight
Qty 1		ne (TL1) {p. B288}	241	32.35 lb
	Per Unit - Cost: 100, Contents - Cost: 141	Weight: 10 lb		
		tes: Holds 100 lbs. of gear.		
1		sics (TL0) {p. B288}	5	1 lb
		s: Minimum gear for camping: -2 to a tinderbox, and flint and steel.	iny Survival roll	without it.
1	Sleeping Fur	(TL0) {p. B288}	50	8 lb
1	Description: Notes Wineskin (TL	s: A winter bedroll, suitable for ice ca	aves, arctic adve 10	entures, etc. 8.25 lb
	Per Unit - Cost: 10		10	0.2010
	Contents - Weigh	t: 8 lb Notes: Holds 1 gallon of liquid.		
1		gallon; TL0) {p. B288}	0	8 lb
-	Description: TL		50	1.0
1	Purse (TL0) Per Unit - Cost: 10		56	1.6 oz
	Contents - Cost: 4	6, Weight: 1.6 oz		
6		s: Holds 3 lbs. of small items (coins, rthing (TL2)	personal basics	15.36 dr
		:: 1, Weight: 2.56 dr		10.00 01
0	Gold Mark		0	-
0	Platinum F		0 40	 10.24 dr
4	Silver Peni Per Unit - Cost	:: 10, Weight: 2.56 dr	40	10.24 UI
10	Traveler's Ra	ations (TL0) {p. B288}	20	5 lb
	Per Unit - Cost: 2, Description: TL:0	, Weight: 8 oz Notes: One meal of dried meat, cheo	ese, etc.	
		Totals:	241	32.35 lb
Qty	« Combat »		Cost	Weight
1	Combat		2509	41.75 lb
1	Contents - Cost: 250	9, Weight: 41.75 lb	1500	10.16
	Armor Contents - Cost: 1	506, Weight: 18 lb	1506	18 lb
1		n Corselet (TL2;	990	15 lb
	· · · · · · · · · · · · · · · · · · ·	roin, Torso and Vitals)		
		~Lighten (Groin, Torso		
	Description: TL	(x3/4), +60) .:2 LC:3 DR:5 Locations:torso, groin		
	Location: torso	, groin		
1		net (TL3; ~Fortify (Face,	300	1.75 lb
	Skull) (+3), Skull) (x1/2	+80; ~Lighten (Face,		
		.:3 LC:4 DR:5 Locations:skull Notes:	: [6]: Helmet give	es wearer
	the Hard of He Notes: [6]	aring disadvantage (p. 138) while we	orn.	
	Location: skull			
1		ets (TL3; ~Fortify (Feet)	216	1.25 lb
	(+3), +56, 7	~Lighten (Feet) (x1/2),		
		.:3 LC:3 DR:4 Locations:feet		
1	Location: feet Hands		042	17 75 lb
		943, Weight: 17.75 lb	943	17.75 lb
1	Throwing A	Axe (Dwarven; TL0;	825	6.75 lb
		aster Damage Bonus,		
		ve Attack Mode (2H), 50; Dwarven, +4 CF;		
	Oversized,	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa	urry:0U ST:11	
	Oversized, Description: TL Skill:Axe/Mace	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma	ce-3 Notes: [1]	
	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut	*1.5) {p. LT65} :0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two-	ice-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma	3).], ice, DX-5,
	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes	ace-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma s: [1] Can be thr	3).], ice, DX-5, own. See
	Oversized, Description: TI Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S	*1.5) {p. LT65} :0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk:	ace-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma s: [1] Can be thr 5-78).],[Dam:sw+	B).], Ice, DX-5, Iown. See F2 cut ACC:2
	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST+1/S Weapon (Axe/	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4]	ace-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma s: [1] Can be thr 5-78).],[Dam:sw+	B).], Ice, DX-5, Iown. See F2 cut ACC:2
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Powert Range:ST*1/S Weapon (Axe/) Notes: [1][[1]][[ Cestus (TL	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .2; Increased Damage	ace-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma s: [1] Can be thr 5-78).],[Dam:sw+	B).], Ice, DX-5, Iown. See F2 cut ACC:2
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Powerr Range:ST*1/S Weapon (Axe// Notes: [1]][[1]][[ Cestus (TL (+2), +0) {p	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa 0 X-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2]  2; Increased Damage 0. MA226}	ice-3 Notes: [1] ble (pp. LT75-78 Handed Axe/Ma s: [1] Can be thri -78).],[Dam:swi- -3 Rcl:- Skill:Thi 50	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut) Axe/Mace-3, P Muscle-Powert Range:ST*1/S Weapon (Axe// Notes: [1]][1]][1] Cestus (TL (+2), +0) {p Description: TL Karate, DX No	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma Iscle-Powered Ranged Weapon Tal Iscle-Powered Ranged Weapon Talle Reach:1 Parry:0U ST:10 Skill:Two- locarm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .2; Increased Damage .2; LC:4 Damage:thr cr Reach:C Partes:[4, 5], [4] This attack receives Brites:[4, 5], [4] This Brites:[4, 5], [4] Thi	ice-3 Notes: [1] ble (pp. LT75-76 Handed Axe/Ma s: [1] Can be thr is [1] Can be thr	