



Name: Agathos  
Race: Human  
Appearance:

Player: Reto Mägli  
Ht: Wt:

Age: Spent: 362  
Unspent: 20

CHARACTER SHEET

ST 20* [ 80]	HP 25‡ [ 0]	Basic Speed 6 [ -15]
DX 14 [ 80]	Will 10 [ 0]	Basic Move 6 [ 0]
IQ 10 [ 0]	Per 10 [ 0]	BL 80 lb (ST×ST)/5
HT 13† [ 30]	FP 13 [ 0]	Thr 2d-1 Sw 3d+2
* +2 from 'Extra ST' † Cond. +1 from 'Fit' ‡ +5 from 'Extra Hit Points'		

TL 3 [ 0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 15*
Hearing 10	Fright Check 13†	Knockdown Check 17‡
Touch 10	Consciousness 15§	
* +1 from 'Fit', +1 from 'Hard to Kill' ‡ +3 from 'High Pain Threshold', +1 from 'Fit' † +2 from 'Combat Reflexes', +1 from 'Fearlessness' § +1 from 'Fit', +1 from 'Hard to Subdue'		

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 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.					

JUMP TABLE						
Mvmt. High Broad	Rest	1	2	3	4	5+
	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +2 from 'Born War-Leader', Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Reputation (Hafenviertel)'	

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

TEMPLATES AND META-TRAITS	
Name	Pts
<b>Knight</b> ( <i>Dungeon Fantasy</i> ) {p. DF1:8} Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.	0
<b>Knight Power-Ups</b> ( <i>Dungeon Fantasy</i> )	0

ADVANTAGES	
Name	Pts
<b>Armor Mastery</b> {p. DF11:29} Description: "Raises DR by 1 if the armor is DR 2 or better. Eliminates the -1 to DX when layering flexible padding under armor."	5
<b>Born War-Leader 2</b> {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	10
<b>Combat Reflexes</b> {p. B43}	15
<b>Enhanced Block 1</b> {p. B51}	5
<b>Enhanced Parry</b> ( <i>Two-Handed Sword</i> ) 1 {p. B51}	5
<b>Extra Hit Points 5</b> (Affects HP, +0%) {p. B16} Description: The Extra Hit Points 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 Hit Points advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	10
<b>Extra ST 2</b> (Affects ST, +0%) {p. B14} 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.	20
<b>Fearlessness 1</b> {p. B55}	2
<b>Fit</b> {p. B55}	5
<b>Hard to Kill 1</b> {p. B58}	2
<b>Hard to Subdue 1</b> {p. B59}	2
<b>High Pain Threshold</b> {p. B59} Roll to ignore pain: 13 (Will+3)	10
<b>Luck</b> {p. B66, P59}	15

ADVANTAGES (continued)	
Name	Pts
<b>Reputation</b> ( <i>Hafenviertel</i> ) 1 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	0
<b>Slayer Swing at Skull</b> ( <i>Two-handed Sword</i> ) {p. DF11:13}	5
<b>Weapon Master</b> ( <i>Two-Handed Sword</i> ) (one specific weapon) {p. B99}	20

PERKS	
Name	Pts
<b>Quick-Sheathe</b> ( <i>Two-Handed Sword</i> ) {p. MA51}	1
<b>Sacrificial Parry</b> {p. DF15:21}	1
<b>Shield Wall Training</b> {p. DF11:11}	1
<b>Suit Familiarity</b> ( <i>Layered Armor from Armor Mastery</i> ), <i>cat</i> ( <i>Style Perks - Realistic</i> ), <i>cost</i> (1), <i>page</i> (MA52), <i>syslevels</i> (0), <i>tl</i> ( ), <i>usernotes</i> ( ), <i>familiarities</i> ( ), <i>basedon</i> ( <i>Suit Familiarity</i> ), <i>baselevel</i> (1), <i>level</i> (1), <i>premodpoints</i> (1.0), <i>needscheck</i> (-1), <i>taboofailed</i> (0), <i>syslevels</i> (0), <i>needscheck</i> (-1), <i>taboofailed</i> (0), <i>syslevels</i> (0), <i>needscheck</i> (-1), <i>taboofailed</i> (0) 0 (Free, *0)	0

DISADVANTAGES	
Name	Pts
<b>Code of Honor</b> ( <i>Chivalry</i> ) {p. B127}	-15
<b>Honesty</b> (12 or less, *1) {p. B138}	-10
<b>Obsession</b> ( <i>Slay Drago the Dragon</i> ) (12 or less, *1) {p. B146}	-5
<b>Sense of Duty</b> ( <i>Adventuring companions</i> ) {p. B153}	-5

QUIRKS	
Name	Pts
<b>Dislikes Imba</b>	-1
<b>Doesn't like being in water</b> Usernotes: Roll 17-18	-1
<b>Greed</b> ( <i>Better Dragonslaying Equipment</i> ) Usernotes: Roll 12	-1
<b>Horrible Hangovers</b> {p. B165}	-1
<b>ODH</b> ( <i>Pessimistic</i> ) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions	-1

