

Name: Agathos Race: Human Appearance:

Player:	Reto Mägli		
Ht:	Wt:	Age:	U

Spent: 362 Inspent: 20

(СНА	RACT	ER SI	HEEI								
ST	20	΄ [80]	HP	25 [‡]	[<mark>0</mark>]	Basic Speed	6		[-15]
DX	14	[80]	Will	10	[0]	Basic Move	6		[<mark>0</mark>]
IQ	10	[0]	Per	10	[0]	BL	80 I	lb	(ST	×ST)/5
ΗТ	131	t [30]	FP	13	[0]	Thr 20	d-1	Sw	3d	_
* +2 fro	om 'Ex	tra ST'		† Cond	l. +1 fron	n 'Fit'		‡ +5 fr	om 'Ext	tra Hit	Poir	nts'
TL	3						[0]	SM	+0)	
Visio			10		e/Smel		10		h Che			15*
Hear Touc			10 10		t Chec ciousr		13† 15§	KNOCK	down C	neck		17‡
	om 'Co	', +1 from ' ombat Refl			 	‡ +3 fr § +1 fr	om 'High om 'Fit',	Pain T +1 from	hreshol 'Hard t	ld', +1 to Sub	fron due	n 'Fit'
		-		LIF	TING	FEA	TS					
			1-Har	-	2-Hand		hove		rry o		-	ift
Nam Basio	-		Lift 160		Lift [†] 640 lb		Over‡		ack [§] 200 lb			htly tn
* Take	s 2 se	conds to c	omplete			‡ Dou	ble with a	a runnin	g start			
† lake	s 4 se	conds to c	omplete				e 1 FP/se	c while	over X-	-нvу е	enc.	
Mvr	mt.	Rest		J	UMP T		Е 3		4		5	+
Hiç	gh	2.17 1	t 2	.67 ft	1.06		1.22		.39 yo		.44	yd
Bro	ad	3 yd		67 yd	4.33		5 yd		.67 yo	d	<u>6</u>	/d
Anne	arar	nce: +0	F	REAC		MOD	FIERS	;				
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ADVANTAGES (cont	inued)								
Name			Pts						
Reputation (<i>Hafenviertel</i>) 1 (_Free, *0; All class, *1/3) {p. B27}	the time	, *1; Small	[0]						
Slayer Swing at Skull (Two-handed Sword	d) {p. DF	11:13}	[5]						
Weapon Master (Two-Handed Sword) (one specific weapon) {p. B99}									
PERKS									
Name			Pts						
Quick-Sheathe (Two-Handed Sword) {p. N	IA51}		[1]						
Sacrificial Parry {p. DF15:21}			i 1						
Shield Wall Training {p. DF11:11}			[1]						
Suit Familiarity (Layered Armor from Armor (Style Perks - Realistic),cost(1),page(MA52 (),usernotes(),familiarities(),basedon(Suit Familiarity),baselevel(1),level(1),premodspu (1.0),needscheck(-1),taboofailed(0),syslevel 1),taboofailed(0),syslevels(0),needscheck(- (Free, *0)	2),syslev oints els(0),ne	els(0),tl edscheck(-	[0]						
DISADVANTAGE	S		Pts						
Code of Honor (Chivalry) {p. B127}			[-15]						
Honesty (12 or less, *1) {p. B138}			[-10]						
Obsession (Slay Drago the Dragon) (12 or less, *1) {p. B146}									
Sense of Duty (Adventuring companions) {	p. B153	}	[-5]						
QUIRKS Name			Pts						
Distillance Inches			[-1]						
Dislikes Imba									
Doesn't like being in water			[-1]						
			[-1] [-1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment)									
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12			[-1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163}			[-1] [-1] [-1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name	Level	Relative	[-1] [-1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178}	12	Relative	[-1] [-1] [-1] Pts [8]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178}	12 9	Relative IQ+2 IQ-1	[-1] [-1] [-1] Pts [8] [1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182}	12 9 13	Relative IQ+2 IQ-1 DX-1	[-1 [-1 [-1 [-1 Pts [8 [1 [1						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {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.	12 9	Relative IQ+2 IQ-1	[-1] [-1] [-1] Pts [8] [1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntiets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11	12 9 13	Relative IQ+2 IQ-1 DX-1	[-1 [-1 [-1 [-1 Pts [8 [1 [1						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {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.	12 9 13 15	Relative IQ+2 IQ-1 DX-1 DX+1	[-1] [-1] [-1] [-1] [-1] [-1] [1] [1] [2]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6-1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {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 Carousing {p. B183} Climbing {p. B183} Connoisseur (Weapons) {p. B185}	12 9 13 15 15	Relative IQ+2 IQ-1 DX-1 DX+1 HT+0	[-1] [-1] [-1] [-1] [-1] [-1] [1] [2]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6-1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntiets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11 Carousing {p. B183} Climbing {p. B183} Connoisseur (Weapons) {p. B185} Crossbow {p. B186}	12 9 13 15 15 13 13 13 11 14	Relative IQ+2 IQ-1 DX-1 DX+1 HT+0 DX-1 IQ+1 DX+0	[-1] [-1] [-1] [-1] [-1] [-1] [1] [1] [1] [1] [1] [4] [1]						
Doesn't like being in water Usernotes: Roll 17-18 Greed (Better Dragonslaying Equipment) Usernotes: Roll 12 Horrible Hangovers {p. B165} ODH (Pessimistic) {p. B163} Usernotes: 1d -> 5-6-1 to reactions SKILLS Name Armoury/TL3 (Body Armor) {p. B178} Armoury/TL3 (Melee Weapons) {p. B178} Bow {p. B182} Brawling {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 Carousing {p. B183} Climbing {p. B183} Connoisseur (Weapons) {p. B185}	12 9 13 15 15 13 13 13 11	Relative IQ+2 IQ-1 DX-1 DX+1	[-1] [-1] [-1] [-1] [-1] [-1] [1] [1] [1] [1] [4]						

