

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6 [‡] [0]
DX 13* [40]	Will 14* [0]	Basic Move 6 [0]
IQ 13* [40]	Per 13 [0]	BL 29 lb (ST×ST)/5
HT 13 [†] [20]	FP 13 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]		SM +0
* Includes: +1 from 'Good' † Includes: +1 from 'Good'; Conditional: +1 from 'Blessed (Heroic Feat; HT)' ‡ Includes: -0,5 from 'Good'		

Vision 13	Fright Check 16*	High Jump 2.17 ft
Hearing 13	Consciousness 13	Money -840
Touch 13	Death Check 13	
Taste/Smell 13	Broad Jump 3 yd	
* Includes: +2 from 'Combat Reflexes'		

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	-	-1	-2	-3	-4
	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* 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:	+0*
* Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known	

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 (Angel) {p. B22}	[-1]
Wealth (Dead Broke) {p. B25}	[-25]
Blessed (Heroic Feat; HT) {p. B40}	[10]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Good {p. DF5:17}	[34]
Description: Appropriate for gods of justice or righteousness.	
Intolerance (Evil Religions; One group) {p. B140}	[-5]
Vow (Place the will of my diety above my own needs; Major) {p. B160}	[-10]
Thrown Weapon (Spear) {p. B226}	[4]
Life {p. DF5:17}	[50]
Description: The servitor can identify and heal others' injuries and illnesses.	
Life Healing (Faith Healing, +20%; Ranged, +40%) {p. B59}	[48]
Notes:	
Diagnosis (Human) {p. B187}	[2]
War {p. DF5:18}	[50]
Description: This servitor is a fighting machine.	
Combat Reflexes {p. B43}	[15]
War Damage Resistance 2 {p. B46}	[10]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 17 (Will+3)	
Fast-Draw (Spear) {p. B194}	[1]
Tactics {p. B224}	[2]
Shield (Buckler) {p. B220}	[4]
Spear {p. B208}	[4]
Wrestling {p. B228}	[4]

TEMPLATES AND META-TRAITS (continued)	
* Includes: +1 from 'Combat Reflexes'	

ADVANTAGES	
Name	Pts
Blessed (Heroic Feat; HT) {p. B40}	[10]

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

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Rapier {p. B208} Parry: 11	15	DX+2	[8]
Shield (Buckler) {p. B220} Block: 11	15	DX+2	[4]
Spear {p. B208} Parry: 11	14	DX+1	[4]
Thrown Weapon (Spear) {p. B226}	15	DX+2	[4]
Wrestling {p. B228} Parry: 11	14	DX+1	[4]
IQ based	Level	Relative	Pts
Hidden Lore (Servitors of Good) {p. B199}	13	IQ+0	[2]
Religious Ritual (McChrystal) {p. B217}	13	IQ+0	[4]
Theology (McChrystal) {p. B226}	13	IQ+0	[4]
Per based	Level	Relative	Pts
Esoteric Medicine (Holy) {p. B192}	13	Per+0	[4]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d-2 cr	C	—	—	
Kick	11	—	1d-1 cr	C,1	—	—	
Punch	13	10	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Medium Iron Buckler: Bash	15	—	1d-1 cr	1	—	4	[2,3,4]
Rapier	15	11F	1d imp	1,2	9	4	
Spear: 1H Thrust	14	11	1d+1 imp	1*	9	4	[1]
Spear: 2H Thrust	14	11	1d+2 imp	1,2*	9†	4	

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

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

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	15	1d+2 imp	2	12 yd / 18 yd	1	T(1)	9	-3	—	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	9/10*	
DX	DX	DX	Light	

Loc. HP #

- Eyes: 2
- Neck: —
- Skull: —
- Face: —
- Torso: —
- Groin: —
- Arms: 7
- Hands: 5
- Legs: 7
- Feet: 5

Bonus DR: 2†
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes'
† Includes: +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, piercing, 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
12 11 10 9 8	0 -1 -2 -3 -4	12 13 14 15 16	24 25 26 27 28	36 37 38 39 40	48 49 50 51 52
7 6 5 4 3	-5 -6 -7 -8 -9	17 18 19 20 21	29 30 31 32 33	41 42 43 44 45	53 54 55 56 57
2 1	-10 -11	22 23	34 35	46 47	58 59

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

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	3-4	5-7
1d-3	1d-2	1d-1

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: *Size and Speed/Range Table*, p. B550.

