


Portrait	Identity	Player Information	363 Points
	Name: Kraugar	Player: Captain Joy	Race: 8
	Title: Knight (Thug) w Martial Arists Lens	Campaign: The Dire Labyrinth	Attributes: 197
	Religion: _____	Created On: Jan 24, 2017	Advantages: 86
Description			Disadvantages: -45
Race: Half-Orc	Height: 6' 10"	Hair: Brown, Wavy, Long	Quirks: -1
Gender: Male	Weight: 240 lb	Eyes: Violet	Skills: 109
Age: 34	Size: +0	Skin: Brownish Green	Spells: 0
Birthday: August 4	TL: 4	Hand: Right	Earned: 9

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 20	Level Max Load Move Dodge	Roll Where - DR	Current FP: 13
Dexterity (DX): 14	None (0) 80 lb 6 12	- Eye -9 0	Basic FP: 13
Intelligence (IQ): 10	• Light (1) 160 lb 4 11	3-4 Skull -7 8	Tired: 4
Health (HT): 13	Medium (2) 240 lb 3 10	5-5 Face -5 0	Collapse: 0
Will: 10	Heavy (3) 480 lb 2 9	6-7 Right Leg -2 6	Unconscious: -13
Fright Check: 12	X-Heavy (4) 800 lb 1 8	8-8 Right Arm -2 6	Current HP: 21
Basic Speed: 6	Lifting & Moving Things		Basic HP: 21
Basic Move: 6	Basic Lift: 80 lb	9-10 Torso 0 6	Reeling: 6
Perception: 10	One-Handed Lift: 160 lb	11-11 Groin -3 6	Collapse: 0
Vision: 10	Two-Handed Lift: 640 lb	12-12 Left Arm -2 6	Check #1: -21
Hearing: 11	Shove & Knock Over: 960 lb	13-14 Left Leg -2 6	Check #2: -42
Taste & Smell: 10	Running Shove & Knock Over: 1,920 lb	15-15 Hand -4 3	Check #3: -63
Touch: 10	Carry On Back: 1,200 lb	16-16 Foot -4 6	Check #4: -84
thr: 2d sw: 4d	Shift Slightly: 4,000 lb	17-18 Neck -5 6	Dead: -105
		- Vitals -3 6	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Cultural Familiarity (Human) Native, -1.	0	B23	Knights			80	
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Armoury (Melee Weapons)	11	IQ+1	4	B178
Attribute Substitution (Intimidation based on ST)	1	PU2:15	Axe/Mace Default: Flail - 4	19	DX+5	20	B208
Off-Hand Training (Axe/Mace)	1	PU2:16	Climbing	12	DX-1	1	B183
Tattletale CR16	-1	PU6:30	Connoisseur (Weapons)	11	IQ+1	4	B185
Half-Orc	8	DF3:10	Fast-Draw (Axe/Mace) includes -6 from Gauntlets	11	DX-3	4	B194
Acute Hearing 1	2	B35	First Aid/TL4	10	IQ+0	1	B195
Night Vision 5	5	B71	Flail	17	DX+3	16	B208
Rapid Healing +5 to recover HP or get over crippling injury	5	B79	Forced Entry	14	DX+0	1	B196
Resistant Metabolic Hazards, +30; +3 to all HT rolls to resist, x0.33.	10	B81	Gesture	10	IQ+0	1	B198
Appearance Unattractive, -4. -1 on reaction rolls	-4	B21	Hiking	12	HT-1	1	B200
Social Stigma (Savage) -2 reaction; -4 to skills; Denied entry to town on 6 or less	-10	DF3:11	Intimidation	19	ST-1	1	B202
Knights	-5	DF1:8	Judo Allows parrying two different attacks per turn, one with each hand. Includes encumbrance penalty.	13	DX+0	4	B203
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43	Karate includes encumbrance penalty	14	DX+1	8	B203
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59	Knife	14	DX+0	1	B208
			Leadership	11	IQ+1	2	B204
			Observation	10	Per+0	2	B211
			Shield (Shield)	16	DX+2	4	B220
			Stealth includes encumbrance penalty	12	DX-1	1	B222
			Strategy (Land)	10	IQ+0	2	B222
			Tactics	10	IQ+0	2	B224
			Knights-Martial Artist			28	DR3:29
			Acrobatics	14	DX+0	4	B174

