



Name: Koschimus
Race: Human
Appearance:

Player: Philipp Koschmann
Ht: Wt: Age:

Spent: 275
Unspent: 5

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5,5 [0]
DX 10 [0]	Will 15 [0]	Basic Move 5 [0]
IQ 15 [100]	Per 12 [-15]	BL 20 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d
TL 3 [0]		SM +0

Vision 12	Fright Check 17*	High Jump 1.67 ft
Hearing 12	Consciousness 12	Money -1250†
Touch 12	Death Check 12	
Taste/Smell 12	Broad Jump 2.33 yd	
* Includes: +2 from 'Combat Reflexes'		† Includes: +500 from 'Money'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
* 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:	+1*
* Includes: +1 from 'Religious Rank'	
Other:	+0†
† Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known	

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Divine Favor 12	[110]
Lay on Hands (Enhanced) Usernotes: Heal 10 HP or pay FP to cure diseases, see PDF:15	[22]
Protection from Evil (Enhanced) Usernotes: Use holy symbol or assert your faith: Quick Contest Will+10 vs Enemies Will - Cannot approach closer than Margin of Success	[7]
Religious Rank 2 {p. B29}	[10]
Smite (Enhanced) Usernotes: 3d burning Dmg to evil, supernatural foes within 16 yards (No DR)	[17]

DISADVANTAGES	
Name	Pts
Fanaticism (Kromm) {p. B136}	[-15]
Honesty (12 or less. *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-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
Alchemy/TL3 {p. B174, M210}	12	IQ-3	[1]
Climbing {p. B183}	9	DX-1	[1]
Diagnosis/TL3 (Human) {p. B187}	13	IQ-2	[1]
Esoteric Medicine {p. B192}	10	Per-2	[1]
Exorcism {p. B193}	13*	Will-2	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
First Aid/TL3 (Human) {p. B195}	15	IQ+0	[1]
Gesture {p. B198}	15	IQ+0	[1]
Herb Lore/TL3 {p. B199, M211}	12	IQ-3	[1]
Hidden Lore (Demon Lore) {p. B199}	14	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Meditation {p. B207}	13	Will-2	[1]
Naturalist (Ardè) {p. B211}	13	IQ-2	[1]
Occultism {p. B212}	14	IQ-1	[1]
Panhandling {p. B212}	15	IQ+0	[1]
Pharmacy/TL3 (Herbal) {p. B213}	13	IQ-2	[1]
Physician/TL3 (Human) {p. B213}	13	IQ-2	[1]
Poisons/TL3 {p. B214}	13	IQ-2	[1]
Public Speaking {p. B216}	14	IQ-1	[1]
Religious Ritual (Kromm) {p. B217}	13	IQ-2	[1]
Research/TL3 {p. B217}	14	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	15	IQ+0	[1]
Scrounging {p. B218}	12	Per+0	[1]
Speed-Reading {p. B222}	14	IQ-1	[1]
Staff {p. B208}	9	DX-1	[1]
Parry: 10			
Stealth {p. B222}	10	DX+0	[1]
Surgery/TL3 (Human) {p. B223}	12	IQ-3	[1]
Teaching {p. B224}	14	IQ-1	[1]
Theology (Kromm) {p. B226}	13	IQ-2	[1]
Writing {p. B228}	14	IQ-1	[1]
* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	10	—	1d-3 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	8	—	1d-2 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	10	9	1d-3 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Staff: Swing <i>Skill used: Staff</i>	9	10	1d+2 cr	2,3	10†	3.3335	4	
Long Staff: Thrust <i>Skill used: Staff</i>	9	10	1d cr	2,3	10†	3.3335	4	

ATTACKS TABLES COLUMN NOTES

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.

SLAM TABLE

1-2 1d-3	3-5 1d-2	6 1d-1
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PARRY	PARRY	BLOCK	DODGE	OTHER
9*	9*	7*	9*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	6	—
Hands	4	—
Legs	6	—
Feet	4	—

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

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 7 6 5 4 3 2 1	0 -1 -2 -3 -4
7 6 5 4 3 2 1	-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.

