



CHARACTER SHEET

Name Brandon  
 Ht Wt  
 Appearance

Player  
 Size Modifier 0 Age

Point Total 150  
 Unspent Points 0

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	<small>CURRENT</small>	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	10		[ 0 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	13	[ 30 ]	<b>FP</b>	13	<small>CURRENT</small>	[ 0 ]

Languages	Spoken	Written

DR 2	TL: 3 Cultural Familiarities [ 0 ]
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BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 7 [ 10 ]      BASIC MOVE 7 [ 0 ]

PARRY 16 Staff	<b>Reaction Modifiers</b>  Appearance: Status: +0 Other: +0
BLOCK 8 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 7	Dodge 11
<b>Light (1) = 2 x BL 40</b>	<b>BM x 0.8 5</b>	<b>Dodge - 1 10</b>
Medium (2) = 3 x BL 60	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 7

SKILLS		
Name	Level	Relative Level
Brawling	13	DX+0 [ 1 ]
Shortsword	13	DX+0 [ 2 ]
Staff	20	DX+7 [ 28 ]
Thrown Weapon (Knife)	15	DX+2 [ 4 ]

**ADVANTAGES AND PERKS**  
 Combat Reflexes [ 15 ]

**DISADVANTAGES AND QUIRKS**



CHARACTER SHEET  
Brandon

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-3 cr	C	13 (10)				
	Bite	1d-3 cr	C	13 (No)				
	Kick	1d-2 cr	C,1	11 (No)				
4	Dagger	1d-3 imp	C	10 (8)	5	[1]	80	1
1	Quarterstaff						30	4

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
4	Dagger	1d-3 imp	0	5 / 10	1	T(1)	15	5	-1		4		80	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	Heavy Leather Leggings	legs	60	4
1	Heavy Leather Sleeves	arms	50	2
1	Leather Armor	torso, groin	100	10
1	Leather Gloves	hands	30	0

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	100	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	15	]
Disadvantages/Quirks	[	0	]
Skills/Techniques	[	35	]
Other	[		]

**HAND WEAPONS (continued)**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Quarterstaff					30	4
	staff swing	1d+2 cr	1,2	20 (16) 7†			
	staff thrust	1d cr	1,2	20 (16) 7†			
	sword swing	1d+2 cr	1,2	8 (8) 9†			
	sword thrust	1d-1 cr	2	8 (8) 9†			
1	Shortsword					400	2
	swing	1d cut	1	13 (10) 8			
	thrust	1d-2 imp	1	13 (10) 8			