Phoenix: r65 (2013-10-17)

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DX+1

IQ+0

DX+0

IQ-1

IQ+0

IQ-1

HT-1

Will-1

DX+0

IQ+1

Per-1

IQ+0

Per+0

DX+2

DX-2

DX+2

DX+0

IQ+1

Fast-Draw (Two-Handed Sword)

First Aid/TL3 (Human) {p. B195}

Forced Entry {p. B196}

Gambling {p. B197}

Gesture {p. B198} Heraldry {p. B198} Hiking {p. B200} Intimidation {p. B202}

Parry: 10 Leadership {p. B204}

Observation {p. B211}

Scrounging {p. B218}

Shield (Shield) {p. B220}

Strategy (Land) {p. B222}

Savoir-Faire (High Society) {p. B218}

Knife {p. B208}

Block: 13 Sling {p. B221}

Spear {p. B221} Spear {p. B208} Parry: 12 Stealth {p. B222}

{p. B194}

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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 (Spea	ar) {p. B226}	16	DX+2	[4]								
Two-Handed Sword {p	. B209}	221	DX+8	[32]								
Parry: 16												
Wrestling {p. B228}		14	DX+0	[2]								
Parry: 11												
* +1 from 'Combat Reflexes' † Cond. +1 from 'First Aid Kit'	 ‡ Cond1 from 'Reputati (Hafenviertel)' when your reputation works against § +2 from 'Born War-Lead 	∵ i Ha you i	Enhanced Parry (anded Sword)	Two-								