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S Weapon (Axe/I Notes: [1]](TII) Cestus (TL (+2), +0) {p Description: TI Karate, DX No bonuses. [5] G	*1.5) {p. LT65} ::0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powerd Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- lolearm-4, Two-Handed Flail-4 Notee ad Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .2; Increased Damage b. MA226} .:2 LC:4 Damage:thr or Reach:C Par tes:[4, 5], [4] This attack receives Brives the hand (only) DR. A myrmex (	cce-3 Notes: [1] ble (pp. LT75-74 Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Thr 50 rry:0 ST:0 Skill:f awling or Karate gives DR 1, a cc	3).], ice, DX-5, own. See -2 cut ACC:2 rown 1 lb Brawling, e damage estus gives
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut) Axe/Mace-3, P Muscle-Power Range:ST*1/S' Weapon (Axe// Notes: [11]][][ Cestus (TL (+2), +0) {p Description (TL) (+2), +0) {p Description (TL) Karate, DX No bonuses. [5] G DR 4, and a sa exclusive with	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- lolarm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 Increased Damage .:2 LC:4 Damage:thr cr Reach:C Part tes:[4, 5], [4] This attack receives Brives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o ther gloves. For other weapons, thi	<pre>cce-3 Notes: [1] ble (pp. LT75-76 Handed Axe/Ma s: [1] Can be thr -78).].[Dam:swi- -3 Rcl:- Skill:Thr 50 ry:0 ST:0 Skill:1 awling or Karate gives DR 1, a cc f a sort and mut s indicates a me</pre>	3).], ice, DX-5, own. See -2 cut ACC:2 rown 1 Ib Brawling, e damage sistus gives ually etal hilt that
1	Oversized, Description: TI Skill:Axe/Mace thrown. See M [Dam:sw+3 cut) Axe/Mace-3, P Muscle-Powert Range:ST*1/S'/ Weapon (Axe/ Notes: [1][[1]]] Cestus (TL (+2), +0) {p Description: TI Karate, DX No bonuses. [5] G DR 4, and a se exclusive with provides DR 4	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 LC:4 Damage:thr cr Reach:C Part tes:[4, 5], [4] This attack receives Br ives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves of other gloves. For other weapons, thi cumulative with glove DR – althoug	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Thr 50 rry:0 ST:0 Skill:fa awling or Karate gives DR 1, a ce f a sort and mut s indicates a me h the hilt is too	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage estus gives ually etal hilt that cramped to
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S' Weapon (Axe/ Notes: [1][1]][[] Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a se exclusive with provides DR 4, accommodate yue dao, and w	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br ives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi cumulative with glove DR – atthoug metal gauntlets. Deer antlers, hook s theels don't enclose the hand compl	cce-3 Notes: [1] ble (pp. LT75-7( Handed Axe/Ma :: [1] Can be thm :-78).].[Dam:sw- -3 Rcl:- Skill:fa awling or Karate 50 rry:0 ST:0 Skill:fa awling or Karate f a sort and mut s indicates a me h the hilt is too swords, katars, .	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage istus gives ually teal hilt that cramped to gian kun ri
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut) Axe/Mace-3, P Muscle-Powert Range:ST*1/S' Weapon (Axe// Notes: [11]][][] Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a sa exclusive with provides DR 4, accommodate yue dao, and v roll of 1-3 on 1	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br ives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi cumulative with glove DR – atthoug metal gauntlets. Deer antlers, hook s theels don't enclose the hand compl	cce-3 Notes: [1] ble (pp. LT75-7( Handed Axe/Ma :: [1] Can be thm :-78).].[Dam:sw- -3 Rcl:- Skill:fa awling or Karate 50 rry:0 ST:0 Skill:fa awling or Karate f a sort and mut s indicates a me h the hilt is too swords, katars, .	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage istus gives ually teal hilt that cramped to gian kun ri
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Powerr Range:ST*1/S Weapon (Axe/I Notes: [1]][[1]][[ Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a se exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5]	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br ives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi cumulative with glove DR – atthoug metal gauntlets. Deer antlers, hook s theels don't enclose the hand compl	cce-3 Notes: [1] ble (pp. LT75-7( Handed Axe/Ma :: [1] Can be thm :-78).].[Dam:sw- -3 Rcl:- Skill:fa awling or Karate 50 rry:0 ST:0 Skill:fa awling or Karate f a sort and mut s indicates a me h the hilt is too swords, katars, .	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage istus gives ually teal hilt that cramped to gian kun ri
