



Name: Sir Koschimus  
Race: Human  
Appearance:

Player: Philipp Koschmann  
Ht:                    Wt:                    Age:

Spent: 280  
Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 15* [ 40]	<b>HP</b> 15 [ 0]	<b>Basic Speed</b> 6,25 [ 0]
<b>DX</b> 13† [ 40]	<b>Will</b> 12 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 12 [ 0]	<b>BL</b> 45 lb (ST×ST)/5
<b>HT</b> 12‡ [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d+1 <b>Sw</b> 2d+1
<b>TL</b> 3 [ 0]	<b>SM</b> +0	
* Includes: +1 from 'Extra ST'		‡ Conditional: +1 from 'Fit'
† Includes: +1 from 'Extra DX'		

Vision 12	Taste/Smell 12	Death Check 13*
Hearing 12	Fright Check 14†	Broad Jump 3 yd
Touch 12	Consciousness 13*	High Jump 2.17 ft
* Includes: +1 from 'Fit'		† Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	45 lb	90 lb	135 lb	270 lb	450 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	90 lb	360 lb	540 lb	675 lb	1.12 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 '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, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

ADVANTAGES	
Name	Pts
<b>Combat Reflexes</b> {p. B43}	[ 15]
<b>Damage Resistance 1</b> (Free, *0; Divine, -10%) {p. B46, P45}	[ 0]
<b>Divine Favor 11</b>	[ 90]
<b>Extra Attack 1</b> (Free, *0; Divine, -10%; Multi-Strike, +20%) {p. B54, P49}	[ 0]
<b>Extra DX 1</b> (Free, *0; Affects DX, +0%; Divine, -10%) {p. B15}	[ 0]
Description: The Extra DX 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 DX advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	
<b>Extra ST 1</b> (Free, *0; Affects ST, +0%; Divine, -10%) {p. B14}	[ 0]
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.	
<b>Fighting Hymn</b>	[ 18]
Usernotes: DR 1; DX +1; ST+1; Fit; Injury Tolerance (No Eyes, Head, Vitals); Regeneration; Extra Attack (Multistrike)	
<b>Fit</b> (Free, *0; Divine, -10%) {p. B55}	[ 0]
<b>Injury Tolerance</b> (Free, *0; Divine, -10%; No Eyes, +5; No Head, +7; No Vitals, +5) {p. B60, P52}	[ 0]
<b>Protection from Evil (Enhanced)</b>	[ 7]
Usernotes: Use holy symbol or assert your faith: Quick Contest Will+10 vs Enemies Will - Cannot approach closer than Margin of Success	
<b>Regeneration (Slow: 1HP/12Hr)</b> (Free, *0; Divine, -10%) {p. B80, P70}	[ 0]

ADVANTAGES (continued)	
Name	Pts
<b>Wrath of the Righteous 1</b> (Affects Insubstantial, +20%; Area Effect (4 yd), +100%; Cosmic: Irresistible attack, +300%; Cosmic: No active defense allowed, +300%; Cosmic: No die roll required, +100%; Increased Range (1/2D Range only) (x10), +15%; Low Signature, +10%; Reduced Range (x1/5), -20%) {p. B61, P53}	[ 10]

PERKS	
Name	Pts
<b>Grip Mastery (Axe)</b> {p. MA50, PU2:6}	[ 1]
<b>Off-Hand Weapon Training (Axe/Mace)</b> {p. MA50}	[ 1]
<b>Quick-Sheathe (Axe)</b> {p. MA51, MA51, HT249, PU2:7}	[ 1]

DISADVANTAGES	
Name	Pts
<b>Code of Honor (Chivalry)</b> {p. B127}	[ -15]
<b>Honesty</b> (12 or less, *1) {p. B138}	[ -10]
<b>Impulsiveness</b> (12 or less, *1) {p. B139}	[ -10]
<b>Intolerance ("Evil" religions)</b> {p. B140}	[ -5]
<b>Overconfidence</b> (12 or less, *1) {p. B148}	[ -5]
<b>Sense of Duty (Adventuring companions)</b> {p. B153}	[ -5]

QUIRKS	
Name	Pts
<b>Unused Quirk 1</b> {p. B163}	[ -1]
<b>Unused Quirk 2</b> {p. B163}	[ -1]
<b>Unused Quirk 3</b> {p. B163}	[ -1]
<b>Unused Quirk 4</b> {p. B163}	[ -1]
<b>Unused Quirk 5</b> {p. B163}	[ -1]

SKILLS			
Name	Level	Relative	Pts
<b>Aerobatics</b> {p. B174}	11	DX-2	[ 1]
<b>Axe/Mace</b> {p. B208}	18	DX+5	[ 20]
Parry: 13			
<b>Brawling</b> {p. B182}	13	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: 10			
<b>Cleric!</b> {p. DF1:18}	11	IQ-1	[ 12]
Description: Replaces any Philosophy, Religious Ritual, or Theology skill for the priest's faith, plus Diagnosis, First Aid, Hidden Lore (Demon Lore, Spirit Lore, Undead Lore, etc.), Occultism, Public Speaking, Surgery, and Teaching. Make a Will-based roll for Exorcism or Meditation, or a Per-based roll for Esoteric Medicine (Holy).			
<b>Climbing</b> {p. B183}	12	DX-1	[ 1]
<b>Fast-Draw (Axe)</b> {p. B194}	14*	DX+1	[ 1]
<b>Fast-Draw (Charm)</b> {p. B194}	14*	DX+1	[ 1]
<b>Gesture</b> {p. B198}	12	IQ+0	[ 1]
<b>Hiking</b> {p. B200}	11	HT-1	[ 1]
<b>Research/TL3</b> {p. B217}	11	IQ-1	[ 1]
<b>Scrounging</b> {p. B218}	12	Per+0	[ 1]
<b>Speed-Reading</b> {p. B222}	11	IQ-1	[ 1]
<b>Stealth</b> {p. B222}	12	DX-1	[ 1]
<b>Wrestling</b> {p. B228}	12	DX-1	[ 1]
Parry: 10			
* 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>	13	10	1d cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	13	-	1d cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	11	-	1d+1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe: 1H <i>Skill used: Axe/Mace+1</i>	19	13	2d+3 cut	1	11	4	4	
Axe: 1H <i>Skill used: Axe/Mace+1</i>	19	13	2d+3 cut	1	12	4.5	4	
Axe: Hammer <i>Skill used: Axe/Mace+1</i>	19	13	2d+3 cr	1	12	4.5	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Wrath of the Righteous: Primary	-	1d bu (4 yd)	3	20 yd / 20 yd	1	-	-	-	1	-	-	

SLAM TABLE			
1	2-3	4-6	7
1d-3	1d-2	1d-1	1d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	8	_____
Hands	6	_____
Legs	8	_____
Feet	6	_____

**Bonus DR: 1†**  
**Bonus DB: 0**

**Notes:**

\* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Damage Resistance'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
15 14 13 12 11	0 -1 -2 -3 -4	15 16 17 18 19	30 31 32 33 34	45 46 47 48 49	60 61 62 63 64
10 9 8 7 6	-5 -6 -7 -8 -9	20 21 22 23 24	35 36 37 38 39	50 51 52 53 54	65 66 67 68 69
5 4 3 2 1	-10 -11 -12 -13 -14	25 26 27 28 29	40 41 42 43 44	55 56 57 58 59	70 71 72 73 74

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
Dual-Weapon Attack (Axe/Mace) {p. MA83, B230}	18	def+4	[ 5 ]
Targeted Attack (Axe/Mace Swing/Neck) {p. MA68}	15	def+2	[ 3 ]