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		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	15	11	2d-2 cr	С	_	_	_	
Skill used: Brawling								
Brawling: Bite	15	_	2d-2 cr	С	_	_	_	
Skill used: Brawling				L				
Brawling: Kick	13	-	2d-1 cr	C,1	_	_	-	
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana: 1H Swing	18	14	3d+9 cut	1,2	11	5	4	
Skill used: Two-Handed Sword-4								
Katana: 1H Thrust	18	14	2d+4 imp	1	11	5	4	
Skill used: Two-Handed Sword-4				L				
Katana: 2H Swing	22	16	3d+10 cut	1,2	10†	5	4	
Skill used: Two-Handed Sword				L				
Katana: 2H Thrust	22	16	2d+4 imp	1	10†	5	4	
Skill used: Two-Handed Sword								
Large Iron Shield of Warding: Bash	16	-	2d-1 cr	1	-	37.5	4	[2,4]
Skill used: Shield (Shield)	,-,							
Large Iron Shield of Warding: Rush	16	-	slam+3 cr	1	_	37.5	4	[2,4]
Skill used: Shield (Shield)								
Spear: 1H Thrust	17	12	2d+2 imp	1*	9	4	4	[1]
Skill used: Spear+1								
Spear: 2H Thrust	17	12	2d+3 imp	1,2*	9†	4	4	
Skill used: Spear+1								

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

			RA	NGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Spear: Thrown	17	2d+3 imp	2	20 yd / 30 yd	1	T(1)	9	-3	-	4	4	
Skill used: Thrown Weapon (Spear)+1												
Shots "T": The weapon is a thrown weap	pon.											

			S	SLAM T	ABLE					
Mvmt	t.	1		2	3		4–5		6–7	
Dmg.	-	1d-3	10	d-2	1d-	1	1d		2d	
PARF	RY	PARR	Y	BLO	СК	D	ODGE	0	THER	
11*	*	11*		13	3†		9/10*			
Wrestli	ing	DX		Shield (S	Shield)		Light			
Loc.	DR	DB HP	Loc.	. DR	R DB	ΗP	Loc.	DR	DB HF	Ρ
Eyes	0	0+4 3	Tors	o 9	0+4	-	Legs	9	0+4 13	3
Neck	6/4*	0+4 -	Groi	n 9	0+4	_	Feet	6	0+4 9)
Skull 6	6/4*+2	20+4 -	Arm	s 9	0+4	13				
Face	6	0+4 -	Han	ds 7	0+4	9				
* +1 from '(Combat	t Reflexes'			† +1 fro 'Enhanc		mbat Reflexe ock'	es', +1 f	from	
		E	NCU	MBRAN	NCE T	ABL	.E			
Name		Non	e «	Light	»	/led	Hv	у	X-Hvy	1
Lifting		<u>×1</u>		×2		<u>×3</u>	×6		×10	
Basic		80 lk	2	160 lb		40 lb			800 lb)
Movement		<u>×1</u>		_ <u>×0.8</u> _		<u>×0.6</u> _	×0.4		<u>×0.2</u>	
Ground		6 yc		4 yd		3_yd_	2 y		<u>1 yd</u>	. –
Water		<u>1 yc</u>		_1 <u>yd</u>		_yd_	<u>1 y</u>		<u>1 yd</u>	
Jump		6 yc	1	4 yd		3 yd	2 y	a	1 yd	

Dodge	10	9	8	7	6		
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP		
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		
2019181716	-5 -6 -7 -8 -9	-30 -31 -32 -33 -34	-55 -56 -57 -58 -59	-80 -81 -82 -83 -84	-105 -108 -107 -108 -109		
1514131211	-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		
109876	-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		
54321	-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. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

0. -5×HP or less: Immediate death.



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.