	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S' Weapon (Axe// Notes: [11]]][[ Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a se exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5] Cestus DR	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br ives the hand (only) DR. A myrmex Q p glove gives DR 2: all are gloves o other gloves. For other weapons, thi cumulative with glove DR – atthoug metal gauntlets. Deer antlers, hook s wheels don't enclose the hand compl d. Bonus (TL2)	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Thr 50 rry:0 ST:0 Skill:E awling or Karate gives DR 1, a ce f a sort and mut s indicates a me h the hilt is too swords, katars, etely; DR applie	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage istus gives ually teal hilt that cramped to gian kun ri
	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Powerr Range:ST*1/S' Weapon (Axe/I Notes: [1]][[1]][[ Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a sa exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5] Cestus DR Notes: [notes] Location: hand	*1.5) {p. LT65} ::0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ed Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] 22; Increased Damage D. MA226} ::2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Bri- tives the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi :cumulative with glove DR – althoug metal gauntlets. Deer antlers, hook sheet s	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Thr 50 rry:0 ST:0 Skill:E awling or Karate gives DR 1, a ce f a sort and mut s indicates a me h the hilt is too swords, katars, etely; DR applie	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage istus gives ually teal hilt that cramped to gian kun ri
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S Weapon (Axe/I Notes: [1]][[1]][[ Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a sa exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5] Cestus DR Notes: [notes] Location: hand Large Shie 116}	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T*1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] 2.2; Increased Damage D. MA226} .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br tises the hand (only) DR. A myrmex g p glove gives DR 2; all are gloves o other gloves. For other weapons, thi viese the hand (only) DR. A myrmex g p glove gives DR 2; all are gloves o other gloves. For other weapons, thi vies the hand (only) DR. A myrmex g p glove gives DR 2; all are gloves o other gloves. For other weapons, thi vies the hand (only) DR. A myrmex g p glove gives DR 2; all are gloves o other gloves. For other weapons, thi s Id, Light (TL0) {p. LT	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Th 50 ry:0 ST:0 Skill:E awling or Karate jives DR 1, a ce f a sort and mut is indicates a me h the hilt is too swords, katars, etely; DR applie	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage estus gives ually etal hilt that cramped to qian kun ri is only on a
1	Oversized, Description: TI Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power: Range:ST*1/S Weapon (Axe/I Notes: [1]][[1]][[ Cestus (TL (+2), +0) {[ Description: TI Karate, DX No bonuses. [5] G DR 4, and a se exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5] Cestus DR Notes: [notes] Location: hand Large Shie 116] Description: TI	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T^1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage ). MA226} .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br vies the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi cumulative with glove DR – althoug metal gauntlets. Deer antilers, hook is vheels don't enclose the hand compl d. Bonus (TL2) s Id, Light (TL0) {p. LT .:0 DB:3 Dam:thr cr Reach:1 Parry:N	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Th 50 ry:0 ST:0 Skill:E awling or Karate jives DR 1, a ce f a sort and mut is indicates a me h the hilt is too swords, katars, etely; DR applie	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage estus gives ually etal hilt that cramped to qian kun ri is only on a
