

	Identity						Misce	20	4 Points 🗷		
7\$	Name Wall				CREATE	Ju	ın 2, 2	∥ 0	Unspent		
	TITLE				Modifiei	Ju	ın 2, 2	0	ANCESTRY		
OR	Organization		PLAYE	R LA	APTOF	152	ATTRIBUTES				
	DESCRIPTION									ADVANTAGES	
<b>3</b> ¢	GENDER	Male	24	HEIGHT	6'11"		24	HAIR	Black	-50	DISADVANTAGES
7\$	AGE		_	WEIGHT					Green	-3	Quirks
II	BIRTHDAY			SIZE					Freckled	52	Skills
	RELIGION			TL					Right	0	SPELLS
	1122101011			•=				,	9		

AND THE RESERVE AND ADDRESS OF THE PARTY OF														
PRIMARY ATTRIBUTES	Secon	NDARY ATTRIBUTES	Humanoid					Encumbrance, Move & Dodge						
[60] <b>16</b> STRENGTH (ST)	[0] 10	WILL	Roll	Locatio	N	DR	<b></b>	Level	Max Load	Move	Dodge			
[0] 10 DEXTERITY (DX)	[0] 10	FRIGHT CHECK		Eyes	-9	3		0 None	51 lb	6	9			
[0] 10 INTELLIGENCE (IQ)	[0] 10	Perception (Per)	3-4	SKULL	-7	20		🔔 1 Light	102 lb	4	8			
[60] <b>16</b> HEALTH (HT)	[0] 10	VISION	5	FACE	-5	8		2 MEDIUM	153 lb	3	7			
Basic Damage	[0] 10	HEARING	6-7	RIGHT LEG	-2	18		3 HEAVY	306 lb	2	6			
2d-1 Basic Thrust	[0] 10	TASTE & SMELL	8	RIGHT ARM	-2	18		4 X-HEAVY	510 lb	1	5			
3d+2 BASIC SWING	[0] 10	Тоисн	9-10	Torso	+0	18		LIFTING & MOVING THINGS						
Su+2 DASIC SWING	[0] 6.5	BASIC SPEED	11	GROIN	-3	18		51 lb Basic Lif						
	[0] 6	Basic Move	12	LEFT ARM	-2	18		102 lb One-Handed Lift						
Point	Pools		13-14	LEFT LEG	-2	18		408 lb Two-Handed Lift						
			15	HAND	-4	18		612 lb Shove & Knock Over						
[0] 16 OF 16 FP [RESTED] [32] 32 OF 32 HP [HEALTHY]			16	Fоот	-4	18		1,224 lb Running Shove & Knock Over						
[32] 32 OF 32 TIF [HEALTHY]				NECK	-5	18		765 lb Carry On Back						
		VITALS	-3	18		2,550 lb Shift Slightly								

REACTION
 from those who become aware of your Sadism unless they are from a culture that holds life in little esteem
 from those who think Bowlegged looks funny

± CONDITION +3 on all HT rolls to avoid knockdown and stunning

+3 to resist torture

Melee Weapon	Usage	SL	Parry	Вьоск	Damage	REACH	ST
Dueling Halberd <b>∃</b>	Blade	20	13U	No	3d+5 cut	2-3*	12†
Pick swing may get stuck.							
Dueling Halberd 🖪	Blunt pole	16	11U	No	3d+4 cr	1-2	12†
Pick swing may get stuck.							
Dueling Halberd 🖪	Blunt tip	16	11	No	2d-1 cr	1-2	11†
Pick swing may get stuck.							
Dueling Halberd 🖪	Pick	20	13U	No	3d+5 imp	1-3*	12†
Pick swing may get stuck.							
Dueling Halberd <b>∃</b>	Spear	20	13U	No	2d+2 imp	1-3*	11†
Pick swing may get stuck.							
Natural Attacks	Bite	10	No	No	2d-2 cr	С	
Natural Attacks	Kick	8	No	No	2d cr	C,1	
Natural Attacks	Punch	10	8	No	2d-1 cr	С	

Trait	Pts			SKILL / TECHNIQUE	SL	RSL	Pts		
Bad Temper <b>□</b>	-10	B124		Polearm	20	DX+10	40	B208	
CR: 12 (Resist quite often)				Body Sense	12	DX+2	12	B181	
Berserk	-15	<u>B124</u>	!						
Bloodlust	-10	<u>B125</u>							
Bowlegged	-1	B165							
Cannot Float	-1	B165							

			Train							Р	TS		<b>=</b>
Dama	Damage Resistance 5 <b>□</b>										15	<u>B47+</u>	
Tough	Tough Skin (Effects that just require skin contact or a scratch ignore this DR)												
Dull	Dull											<u>B164</u>	
Extra	Extra Attack 1 🖯											<u>B53+</u>	
	m (@S	_	,										
1			shold 🖪								10	<u>B59</u>	
	Never suffer shock penalties when injured												
Natu	ral Att	ack	3								0	<u>B271</u>	_
Sadis	sm 🖪										-15	<u>B152</u>	
	•		te often)										
	Make a self-control roll whenever you have an opportunity to indulge your desires and know you shouldn't (e.g., because the prisoner												
			l be released unharmed). If you fail, you cannot restr	ain yoursel	t.						_	200	
	ng ST										8	<u>B88+</u>	
One A		niy (	Dueling Halberd)										
✓	#		Carried Equipment (97.25 lb; \$48,940)	Uses	TL	LC			_ <b>\$</b> §	<u> </u>			
<b>✓</b>	1	Ð	Extra-Heavy Plate Suit				0	0 lb	20,100	89 lb	) <u>D</u>	FA109	
✓	1 Dueling Halberd 🖬 3 120 8 lb 120									8 lb	<u>N</u>	IA229	
	Pick swing may get stuck.												
<b>✓</b>	1		Ironskin Amulet 🖪				28,720	0.25 lb	28,720	0.25 lb	) <u>D</u>	F1:30	
			Alchemical.										
	Note												
Lowe	Lowered total, price of gear.												_
			r 3										