<u></u>	LOAD-OUTS	A	W	~	LOAD-OUTS (continued)	A	\A/_! · · ·
Qty 1	« Combat » Combat	Cost 14260	Weight 130.38 lb	Qty 1	« Combat » Combat	Cost 14260	Weight 130.38 lb
<u> </u>	Contents - Cost: 14260, Weight: 130.38 lb			1	Mail Coif (TL2; DR 1 Armory Master,	1030	2.25 lb
1	Face Mask (TL3; DR1 Armory	250	1.5 lb		+0; Elven, +3 CF; Fine, +9 CF;		
	Master, +0; ~Fortify (All) (+1), +50;				Thieves, +3 CF; ~Fortify (All) (+1),		
	~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:4 Locations: face				+50; ~Lighten (All) (x3/4), +100)		
	Location: face				{p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck N	otes: [3] Solit	DR: use the
1	Heavy Gauntlets (TL3; DR 1 Armory	400	1.88 lb		lower DR against crushing attacks.	otoo. [o] opiit	2111 000 010
	Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284}				Notes: [3] Location: skull, neck		
	Description: TL:3 LC:3 DR:5 Locations: hands				Totals:	14260	130.38 lb
-	Location: hands	1050	15 lb	Qtv	Rucksack	Cost	Weight
1	Heavy Plate Arms (TL3; DR 1 Armory Master, +0; ~Fortify (All)	1650	arer	1	Backpack, Frame (TL1) {p. B288}	7975	79.94 lb
	(+1), +50; ~Lighten (All) (x3/4),				Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 7875, Weight: 69.94 lb		
	+100) {p. B283}				Description: TL:1 Notes: Holds 100 lbs. of gear.		
	Description: TL:3 LC:3 DR:7 Locations: arms Location: arms			1	Blanket (TL1) {p. B288} Description: Notes: A warm bedroll.	20	4 lb
1	Heavy Plate Legs (TL3; DR 1	1750	18.75 lb	1	Canteen {p. DF1:23}	10	3 lb
	Armory Master, +0; ~Fortify (All)				Description: Notes: Canteen. Miniature wooden barrel of	on a strap. Wo	n't shatter in
	(+1), +50; ~Lighten (All) (x3/4),			1	combat! Holds 1 quart of liquid (2 lbs. if water). Climbing Gear (TL2) {p. B288}	20	4 lb
	+100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs				Description: TL:2 Notes: Hammer, spikes, carabiners.		
	Location: legs			1	First Aid Kit {p. DF1:24}	50	2 lb
1	Heavy Steel Corselet (TL3; DR 1	2450	33.75 lb	1	Description: Notes: A complete kit for treating wounds. Grapnel {p. DF1:25}	+1 to First Aid 80	skill. 2 lb
	Armory Master, +0; ~Fortify (All)				Description: Throw to STx2 yards. Supports 300 lbs.		£ 10
	(+1), +50; ~Lighten (All) (x3/4), +100) {p. B283}			1	Group Basics (TL0) {p. B288}	50	20 lb
	Description: TL:3 LC:3 DR:7 Locations: torso, groin				Description: TL:0 Notes: Basic equipment for Cooking a group. Cook pot, rope, hatchet, etc., for 3-8 campers.	ind Survival sl	kill for a
_	Location: torso, groin	050	E 11	1	Lantern {p. DF1:24}	20	2 lb
1	Katana (TL3; Weapon Master	650	5 lb		Description: Notes: Eliminates darkness penalties in a t hand. Burns for 24 hours on 1 pint of oil.	wo-yard radiu	s. Requires a
	Damage Bonus, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:s	w+2 cut Read	ch:1,2	1	Oil (per pint) {p. DF1:24}	2	1 lb
	Parry:0 ST:10† Skill:Two-Handed Sword Notes: Require	s two hands.]	, [Mode:two-		Description: Notes: For lanterns. Not useful as a flaming		
	handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† S Notes: Requires two hands.], [Mode:one-handed swing			1	Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: -2 to an	5 V Survival roll	1 lb
	Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thr Reach:1 Parry:0 ST:11 Skill:Broadsword]	ust Dam:thr+	1 imp		Includes utensils, tinderbox, and flint and steel.		without it.
