

CHARACTER SHEET

ST 18 [80]	HP 20 [4]	Basic Speed 6,5 [0]
DX 14 [80]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	BL 65 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d+2 Sw 3d
TL 3 [0]	SM +0	

Vision 10	Fright Check 14*	High Jump 2.17 ft
Hearing 10	Consciousness 14†	Money 25
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	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
† 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

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

ADVANTAGES	
Name	Pts
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
Roll to ignore pain: 13 (Will+3)	
Weapon Master (Flail) (one specific weapon) {p. B99}	20

PERKS	
Name	Pts
Quick-Sheathe (Flail) {p. MA51, MA51, HT249, PU2:7}	1
Sacrificial Parry (Flail) {p. PU2:7}	1
Shield-Wall Training {p. MA51, PU2:7}	1
Trademark Move (Rapid Strikes first to the leg with 1 deceptive (15) followed by a deceptive headbanger (14)) {p. PU2:8}	1

DISADVANTAGES	
Name	Pts
PLATZHALTER	-50

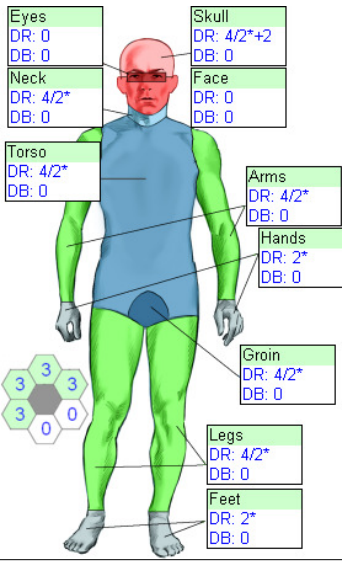
QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	-1
Unused Quirk 2 {p. B163}	-1
Unused Quirk 3 {p. B163}	-1
Unused Quirk 4 {p. B163}	-1
Unused Quirk 5 {p. B163}	-1

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX+0	4
Armoury/TL3 (Body Armor) {p. B178}	9	IQ-1	1
Armoury/TL3 (Melee Weapons) {p. B178}	9	IQ-1	1
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			
Camouflage {p. B183}	10	IQ+0	1
Carousing {p. B183}	14	HT+2	4
Climbing {p. B183}	13	DX-1	1
Connoisseur (Weapons) {p. B185}	9	IQ-1	1
Fast-Draw (Charm) {p. B194}	15*	DX+1	1
Fast-Draw (Flail) {p. B194}	15*	DX+1	1
Fast-Draw (Knife) {p. B194}	15*	DX+1	1
Fast-Draw (Potion) {p. B194}	15*	DX+1	1
First Aid/TL3 (Human) {p. B195}	10	IQ+0	1
Flail {p. B208}	18	DX+4	20
Parry: 13			
Forced Entry {p. B196}	14	DX+0	1
Gesture {p. B198}	10	IQ+0	1
Hiking {p. B200}	11	HT-1	1
Judo {p. B203}	14	DX+0	4
Parry: 11			
Knife {p. B208}	16	DX+2	4
Parry: 11			
Leadership {p. B204}	10	IQ+0	2
Riding (Equines) {p. B217}	13	DX-1	1
Scrounging {p. B218}	10	Per+0	1
Shield (Shield) {p. B220}	16	DX+2	4
Block: 12			
Soldier/TL3 {p. B221}	9	IQ-1	1
Stealth {p. B222}	13	DX-1	1
Tactics {p. B224}	8	IQ-2	1
Throwing {p. B226}	13	DX-1	1
Thrown Weapon (Knife) {p. B226}	15	DX+1	2
* Includes: +1 from 'Combat Reflexes'			

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
Large Shield: Bash <i>Skill used: Shield (Shield)</i>	16	-	1d+2 cr	1	-	25	4	[2,4]
Large Shield: Rush <i>Skill used: Shield (Shield)</i>	16	-	slam+3 cr	1	-	25	4	[2,4]
Long Knife: Knife swing <i>Skill used: Knife</i>	16	12	3d-1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust <i>Skill used: Knife</i>	16	12	1d+2 imp	C,1	7	1.5	4	
Morningstar (Dwarven): Swing <i>Skill used: Flail</i>	18	13	3d+9 cr	1	12	6	4	[9]

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	10*	
Judo	DX	Shield (Shield)	None	



Loc.	HP	#
Eyes	3	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	11	_____
Hands	7	_____
Legs	11	_____
Feet	7	_____

Bonus DR: 0
Bonus DB: 3

Notes:

* Includes: +1 from 'Combat Reflexes'

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

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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-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
Headbanger (Targeted Attack Flail Swing/Skull) {p. MA68}	15	def+4	[5]

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Large Shield {p. B273, B287} Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 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]	90	25 lb
1	Long Knife (_Remove Attack Mode (Shortsword Swing), +0; _Remove Attack Mode (Shortsword Thrust), +0) {p. MA228, MA229} Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]	120	1.5 lb
1	Mail Coif {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	55	4 lb
1	Mail Hauberk {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: torso, groin Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: torso, groin	230	25 lb
1	Morningstar (Dwarven) (Weapon Master Damage Bonus, +0; Dwarven, +4 CF) {p. LT66} Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail, DX-6, Axe/Mace-4, Two-Handed Flail-3 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]	400	6 lb
Totals:		975	64.5 lb

SCRATCH PAD	

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
19.12.2012: 0 pts		

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[184]
Advantages, Perks	[61]
Disadvantages, Quirks	[-55]
Skills, Techniques	[70]
Total Points Spent:		260
Unspent Points:		0

NOTES

Entwicklungsmöglichkeiten

+0.5 Basic Speed [10]

+1 Basic Move

+2 ST

DX

IQ

HT

+Weapon Master

Flail Skill

Mehr Waffen Skills

IQ Fighter Skills

Extra Attack