



CHARACTER SHEET

Name Arban

Player PC - Patrol leader

Point Total 150

Ht 6'

Wt 11 st

Size Modifier 0 Age 41

Unspent Points 0

Appearance Grizzled, balding, with a scar across his right cheek.

<b>ST</b>	12	[ 20 ]	<b>HP</b>	12	[ 0 ]
<b>DX</b>	12	[ 40 ]	<b>Will</b>	11	[ 0 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	11	[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	[ 0 ]

Languages	Spoken	Written
Common (Native Speaker)	(Native)	(Semi-Liter [ -2 ]
Goblin	(Broken)	[ 1 ]
Orc	(Broken)	[ 1 ]

DR	TL: 3	[ 0 ]
1*	<b>Cultural Familiarities</b>	

BASIC LIFT 29      DAMAGE Thr 1d-1      Sw 1d+2  
 BASIC SPEED 6 [ 0 ]      BASIC MOVE 6 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 6	Dodge 10
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 6

PARRY	<b>Reaction Modifiers</b>
10	<b>Appearance:</b> -1/-1 <i>Unappealing Includes:</i> -1 from 'Appearance' <i>Appealing Includes:</i> -1 from 'Appearance'
Brawling	<b>Status:</b> +1; <i>Includes:</i> +1 from 'Status'
BLOCK	<b>Other:</b> +1; <i>Includes:</i> +1 from 'Charisma'
8	Conditional: +1 from 'Reputation (Tough leader)', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Odious Personal Habit (Neglects his laundry)' when people notice your problem
DX	

**ADVANTAGES AND PERKS**

Charisma 1	[ 5 ]
Combat Reflexes	[ 15 ]
Danger Sense	[ 15 ]
High Pain Threshold	[ 10 ]
Reputation (Tough leader) 1 (All the time; Small class)	[ 1 ]
Status 1	[ 5 ]

**DISADVANTAGES AND QUIRKS**

Appearance (Unattractive)	[ -4 ]
Code of Honor (Soldier's)	[ -10 ]
Honesty (12 or less)	[ -10 ]
Intolerance (Orcs) (Intolerance of one group)	[ -5 ]
Odious Personal Habit (Neglects his laundry) -1	[ -5 ]
Pacifism (Cannot Harm Innocents)	[ -10 ]
Vow (Protect Kenton) (Minor)	[ -5 ]
Always checks if knots are secure	[ -1 ]
Angered by thoughts that he's not so young anymore	[ -1 ]
Carries a lock of his dead wife's hair on a chain around his neck	[ -1 ]
Has an itchy left eye	[ -1 ]
Thinks twice before speaking	[ -1 ]

**SKILLS**

Name	Level	Relative Level
Area Knowledge (Kenton region)	12	IQ+1 [ 2 ]
Bow	12	DX+0 [ 2 ]
Brawling	12	DX+0 [ 1 ]
Parry: 10		
Carousing	12	HT+0 [ 1 ]
Climbing	11	DX-1 [ 1 ]
Fast-Talk	11	IQ+0 [ 2 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
First Aid/TL3	12	IQ+1 [ 2 ]
Gambling	10	IQ-1 [ 1 ]
Hiking	11	HT-1 [ 1 ]
Interrogation	11	IQ+0 [ 2 ]
Jumping	12	DX+0 [ 1 ]
Knife	14	DX+2 [ 4 ]
Parry: 10		
Leadership	13	IQ+2 [ 4 ]
Includes: +1 from 'Charisma'		
Riding (Equines)	12	DX+0 [ 2 ]
Search	12	Per+1 [ 4 ]
Shortsword	14	DX+2 [ 8 ]
Parry: 11		
Stealth	12	DX+0 [ 2 ]
Streetwise	12	IQ+1 [ 4 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
Survival (Woodlands)	11	Per+0 [ 2 ]
Swimming	12	HT+0 [ 1 ]
Throwing	11	DX-1 [ 1 ]
Thrown Weapon (Knife)	12	DX+0 [ 1 ]
Tracking	12	Per+1 [ 4 ]



CHARACTER SHEET  
Arban

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-2 cr	C	12 (10)			
	Bite	1d-2 cr	C	12 (No)			
	Kick	1d-1 cr	C,1	10 (No)			
1	Hatchet (tool)	1d+2 cut	1	6 (7) 8	[1]	15	2
1	Large Knife					40	1
	swing	1d cut	C,1	14 (10) 6			
	thrust	1d-1 imp	C	14 (10) 6	[1]		
1	Shortsword					400	2
	swing	1d+2 cut	1	14 (11) 8			
	thrust	1d-1 imp	1	14 (11) 8			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Hatchet (tool)	1d+2 cut	1	18 / 30	1	T(1)	7	8	-2				15	2
1	Large Knife	1d-1 imp	0	9.6 / 18	1	T(1)	12	6	-2		4		40	1
1	Light Cloak	spcl.	1	2 / 2	1	T(1)	7	5	-4			[1]	20	2
1	Short Bow	1d-1 imp	1	120 / 180	1	1(2)	12	7†	-6		4	[3]	50	2

**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 Jacket	arms, torso	50	4
1	Leather Leggings	legs	40	2
1	Pouch		40	3
20	Coins		20	2
1	Bandages		10	1
1	Saddle Horse		1370	19
1	Saddle & Tack		150	15
1	Blanket		20	4
1	Saddlebags		177	15
1	Rope, 3/8" (per 10 yards)		5	1.5
1	Rations		2	.5
1	Personal Basics		5	1
1	Light Cloak		20	2
1	Lantern		20	2
1	Hatchet (tool)		15	2
1	Canteen		10	3
1	Shoulder quiver		30	1.5
10	Arrow		20	1

**CHARACTER NOTES**

Arban is a sergeant of the guard in Kenton, and is known as a tough patrol leader. He lost his wife a few years back, and has never really got over it. On this latest outing he's having to nuresmaid a couple of new recruits.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 100 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 51 ]
Disadvantages/Quirks	[ -54 ]
Skills/Techniques	[ 53 ]
Other	[ ]