



CHARACTER SHEET

Name Goran
Ht Wt
Appearance

Player
Size Modifier 0 Age

Point Total 150
Unspent Points 0

ST	14	[40]	HP	14	<small>CURRENT</small>	[0]
DX	11	[20]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	14	[40]	FP	14	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 4/2*	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 39 DAMAGE Thr 1d Sw 2d
BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10 Flail	Appearance: Status: +0 Other: +0
BLOCK 11 Shield (Shield)	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 39	BM x 1 6	Dodge 10
Light (1) = 2 x BL 78	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 117	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 234	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 390	BM x 0.2 1	Dodge - 4 6

SKILLS		
Name	Level	Relative Level
Axe/Mace	11	DX+0 [2]
Brawling	11	DX+0 [1]
Flail	13	DX+2 [12]
Knife	12	DX+1 [2]
Shield (Shield)	14	DX+3 [8]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
High Pain Threshold	[10]
DISADVANTAGES AND QUIRKS	



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	11 (9)				
	Bite	1d-1 cr	C	11 (No)				
	Kick	1d cr	C,1	9 (No)				
1	Large Knife swing	2d-2 cut	C,1	12 (9)	6		40	1

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Large Knife	1d imp	0	11.2 / 21	1	T(1)	7	6	-2		4	40	1

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	Leather Gloves	hands	30	0
1	Mail Coif	skull, neck	55	4
1	Mail Hauberk	torso, groin	230	25
1	Mail Leggings	legs	110	15
1	Mail Sleeves	arms	70	9

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[100]
Advantages/Perks/TL/Languages/Cultural Familiarity	[25]
Disadvantages/Quirks	[0]
Skills/Techniques	[25]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Large Knife					40	1
	swing	2d-2 cut	C,1	12 (9) 6			
	thrust	1d imp	C	12 (9) 6	[1]		
1	Medium Shield	1d cr	1	14 (No)	[2,3,4]	60	15
1	Morningstar	2d+3 cr	1	13 (10U)12	[6]	80	6