1	Large Iron Shield of Warding (TL3;	2600	37.5 lb	1	Whetstone {p. DF1:24}	5	1 lb
	Increased Cost (+1900), +1900;			10	Description: For sharpening weapons Rope, 3/8" (per 10 yards, elven;	50	15 lb
	~Deflect (All) (+1), +100; ~Fortify				TL1) {p. B288}		
	(All) (+1), +50; ~Lighten (All) (x3/4),				Per Unit - Cost: 5, Weight: 1.5 lb		
	+100) {p. B273, B287} Description: TL:3 LC:4 DB:3 Dam:thr cr Reach:1 Parry:1	No ST' DR'1	2 HP·120		Description: TL:1 Notes: Supports 300lbs. Usernotes: 600 lbs		
	Skill:Shield (Shield) Notes: [2,4] Can be used offensivel	y with a shield	d bash (see	1	Purse (TL0; _Free, *0) {p. B288}	7542	14.99 oz
	the Melee Weapon Table p. B273) or shield rush (see S you can give your small, medium, or large shield a spike				Contents - Cost: 7542, Weight: 14.99 oz Description: Notes: Holds 3 lbs. of small items (coins, p	ersonal basics	s, etc.)
	\$20 and 5 lbs. At TL3+, iron shields are available but ur weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (r			22	Copper Coin {p. DF2:14}	22	5.63 oz
	x1/2 weight but otherwise identical statistics. Shield com			73	Per Unit - Cost: 1, Weight: 4.1 dr Gold Coin {p. DF2:14}	7300	5.84 oz
1	Notes: [2,4] Ordinary Clothes (TL0; ~Lighten (All)	100	1.5 lb	/3	Per Unit - Cost: 100, Weight: 1.28 dr	7500	5.04 02
1	$(x3/4)$, +100) {p. B266}	100	1.5 10	22	Silver Coin {p. DF2:14}	220	3.52 oz
	Description: One complete outfit, ranging in quality from			1	Per Unit - Cost: 10, Weight: 2.56 dr Pickaxe (TL2) {p. B289}	15	8 lb
	fashions, depending on Status. At minimum: undergarm or shirt with hose, skirt, or trousers - or a long tunic, rob			· ·	Description: TL:2 Notes: Improves digging speed.	15	0 10
	footwear. Replacement costs 20% of cost of living; 2lbs.			6	Meteoric Metal (TL3)	6	6 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb	1960	4 lb		Per Unit - Cost: 1, Weight: 1 lb Totals:	7975	79.94 lb
	Contents - Cost: 1900, Weight: 3 lb				Totais.	1913	79.94 10
	Description: Notes: Belt with four slots, each of which ca bottle or two potion vials. Wearer can reach them with F						
	Padding removes risk of accidental breakage and gives						
4	deliberate attacks. Major Healing Potion (Drinkable)	1400	2 lb				
-	{p. DF1:29}	1400	2 10				
	Per Unit - Cost: 350, Weight: 8 oz						
2	Description: Heals 2d HP. Strength Potion (Drinkable)	500	1 lb				
2	Strength Potion (Drinkable) {p. DF1:29}	500	UI I				
	Per Unit - Cost: 250, Weight: 8 oz						
1	Description: +1d ST (but no extra HP!) for 1 hour. Sollerets (TL3; DR 1 Armory Master,	300	5.25 lb				
1	+0; ~Fortify (All) (+1), +50; ~Lighten	300	5.25 10				
	(All) (x3/4), +100) {p. B284}						
	Description: TL:3 LC:3 DR:4 Locations: feet						
1	Location: feet Spear (TL0; Meteoric, +19 CF; Silver-	1120	4 lb				
1	coated, +2 CF; Balanced, +4 CF;	1120	4 IU				
	Fine, +2 CF) {p. B273, B276}						
	Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp A						
	RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thru	st Dam:thr+2	Imp				
			scle Powered				
	Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thr Ranged Weapon Table (p. 275)], [Mode:two-handed thr Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires to	own. See Mus ust Dam:thr+3	scle Powered 3 imp				

SCRATCH PAD	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[175]
Advantages, Perks	[134]
Disadvantages, Quirks	[-40]
Skills, Techniques	[93]
Total Points Spent:	362
Unspent Points:	20