

Portrait	Identity		Miscellaneous		250 Points	
	↔ Name	<input type="text"/>	Created	Apr 24, 2024, 8:35 PM	0 Unspent	
	Title	<input type="text"/>	Modified	Apr 24, 2024, 8:53 PM	0 Ancestry	
	Organization	<input type="text"/>	Player	<input type="text"/>	180 Attributes	
Description						
	↔ Gender	<input type="text"/>	↔ Height	0'	↔ Hair	<input type="text"/>
	↔ Age	<input type="text"/>	↔ Weight	0 lb	↔ Eyes	<input type="text"/>
	↔ Birthday	<input type="text"/>	Size	+0	↔ Skin	<input type="text"/>
	Religion	<input type="text"/>	TL	<input type="text"/>	↔ Hand	<input type="text"/>
					45 Advantages	
					-28 Disadvantages	
					-2 Quirks	
					55 Skills	
					0 Spells	

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
[90] 19 Strength (ST)	[0] 10 Will	Roll	Location	DR	Level	Max Load	Move	Dodge		
[80] 14 Dexterity (DX)	[0] 12 Fright Check		Eyes	-9	0	0 None	72 lb	5	10	
[0] 10 Intelligence (IQ)	[0] 10 Perception (Per)	3-4	Skull	-7	2	1 Light	144 lb	4	9	
[30] 13 Health (HT)	[0] 10 Vision	5	Face	-5	0	2 Medium	216 lb	3	8	
Basic Damage		6-7	Right Leg	-2	0	3 Heavy	432 lb	2	7	
2d-1 Basic Thrust	[0] 10 Hearing	8	Right Arm	-2	0	4 X-Heavy	720 lb	1	6	
3d+2 Basic Swing	[0] 10 Taste & Smell	9-10	Torso	+0	0	Lifting & Moving Things				
	[0] 10 Touch	11	Groin	-3	0	72 lb	Basic Lift			
	[-15] 6 Basic Speed	12	Left Arm	-2	0	144 lb	One-Handed Lift			
	[-5] 5 Basic Move	13-14	Left Leg	-2	0	576 lb	Two-Handed Lift			
Point Pools		15	Hand	-4	0	864 lb	Shove & Knock Over			
[0] 13 of 13 FP [Rested]		16	Foot	-4	0	1,728 lb	Running Shove & Knock Over			
[0] 19 of 19 HP [Healthy]		17-18	Neck	-5	0	1,080 lb	Carry On Back			
			Vitals	-3	0	3,600 lb	Shift Slightly			

±	Condition
+3	on all HT rolls to avoid knockdown and stunning
+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+1	to initiative rolls for your side (+2 if you are the leader)
+3	to resist torture
+2	to ST vs. knockback

Melee Weapon		Usage	SL	Parry	Block	Damage	Reach	ST
Heavy Mace		Swing	20	14U	No	5d+1 cr	1	19
Natural Attacks		Bite	14	No	No	2d-2 cr	C	
Natural Attacks		Kick	12	No	No	2d-1 cr	C,1	
Natural Attacks		Punch	14	11	No	2d-2 cr	C	

Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Heavy Mace		Thrown	10	1	4d+1 cr	9/19	1	T	-4		12

Trait	Pts	📌	Skill / Technique	SL	RSL	Pts	📌
☑ 1 Advantages	45		Axe/Mace	20	DX+6	24	DFA81
Born War Leader 2	10	DFA47	Shield (Shield)	16	DX+2	4	DFA88
Combat Reflexes	15	DFA48	Connoisseur (Weapons)	12	IQ+2	2	DFA74
High Pain Threshold	10	DFA50	Knife	14	DX	1	DFA81
Slayer Swing at Skull (Axe/Mace)	5	DF11:13	Fast-Draw (Knife)	15	DX+1	1	DFA76
Striking ST 1	5	DFA53	Leadership	12	IQ+2	2	DFA80
☑ 2 Disadvantages	-30		Strategy	11	IQ+1	2	DFA90
Compulsive Carousing	-5	DFA59	Tactics	11	IQ+1	2	DFA91
CR: 12 (Resist quite often)			Boxing	14	DX	2	DFA93
Congenial	-1	PU6:17	Armory (Body Armor)	11	IQ+1	4	DFA73
Fat	-3	DFA64	Armory (Melee Weapons)	11	IQ+1	4	DFA73
Gluttony	-5	DFA60	Sumo Wrestling	14	DX	2	DFA92
CR: 12 (Resist quite often)			Carousing	13	HT	1	DFA73
Honesty	-10	DFA61	Climbing	13	DX-1	1	DFA74
CR: 12 (Resist quite often)			First Aid	10	IQ	1	DFA76
Loud Voice	-1	PU6:16	Hiking	12	HT-1	1	DFA78
Sense of Duty	-5	DFA65	Stealth	13	DX-1	1	DFA89
Adventuring Companions							
Natural Attacks	0	B271					

✓	#	Carried Equipment (14 lb; \$50)	Uses	TL	LC						
✓	1	Heavy Mace		2		50	14 lb	50	14 lb	LT58	