SKILLS			
Name	Level	Relative	Pts
<b>Armoury/TL3</b> (Body Armor) {p. B178}	12	IQ+2	8
<b>Armoury/TL3</b> (Melee Weapons) {p. B178}	9	IQ-1	1
<b>Bow</b> {p. B182}	13	DX-1	1
<b>Brawling</b> {p. B182} 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	15	DX+1	2
<b>Carousing</b> {p. B183}	13	HT+0	1
<b>Climbing</b> {p. B183}	13	DX-1	1
<b>Connoisseur</b> (Weapons) {p. B185}	11	IQ+1	4
<b>Crossbow</b> {p. B186}	14	DX+0	1
<b>Fast-Draw</b> (Potions) {p. B194}	15*	DX+1	1
<b>Fast-Draw</b> (Two-Handed Sword) {p. B194}	15*	DX+1	1
<b>First Aid/TL3</b> (Human) {p. B195}	10†	IQ+0	1
<b>Forced Entry</b> {p. B196}	14	DX+0	1
<b>Gambling</b> {p. B197}	9	IQ-1	1
<b>Gesture</b> {p. B198}	10	IQ+0	1
<b>Heraldry</b> {p. B199}	9	IQ-1	1
<b>Hiking</b> {p. B200}	12	HT-1	1
<b>Intimidation</b> {p. B202}	9‡	Will-1	1
<b>Knife</b> {p. B208} Parry: 10	14	DX+0	1
<b>Leadership</b> {p. B204}	11§	IQ+1	1
<b>Observation</b> {p. B211}	9	Per-1	1
<b>Savoir-Faire</b> (High Society) {p. B218}	10	IQ+0	1
<b>Scrounging</b> {p. B218}	10	Per+0	1
<b>Shield</b> (Shield) {p. B220} Block: 13	16	DX+2	4
<b>Sling</b> {p. B221}	12	DX-2	1
<b>Spear</b> {p. B208} Parry: 12	16	DX+2	8
<b>Stealth</b> {p. B222}	14	DX+0	2
<b>Strategy</b> (Land) {p. B222}	11§	IQ+1	2

SKILLS (continued)			
Name	Level	Relative	Pts
Streetwise {p. B223}	9	IQ-1	[ 1 ]
Tactics {p. B224}	11 §	IQ+1	[ 2 ]
Throwing {p. B226}	13	DX-1	[ 1 ]
Thrown Weapon (Axe/Mace) {p. B226}	14	DX+0	[ 1 ]
Thrown Weapon (Spear) {p. B226}	16	DX+2	[ 4 ]
Two-Handed Sword {p. B209}	22 ¶	DX+8	[ 32 ]
Parry: 16			
Wrestling {p. B228}	14	DX+0	[ 2 ]
Parry: 11			
* +1 from 'Combat Reflexes'	‡ Cond. -1 from 'Reputation (Hafenviertel)' when your reputation works against you	¶ Enhanced Parry (Two-Handed Sword)	
† Cond. +1 from 'First Aid Kit'	§ +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>	15	11	2d-2 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	15	-	2d-2 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	-	2d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana: 1H Swing <small>Skill used: Two-Handed Sword-4</small>	18	14	3d+9 cut	1,2	11	5	4	
Katana: 1H Thrust <small>Skill used: Two-Handed Sword-4</small>	18	14	2d+4 imp	1	11	5	4	
Katana: 2H Swing <small>Skill used: Two-Handed Sword</small>	22	16	3d+10 cut	1,2	10†	5	4	
Katana: 2H Thrust <small>Skill used: Two-Handed Sword</small>	22	16	2d+4 imp	1	10†	5	4	
Large Iron Shield of Warding: Bash <small>Skill used: Shield (Shield)</small>	16	-	2d-1 cr	1	-	37.5	4	[2,4]
Large Iron Shield of Warding: Rush <small>Skill used: Shield (Shield)</small>	16	-	slam+3 cr	1	-	37.5	4	[2,4]
Spear: 1H Thrust <small>Skill used: Spear+1</small>	17	12	2d+2 imp	1*	9	4	4	[1]
Spear: 2H Thrust <small>Skill used: Spear+1</small>	17	12	2d+3 imp	1,2*	9†	4	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	Wt	LC	Notes
Spear: Thrown <small>Skill used: Thrown Weapon (Spear)+1</small>	17	2d+3 imp	2	20 yd / 30 yd	1	T(1)	9	-3	-	4	4	

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

SLAM TABLE											
Mvmt.	1	2	3	4-5	6-7						
Dmg.	1d-3	1d-2	1d-1	1d	2d						
PARRY	11*	11*	13†	9/10*							
<small>Wrestling</small>	DX	Shield (Shield)	Light								
Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0+4	3	Torso	9	0+4	-	Legs	9	0+4	13
Neck	6/4*	0+4	-	Groin	9	0+4	-	Feet	6	0+4	9
Skull	6/4*+2	0+4	-	Arms	9	0+4	13				
Face	6	0+4	-	Hands	7	0+4	9				

