

CHARACTER SHEET

ST 18* [40]	HP 18 [0]	Basic Speed 6 [-15]
DX 14 [80]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	BL 65 lb (ST×ST)/5
HT 13 [30]	FP 13 [0]	Thr 1d+2 Sw 3d
TL 3 [0]	SM +0	

* Includes: +4 from 'Extra ST'

Vision 10	Fright Check 12*	High Jump 2.17 ft
Hearing 10	Consciousness 13	Money 20
Touch 10	Death Check 13	
Taste/Smell 10	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	65 lb	130 lb	195 lb	390 lb	650 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	130 lb	520 lb	780 lb	975 lb	1.62 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.

REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0*

* Conditional: +2 from 'Born War-Leader', +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

LANGUAGES

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

TEMPLATES AND META-TRAITS

Name	Pts
Knight (Dungeon Fantasy) {p. DF1:8} Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.	[0]

ADVANTAGES

Name	Pts
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[10]
Combat Reflexes {p. B43}	[15]
Extra ST 4 (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.	[40]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[10]
Weapon Master (Axe) (one specific weapon) {p. B99}	[20]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Honesty (12 or less, *1) {p. B138}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Vow (Never refuse a challenge to combat) {p. B160}	[-10]

QUIRKS

Name	Pts
Chauvinistic {p. B164}	[-1]



QUIRKS (continued)

Name	Pts
Code of Honor {p. B164}	[-1]
Likes Spirits (Drink) {p. B164}	[-1]
Proud {p. B164}	[-1]
Trademark {p. B164}	[-1]

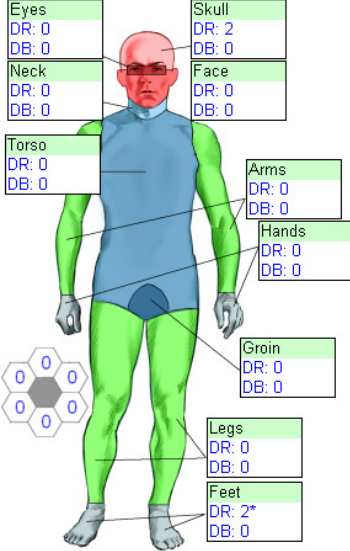
SKILLS			
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	11	IQ+1	[4]
Axe/Mace {p. B208}	21	DX+7	[28]
Parry: 14			
Brawling {p. B182}	15	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Carousing {p. B183}	14	HT+1	[2]
Climbing {p. B183}	13	DX-1	[1]
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]
Fast-Draw (Axe) {p. B194}	15*	DX+1	[1]
Intimidation {p. B202}	9	Will-1	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	11†	IQ+1	[1]
Scrounging {p. B218}	10	Per+0	[1]
Shield (Shield) {p. B220}	16	DX+2	[4]
Block: 12			
Strategy (Land) {p. B222}	11†	IQ+1	[2]
Tactics {p. B224}	11†	IQ+1	[2]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			
* 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 <i>Skill used: Brawling</i>		15	11	1d+1 cr	C	-	-	-		
Brawling: Bite <i>Skill used: Brawling</i>		15	-	1d+1 cr	C	-	-	-		
Brawling: Kick <i>Skill used: Brawling-2</i>		13	-	1d+2 cr	C,1	-	-	-		
Equipment based		Skill	Parry	Damage	Reach	ST	Wt	LC	Notes	
Axe (Dwarven, Fine, Balanced) <i>Skill used: Axe/Mace+1</i>		22	15	3d+9 cut	1	11	4	4		

SLAM TABLE

1 1d-3	2 1d-2	3-5 1d-1	6-7 1d
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PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	10*	
Wrestling	DX	Shield (Shield)	None	



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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
18 17 16 15 14	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
13 12 11 10 9	-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
3 2 1	-15 -16 -17	-33 -34 -35	-51 -52 -53	-69 -70 -71	-87 -88 -89

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.

DESCRIPTION

Gudd von Bretsch

Gudd wurde als einfacher Bauernjunge geboren und arbeitete bis zu seinem 9. Lebensjahr auf der Farm seiner Eltern. Dann wurde er verdingt an einen Ritter, er wurde dessen Knappe und versucht sich nun, da er 18 Jahre Alt geworden ist, sich selbst seine Sporen abzuverdienen.

Ausser seiner treuen Axt Trudi, seinen Stiefeln und Kleider hat er keinen Besitz. Diese Axt er als Abschiedsgeschenk von Ritter Radost geschenkt erhalten. Sie ist Fine (+Dmg, Breakage), Dwarven (Darf Parry auch mit unbalanced Waffen machen nach Angriff), Balanced (+1 auf Waffenskill).

NOTES

250 CP nach Template

5 Quirks

4 CP in Axe/Mace Skill

1 CP in Carousing