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Talent (Born War Leader) 1	5	DF1:14	Blind Fighting	10	Per+0	4	B180
Bad Temper CR: 12 (Resist Quite Often).	-10	B124	Kiai -1 for every full two yards of distance	14	HT+1	4	B203
Bloodlust CR: 12 (Resist Quite Often).	-10	B125	Power Blow	12	Will+2	8	B215
Code of Honor (Soldier's)	-10	B127	Throwing Art	16	DX+2	8	B226
Sense of Duty Adventuring Companions	-5	B153	Everyman Skill			1	DF1:16
▼ Knight-Martial Artist	44	DF3:29	Survival (Plains)	9	Per-1	1	B223
Trained by a Master	30	B93					
Talent (Chi Talent) 1	15	DF1:22,PU3:7					
▼ Chi Mastery Power Modifier (Chi), -10%.	9	DF1:21					
Striking ST 2	9	B88					
Disciplines of Faith (Chi Rituals)	-10	DF1:21					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Axe	Swung	19	15U	No	4d+2 cut	1	11
Dwarven Hatchet Cosmic Origin (from Kobold horde)	Swung	19	15	No	4d cut	1	8
Hatchet	Swung	19	15	No	4d cut	1	8
Large Knife Silver Coated (+2 CF)	Swung	10	10	No	3d-2 cut	C,1	6
Large Knife Silver Coated (+2 CF)	Thrust	10	10	No	1d+2 imp	C	6
Medium Shield	Shield Bash	16	No	14	2d cr	1	0
Morningstar Attempts to block it are at -2, attempts to parry it are at -4. Fencing weapons and knives cannot parry it at all! An unarmed fighter can parry, but at -4 in addition to any penalty for parrying unarmed.	Swung	17	14U	No	4d+3 cr	1	12
Natural	Kick	12	No		3d cr	C,1	
Natural	Kick w/Boots	12	No		3d+1 cr	C,1	
Natural	Punch	14	13		2d+3 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Dwarven Hatchet Cosmic Origin (from Kobold horde)	Thrown	10	1	4d cut	30/50	1	T(1)	-2		8
Hatchet	Thrown	10	1	4d cut	30/50	1	T(1)	-2		8
Large Knife Silver Coated (+2 CF)	Thrown	10	0	1d+2 imp	16/30	1	T(1)	-2		6

#	?	Equipment (150.612 lb; \$16,534)	\$	W	\$	W	Ref
1	E	Chain to hold Continual Light bauble SM-6, DR 2, HP 2 (for Continual Lightstone)	5	0.1 lb	5	0.1 lb	Cal
1	E	▼ Heavy Warrior	0	0 lb	13,125	67.4 lb	DF13:20
1	E	Mail and Plates Coif, Padded Don: 6 secs; Holdout: -4; Reaction Pen.-2; covers back of location 5 (face)	315	7.8 lb	315	7.8 lb	LTIA14
1	E	Plate, Medium Torso Armor Don: 45 secs; Holdout: -5; Reaction Pen.-2	2,500	20 lb	2,500	20 lb	LTIA5
1	E	Dwarven Bronze Plate, Medium Arm Armor Don: 23 secs; Holdout: -5; Reaction Pen.-1. DR 6+2, Cost \$1250*(1+3+2)=\$7500, Weight 10*1.4=28	7,500	14 lb	7,500	14 lb	LTIA8
1	E	Plate, Medium Leg Armor Don: 45 secs; Holdout: -5; Reaction Pen.-1	2,500	20 lb	2,500	20 lb	LTIA10
1	E	Gauntlets, Light Segmented Don: 10 secs; Holdout: -4; Gives Ham-Fisted 2 (p. B138).	60	1.6 lb	60	1.6 lb	LTIA15
1	E	Sabatons, Medium Plate Don: 10 secs; Holdout: -6	250	2 lb	250	2 lb	LTIA16