\* +1 from 'Combat Reflexes'      † +1 from 'Combat Reflexes', +1 from 'Enhanced Block'

TECHNIQUES			
Name	Level	Relative	Pts
Slayer Training (Two-handed Sword Swing/Skull) (p. MA68)	19	def+4	[ 0 ]

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 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	-	-1	-2	-3	-4
	10	9	8	7	6

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
25 24 23 22 21	0 -1 -2 -3 -4	25 26 27 28 29	50 51 52 53 54	75 76 77 78 79	100 101 102 103 104
20 19 18 17 16	-5 -6 -7 -8 -9	30 31 32 33 34	55 56 57 58 59	80 81 82 83 84	105 106 107 108 109
15 14 13 12 11	10 11 12 13 14	35 36 37 38 39	60 61 62 63 64	85 86 87 88 89	110 111 112 113 114
10 9 8 7 6	-15 -16 -17 -18 -19	40 41 42 43 44	65 66 67 68 69	90 91 92 93 94	115 116 117 118 119
5 4 3 2 1	-20 -21 -22 -23 -24	45 46 47 48 49	70 71 72 73 74	95 96 97 98 99	120 121 122 123 124

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	FP loss effects are cumulative with each other and any effects suffered from HP loss.
13 12 11 10 9	0 -1 -2 -3 -4	<b>less than 1/3 FP:</b> Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
8 7 6 5 4	-5 -6 -7 -8 -9	<b>0 FP or less:</b> 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.
3 2 1	-10 -11 -12	<b>-1xFP or less:</b> Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	<b>Combat</b> Contents - Cost: 14260, Weight: 130.38 lb	14260	130.38 lb
1	Face Mask (TL3; DR1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:4 Locations: face Location: face	250	1.5 lb
1	Heavy Gauntlets (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	400	1.88 lb
1	Heavy Plate Arms (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	1650	15 lb
1	Heavy Plate Legs (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	1750	18.75 lb
1	Heavy Steel Corselet (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin	2450	33.75 lb
1	Katana (TL3; Weapon Master Damage Bonus, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Large Iron Shield of Warding (TL3; Increased Cost (+1900), +1900; ~Deflect (All) (+1), +100; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B273, B287} Description: TL:3 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:12 HP:120 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]	2600	37.5 lb
1	Ordinary Clothes (TL0; ~Lighten (All) (x3/4), +100) {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. Replacement costs 20% of cost of living; 2lbs.	100	1.5 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1900, Weight: 3 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	1960	4 lb
4	Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP.	1400	2 lb
2	Strength Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 250, Weight: 8 oz Description: +1d ST (but no extra HP!) for 1 hour.	500	1 lb
1	Sollerets (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	5.25 lb
1	Spear (TL0; Meteoric, +19 CF; Silver-coated, +2 CF; Balanced, +4 CF; Fine, +2 CF) {p. B273, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1]	1120	4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	<b>Combat</b>	14260	130.38 lb
1	Mail Coif (TL2; DR 1 Armory Master, +0; Elven, +3 CF; Fine, +9 CF; Thieves, +3 CF; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	1030	2.25 lb
<b>Totals:</b>		14260	130.38 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 7875, Weight: 69.94 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	7975	79.94 lb
1	Blanket (TL1) {p. B288} Description: Notes: A warm bedroll.	20	4 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
1	Climbing Gear (TL2) {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	First Aid Kit {p. DF1:24} Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.	50	2 lb
1	Grapple {p. DF1:25} Description: Throw to STx2 yards. Supports 300 lbs.	80	2 lb
1	Group Basics (TL0) {p. B288} Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.	50	20 lb
1	Lantern {p. DF1:24} Description: Notes: Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 24 hours on 1 pint of oil.	20	2 lb
1	Oil (per pint) {p. DF1:24} Description: Notes: For lanterns. Not useful as a flaming weapon.	2	1 lb
1	Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Whetstone {p. DF1:24} Description: For sharpening weapons	5	1 lb
10	Rope, 3/8" (per 10 yards, elven; TL1) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs. Usernotes: 600 lbs	50	15 lb
1	Purse (TL0; Free, *0) {p. B288} Contents - Cost: 7542, Weight: 14.99 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	7542	14.99 oz
22	Copper Coin {p. DF2:14} Per Unit - Cost: 1, Weight: 4.1 dr	22	5.63 oz
73	Gold Coin {p. DF2:14} Per Unit - Cost: 100, Weight: 1.28 dr	7300	5.84 oz
22	Silver Coin {p. DF2:14} Per Unit - Cost: 10, Weight: 2.56 dr	220	3.52 oz
1	Pickaxe (TL2) {p. B289} Description: TL:2 Notes: Improves digging speed.	15	8 lb
6	Meteoric Metal (TL3) Per Unit - Cost: 1, Weight: 1 lb	6	6 lb
<b>Totals:</b>		7975	79.94 lb