1	Oversized, Description: TL Skill:Axe/Mace thrown. See M [Dam:sw+3 cut Axe/Mace-3, P Muscle-Power Range:ST*1/S Weapon (Axe/I Notes: [1]][[1]][[ Cestus (TL (+2), +0) {p Description: TL Karate, DX No bonuses. [5] G DR 4, and a sa exclusive with provides DR 4, accommodate yue dao, and w roll of 1-3 on 1 Notes: [4, 5] Cestus DR Notes: [notes] Location: hand Large Shie 116}	*1.5) {p. LT65} .:0 LC:4, [Dam:sw+2 cut Reach:1 Pa , DX-5, Flail-4, Two-Handed Axe/Ma uscle-Powered Ranged Weapon Tal Reach:1 Parry:0U ST:10 Skill:Two- olearm-4, Two-Handed Flail-4 Notes ad Ranged Weapon Table (pp. LT75 T^1.5 ROF:1 Shots:T(1) ST:11 Bulk: Mace), DX-4] 2] .:2 [Increased Damage ). MA226} .:2 LC:4 Damage:thr cr Reach:C Par tes:[4, 5], [4] This attack receives Br vies the hand (only) DR. A myrmex ( p glove gives DR 2; all are gloves o other gloves. For other weapons, thi cumulative with glove DR – althoug metal gauntlets. Deer antilers, hook is vheels don't enclose the hand compl d. Bonus (TL2) s Id, Light (TL0) {p. LT .:0 DB:3 Dam:thr cr Reach:1 Parry:N	cce-3 Notes: [1] ble (pp. LT75-7; Handed Axe/Ma s: [1] Can be thr -78).].[Dam:sw- -3 Rcl:- Skill:Th 50 ry:0 ST:0 Skill:E awling or Karate jives DR 1, a ce f a sort and mut is indicates a me h the hilt is too swords, katars, etely; DR applie	3).], ice, DX-5, own. See +2 cut ACC:2 rown 1 lb Brawling, e damage estus gives ually etal hilt that cramped to qian kun ri is only on a

	LOAD-OUTS (continued)				
Qty	« Combat »	Cost	Weight		
1	Belt	60	4 lb		
1	Throwing Axe (TL0; Weapon	60	4 lb		
	Master Damage Bonus, +0;				
	Remove Attack Mode (2H), +0)				
	{p. LT65}				
	Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry	0U ST:11			
	Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be				
	thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).],				
	[Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Har Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1				
	Muscle-Powered Ranged Weapon Table (pp. LT75-78				
	Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 F				
	Weapon (Axe/Mace), DX-4]				
1	Notes: [1] [1]  [2]	0	0.16		
	Ordinary Clothes (TL0; _Free, *0)	0	2 lb		
	{p. B266}		a da stancar		
	Description: One complete outfit, ranging in quality from of fashions, depending on Status. At minimum: undergarme				
	or shirt with hose, skirt, or trousers - or a long tunic, robe				
	footwear. 20% of cost of living; 2lbs.				
	Totals:	2509	41.75 lb		
Qty	Horse	Cost	Weight		
1	Saddle Horse {p. B460}	1450	18 lb		
	Per Unit - Cost: 1200				
	Contents - Cost: 250, Weight: 18 lb				
	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5	Dodge:8 Mc			
		a 1 (Crowned			
	(3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Mov Hooves: Peripheral Vision: Quadruped: Weak Bite, Notes: A		Speed 12);		
1	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: A	n ordinary ri	Speed 12); ding horse.		
1	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: A Saddle & Tack (TL2) {p. B289}	<u>n ordinary ri</u> 150	Speed 12); ding horse.		
1	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: A Saddle & Tack (TL2) {p. B289} Description: TL:2 Notes: Basic equipment for Riding skill.	<u>n ordinary ri</u> 150	Speed 12); ding horse.		
	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: A Saddle & Tack (TL2) {p. B289}	<u>n ordinary ri</u> 150	Speed 12); ding horse. 15 lb		

Totals:

1450

18 lb



POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	200 ]
Advantages, Perks	62]
Disadvantages, Quirks [	-55 ]
Skills, Techniques	77]
Total Points Spent:	284
Unspent Points:	0

C	AMPAIGN LO	DG			
Points: (logged) 0	+ (other) 0	= (total) 9			
Der lange Ritt		1. September 1291			
Der Weg nach Burg Schw	arzmoor war	lang und beschwerlich.			
Juwelier in Jenatsch beste	ohlen, entkom	men			
Orcs in Burg Schwarzmoor aufgehalten					
Lio den Nebel getroffen u	Lio den Nebel getroffen und Plan geschmiedet				
Updated:					
Stealth +1					
Born War-Leader +1					
Hard To Kill +1					
Technique: Close Comba	t (Axe)				
20.06.2013: 3 pts					
Photos Session 1 in Dro	ppox gestellt				
<enter here="" notes=""></enter>					
19.06.2013: 1 pts		1.8.2177			
Super Session, super eins	•				
König beinahe ermodet, g Orc Botschafter beinahe u					
Gerestet	lingelegi				
	nachärt				
Zurück in die Stadt und ur					
Ohr des Hofmagiers gewo 05.06.2013: 5 pts	Jilleli				
Initial Character Creation	1				
Character created using G		ter Assistant 4			
19.12.2012: 0 pts					
101121201210 pto					