



Name Hurthan Brae
 Ht 6'10" Wt 300lbs
 Appearance Bald and Brutish

Player BigPhut
 Size Modifier 0 Age 36

Point Total 100
 Unspent Points 0

ST	16	[60]	HP	16	CURRENT	[0]
DX	10	[0]	Will	10		[5]
IQ	9	[-20]	Per	9		[0]
HT	12	[20]	FP	13	CURRENT	[3]

BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 5	Dodge 8
Light (1) = 2 x BL 102	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 153	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 306	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 510	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS

Hard to Kill 2	[4]
Hard to Subdue 3	[6]
High Pain Threshold	[10]

DISADVANTAGES AND QUIRKS

On the Edge (12 or less)	[-15]
Overconfidence (12 or less)	[-5]

Languages	Spoken	Written

DR	Eyes 0	TL: 3 [0]
	Neck 4/2*	Cultural Familiarities
	Skull 4/2*+2	
	Face 4	
	Torso 4/2*	
	Groin 3/2*	
	Arms 4/2*	
	Hands 2*	
	Legs 3/2*	
	Feet 2*	

PARRY	Reaction Modifiers
10	Appearance:
Flail	Status: +0
BLOCK	Other: +0
9	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation
Shield	

SKILLS

Name	Level	Relative Level
Axe Throwing	12	DX+2 [4]
Flail	15	DX+5 [24]
Shield	12	DX+2 [4]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
	Bite	1d cr	C	10 (No)				
1	Brass Knuckles	1d+1 cr	C	10 (8) --	[3]	10	.25	
	Kick	1d+1 cr	C,1	8 (No)				
1	Medium Sheild w/spike	1d+2 cr	1	0 (No) --	[2,3,4]	80	20	
1	Morningstar	2d+5 cr	1	15 (10U)12	[6]	80	6	
	Punch	1d cr	C	10 (8)				
4	Throwing Axe	2d+4 cut	1	11 (8U) 11	[1]	240	16	

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
4	Throwing Axe	2d+4 cut	2	16 / 24	1	T(1)	6	11	-3		4		240	16

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Face Mask	face	100	2
1	Leather Gloves	hands	30	0
1	Mail Coif	skull, neck	55	4
1	Mail Shirt	torso	150	16
1	Mail Sleeves	arms	70	9
1	Studded Leather Skirt	groin, legs	60	4

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[68]
Advantages/Perks/TL/Languages/Cultural Familiarity	[20]
Disadvantages/Quirks	[-20]
Skills/Techniques	[32]
Other	[]