

CHARACTER SHEET

ST	17	[70]	HP	19*	[0]	Basic Speed	6,25	[0]
DX	13	[60]	Will	10	[0]	Basic Move	6	[0]
IQ	10	[0]	Per	10	[0]	BL	58 lb	(ST×ST)/5
HT	12*	[0]	FP	12	[0]	Thr	1d+2	Sw 3d-1
TL	3	[0]	SM	+0				

* Includes: +2 from 'Held'

Vision	10	Fright Check	14*	High Jump	2.17 ft
Hearing	10	Consciousness	14†	Money	15
Touch	10	Death Check	14‡		
Taste/Smell	10	Broad Jump	3 yd		

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

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	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

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
 † 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:	+0*

* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +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]

TEMPLATES AND META-TRAITS

Name	Pts
Held {p. wiki}	[24]

Description: Template for a Helden Player Character

ADVANTAGES

Name	Pts
Born War-Leader 2 {p. BS184, DF1:14, MH1:25, PU3:12}	[10]
Combat Reflexes {p. B43}	[15]
Fearlessness 2 {p. B55}	[4]
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 2 {p. B59}	[4]
High Pain Threshold {p. B59}	[10]
Luck {p. B66, P59}	[15]
Weapon Master (Axe/Mace) (one specific weapon) {p. B99}	[20]

PERKS

Name	Pts
Grip Mastery (Axe/Mace) {p. MA50, PU2:6}	[1]
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
Addiction (Heroin) (Cheap) (Incapacitating, -10; Totally addictive, -10; Illegal, +0) {p. B122}	[-40]

DISADVANTAGES (continued)

Name	Pts
Addiction (Tobacco) (Cheap) (Highly addictive, -5; Legal, +5) {p. B122}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

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

Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	10	IQ+0	[2]
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+0	[2]
Axe/Mace {p. B208}	17	DX+4	[16]
Parry: 12			
Brawling {p. B182}	14	DX+1	[2]
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: 11			
Camouflage {p. B183}	10	IQ+0	[1]
Carousing {p. B183}	13	HT+1	[2]
Climbing {p. B183}	12	DX-1	[1]
Fast-Draw (Axe/Mace) {p. B194}	14*	DX+1	[1]
Fast-Draw (Knife) {p. B194}	14*	DX+1	[1]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Flail {p. B208}	13	DX+0	[1]
Parry: 10			
Forced Entry {p. B196}	13	DX+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	9	IQ-1	[1]
Intelligence Analysis/TL3 {p. B201}	10†	IQ+0	[1]
Interrogation {p. B202}	10	IQ+0	[2]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Leadership {p. B204}	13†	IQ+3	[4]
Riding (Equines) {p. B217}	13	DX+0	[2]
Savoir-Faire (Military) {p. B218}	12†	IQ+2	[1]
Scrounging {p. B218}	11	Per+1	[2]
Search {p. B219}	10	Per+0	[2]
Shield (Shield) {p. B220}	16	DX+3	[8]
Block: 12			
Soldier/TL3 {p. B221}	10	IQ+0	[2]
Stealth {p. B222}	12	DX-1	[1]
Strategy (Land) {p. B222}	11†	IQ+1	[2]
Tactics {p. B224}	12†	IQ+2	[4]
Throwing {p. B226}	12	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	14	DX+1	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'
 † Includes: +2 from 'Born War-Leader'

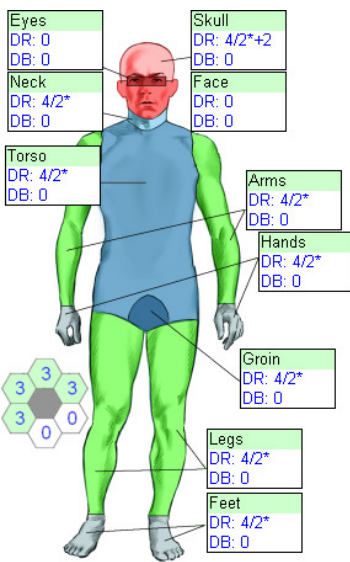
MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	1d+1 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	14	-	1d+1 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	1d+2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Flail: Swing <small>Skill used: Flail-3</small>	10	9U	3d+3 cr	1, 2*	13†	8	4	[9]
Large Knife: Swing <small>Skill used: Knife</small>	14	10	3d-3 cut	C, 1	6	1	4	
Large Knife: Thrust <small>Skill used: Knife</small>	14	10	1d+2 imp	C	6	1	4	[1]
Large Shield: Bash <small>Skill used: Shield (Shield)</small>	16	-	1d+2 cr	1	-	25	4	[2,4]
Large Shield: Rush <small>Skill used: Shield (Shield)</small>	16	-	slam+3 cr	1	-	25	4	[2,4]
Throwing Axe: 1H <small>Skill used: Axe/Mace</small>	17	12U	3d+7 cut	1	12	4.5	4	[1]
Throwing Axe: Pick <small>Skill used: Axe/Mace</small>	17	12U	3d+6 imp	1	12	4.5	4	[2]

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown <small>Skill used: DX-4</small>	9	1d+2 imp	-	14 yd / 26 yd	1	T(1)	6	-2	-	1	4	
Throwing Axe: Thrown <small>Skill used: Thrown Weapon (Axe/Mace)</small>	14	3d+4 cut	2	17 yd / 26 yd	1	T(1)	12	-3	-	4.5	4	

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

SLAM TABLE				
1	2	3-5	6-7	
1d-3	1d-2	1d-1	1d	
PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	12*	9/10*	
Wrestling	DX	Shield (Shield)	Light	



Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 0
Bonus DB: 3

Notes:

* Includes: +1 from 'Combat Reflexes'

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

TECHNIQUES			
Name	Level	Relative	Pts
Targeted Attack (Axe/Mace Swing/Vitals) {p. MA68}	16	def+2	[3]

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

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.