#	?	Equipment (150.612 lb; \$16,534)	\$	W	\$	W	Ref
1	E	Clothing, Ordinary, Freeman (Status 0)	0	2 lb	0	2 lb	DF13:20
1	E	▼ Axe-and-Shield Knight	0	0 lb	550	30 lb	DF13:20
1	E	Axe	50	4 lb	50	4 lb	B271
1	E	Morningstar Attempts to block it are at -2, attempts to parry it are at -4. Fencing weapons and knives cannot parry it at all! An unarmed fighter can parry, but at -4 in addition to any penalty for parrying unarmed.	80	6 lb	80	6 lb	B272
1	E	Dwarven Hatchet Cosmic Origin (from Kobold horde)	200	2 lb	200	2 lb	B271
1	E	Hatchet	40	2 lb	40	2 lb	B271
1	E	Large Knife Silver Coated (+2 CF)	120	1 lb	120	1 lb	LT58
1	E	Medium Shield	60	15 lb	60	15 lb	B287
1	C	▼ Backpack, Frame hold 100 lbs.	100	10 lb	2,854	53.112 lb	B288
1	C	Clothing, Ordinary, Freeman (Status 0)	120	2 lb	120	2 lb	DF13:20
1	E	Dwarven Whetstone +1 damage for first blow after sharpening.	500	1 lb	500	1 lb	DF1:25
1	C	Crowbar, 3'	20	3 lb	20	3 lb	B289
1	C	▼ Pouch 3 lb small items	10	0.2 lb	573	0.412 lb	DF1:23
15	C	Copper Farthing	1	0.008 lb	15	0.12 lb	B264
17	C	Silver Coin	4	0.004 lb	68	0.068 lb	B264
6	C	Gold Coin	80	0.004 lb	480	0.024 lb	B264
1	C	Gold Coin – large, from riddle demom from Crypt of Elmil cost and wait unknown	0	0 lb	0	0 lb	B264
1	C	▼ Pouch - alligator(?) skin 3 lb small items	10	0.2 lb	130	1.2 lb	DF1:23
1	C	Minor Healing Potion Potion. 1d HP.	120	0.5 lb	120	0.5 lb	DF1:29
1	C	"valuable" antiques from one thousand years ago Billon Bracelet, Billon Buckle, Silver Ring, Billon Necklace w/ Pendant, one (alligator?) Pouch w/ 19 gold coins, and a book	0	0.5 lb	0	0.5 lb	
1	C	▼ Digging Tools	0	0 lb	27	14 lb	
1	C	Pickaxe Improves digging speed	15	8 lb	15	8 lb	B289
1	C	Shovel Speeds up digging	12	6 lb	12	6 lb	B289
1	C	Blanket	20	4 lb	20	4 lb	B288
1	C	▼ Canteen	10	1 lb	10	3 lb	B288
1	C	Water, 1 quart	0	2 lb	0	2 lb	
1	C	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils (sans fork), tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb	5	1 lb	B288
17	C	Kraugar's Rations One meal – costs 2x (Discipline of Faith)	4	0.5 lb	68	8.5 lb	B288
1	-	Rope, 3/4", 10 yards Supports 1,100 lbs.	25	5 lb	25	5 lb	B288
2	C	Torch Burns for 1 hour	3	1 lb	6	2 lb	B288
1	-	Mail, Fine Leg Armor Don: 15 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	900	15 lb	900	15 lb	LTIA11
1	C	▼ Sack holds 40 lbs., DR 1, HP 5	30	3 lb	30	3 lb	DF1:24
1	-	▼ Returned to Galasaer	0	0 lb	320	0 lb	

#	?	Equipment (150.612 lb; \$16,534)	\$	W	\$	W	Ref
2	-	Large Knife – Fine Max Damage: 3d-1/1d+3; -1 to odds of breakage, Value 40*4 (from Galasaer Shadow Elves)	160	1 lb	320	2 lb	B272

Notes

▼ CREATION

Half-Orc Knight (Thug)

300 (-75) -1(\$500) = 299 points

Disadvantages: -15(reduced B.S.) -14(Half-Orc) -35(Knight) -10(Knight-Martial Artist) -1(quirk) = -75 points

20 points: Half-Orc Template:

250 points: Knight Template (includes 1 points exchanged for \$500)

5 points: Background Skills

-10 points: +1 HT Knight & Half-Orc Templates overlap

-15 points: Knight Template Sacrifices of -10 High Pain Threshold and -5 Born War Leader 1

50 points: Knight-Martial Artist Lens

300: TOTAL

▼ BACKSTORY

Age Event

0 Born – all ages are estimates

4 Earliest Memories of toting and fetching at the Labrang Monastery

13 Left monastery to join Her Majesty's forces

27 Fought in Ogre Wars

30 Returned to Labrang Monastery for further training

33 Current Age

▼ COMBAT

Attack: Swing Axe at Neck

Skill 13 = 18(Axe) -5(Neck) — miss by 1 hits torso

Damage = 4d+2 cut x2(Neck)

Doing 2xHP damage in one blow could decapitate. :)

B421: Dismemberment: If injury to a body part before applying the above [maximum damage] limit was at least twice what was needed to cripple it, the body part is not just crippled but destroyed. A cutting attack or explosion severs a limb or extremity; otherwise, it's irrevocably crushed, burned, etc.

DFRPG Exploits, p. 100: Anyone killed by cutting damage to the neck is decapitated!