

CHARACTER SHEET

ST 17 [70]	HP 19 [4]	Basic Speed 7 [0]
DX 14 [80]	Will 10 [0]	Basic Move 7 [0]
IQ 10 [0]	Per 10 [0]	BL 58 lb (ST×ST)/5
HT 14 [40]	FP 14 [0]	Thr 1d+2 Sw 3d-1
TL 3 [0]		SM +0

Vision 10	Fright Check 14*	High Jump 2.67 ft
Hearing 10	Consciousness 14	Money 50
Touch 10	Death Check 14	
Taste/Smell 10	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes', +2 from 'Fearlessness'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	58 lb	116 lb	174 lb	348 lb	580 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	116 lb	464 lb	696 lb	870 lb	1.45 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
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

SKILLS (continued)			
Name	Level	Relative	Pts
Brawling {p. B182}	14	DX+0	1
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}	16	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}	13	HT-1	1
Judo {p. B203}	14	DX+0	4
Parry: 11			
Knife {p. B208}	16	DX+2	4
Parry: 11			
Leadership {p. B204}	9	IQ-1	1
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

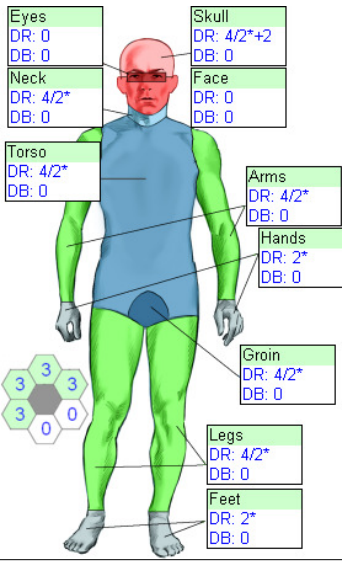
* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	1d+1 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	14	-	1d+1 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	1d+2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Shield: Bash <small>Skill used: Shield (Shield)</small>	16	-	1d+2 cr	1	-	25	4	[2,4]
Large Shield: Rush <small>Skill used: Shield (Shield)</small>	16	-	slam+3 cr	1	-	25	4	[2,4]
Long Knife: Knife swing <small>Skill used: Knife</small>	16	12	3d-2 cut	C,1	7	1.5	4	
Long Knife: Knife thrust <small>Skill used: Knife</small>	16	12	1d+2 imp	C,1	7	1.5	4	
Morningstar (Dwarven): Swing <small>Skill used: Flail</small>	18	13	3d+8 cr	1	12	6	4	[9]

SLAM TABLE

1 1d-3	2 1d-2	3-5 1d-1	6-7 1d	8 2d
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PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	11*	
Judo	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: 3

Notes:

* Includes: +1 from 'Combat Reflexes'

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

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
14 13 12 11 10	0 -1 -2 -3 -4
9 8 7 6 5	-5 -6 -7 -8 -9
4 3 2 1	-10 -11 -12 -13

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]

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