

Name: Corwin Bearclaw	Player:			Spent: 150
Race: Human	Ht: 6'1"	Wt: 180lbs	Age:	Unspent: 0
Appearance: Tanned, light brown hair. Mercenar	y in Ranger	Scout unit. Emp	loyer went b	roke, left corwin
broke as well, and far from home.				

CHARACTER SHEET										
ST	12	[20) HP	12	[0]	Basic Speed 6		[<mark>0</mark>]
DX	12	[40) Wil	I 11	[0]	Basic Move 6		[<mark>0</mark>]
IQ	11	[20)] Per	· 14	[15]	BL 29	lb	(ST×	ST)/5
ΗТ	12	[20) FP	12	[0]	^{Thr} 1d-1	Sw	1d+	2
TL	3					[0] S	M +()	
Visio	on	14	Tas	te/Smell		14	Broad Ju	ump	3	vd
Hear	ring	14	Frig	ht Check		13*				
Touc	ch	14	High	n Jump	2.17	7 ft				
* +2 fr	om 'Combat	Reflexes'								
HP			3, 0, -12	, -24, -36, -4	3, - <u>60</u>	FP			3, 0	, -12
			ENCU	MBRAN	CE T	ABLE				
Nam	ne	No	ne	Light	«N	led »			X-H	vy
Basi	С	29	lb	58 lb		7 lb	174	b	290	lb
Grou			yd	_ 4 yd			2 <u>y</u> o		<u>1 y</u>	
Wate	-	1	yd	<u>1 yd</u> 9	1	yd	1 yc 7	1	1 y	d
Dod	ge	1	0	9		8	7		6	
	ARRY	PAF		BLOC	K		ODGE		DR	
1	44*	A .	* *	40*			0/4 0*	1	0.*	

SKILLS (continued)							
Name		Level	Relative	Pts			
Fast-Draw (Sword)		13†	DX+1	[1]			
Usernotes: Draw a sword instan	tly, without needing a						
Ready maneuver							
First Aid/TL3		11‡	IQ+0	[1]			
dGambling		6	IQ-5	[0]			
Knife		12	DX+0	[1]			
Parry: 9							
Naturalist		15*	IQ+4	[16]			
Navigation/TL3		11*	IQ+0	[1]			
Shield		12	DX+0	[1]			
Block: 10							
Shortsword		14	DX+2	[8]			
Parry: 11							
Stealth		13	DX+1	[4]			
Survival (Desert)		12*	IQ+1	[2]			
Tracking		12*	IQ+1	[2]			
Traps/TL3		11	IQ+0	[2]			
* +1 from 'Outdoorsman'	† +1 from 'Combat Reflexes	s' ‡ C	ond. +1 from 'Fi	st Aid Kit'			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [115]
Advantages, Perks	33]
Disadvantages, Quirks [-45]
Skills, Techniques [47]
Total Points Spent:	150
Unspent Points:	0

HP	3, 0, -1	12, -24, -36, -4	_{3, -60} FP		3, 0, -12			
ENCUMBRANCE TABLE								
Name	None	Light	« Med »	Hvy	X-Hvy			
Basic	29 lb	58 lb	87 lb	174 lb	290 lb			
Ground	6 yd	4 yd	3 yd	2 yd	1 yd			
Water	1 yd	1 yd	1 yd	1 yd	1 yd			
Dodge	10	9	8	7	6			
PARRY	PARRY	BLOC	K DOI	DGE	DR			
11*	11*	10*	8/	10*	3*			
Shortsword	Brawling	Shield	м	ed	Torso			
* +1 from 'Combat Reflexes'								
REACTION MODIFIERS								

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +1 from 'Outdoorsman'
LANGUAGES
LANGUAGES

NOUROLU		
Spoken	Written	Pts
Broken	—	[1]
Native	Illiterate	[-3]
VANTAGES		
		Pts
		[15]
		[10]
		101
	Spoken Broken Native	SpokenWrittenBroken-NativeIlliterate

DISADVANTAGES	
Name	Pts
Honesty (12 or less)	[-10]
Impulsiveness (12 or less)	[-10]
Phobia (Herpetophobia: Reptiles; 6 or less)	[-20]

QUIRKS	
Name	Pts
Considers green his "lucky" color	[-1]
Likes gambling (default skill is 6)	[-1]
Likes to imitate people	[-1]
Oversleeps	[-1]
Soft touch for children, beggers, etc.	[-1]

SKILLS							
Name	Level	Relative	F	Pts			
Brawling	14	DX+2	[4]			
Parry: 11							
Broadsword	12	DX+0	[2]			
Parry: 10							
dCamouflage	10*	IQ-1	[0]			
Crossbow	13	DX+1	[2]			

Corwin Bearclaw

	MELEE AT	TACKS					
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	14	11	1d cr	С	_	4	[3]
Brawling: Punch	14	11	1d-1 cr	C	-	-	
Brawling: Bite	14		1d-1 cr	C			
Brawling: Kick	12		1d cr	C,1			
Brawling: Kick w/Boots	12		1d+1 cr	C,1	_		
Large Knife: Swing	12	9	1d cut	C,1	6	4	
Large Knife: Thrust	12	9	1d-1 imp	C	6	4	[1]
Medium Shield	-	_	1d-1 cr	1	_	4	[2,3,4]
Shortsword: Swing	14	11	1d+2 cut	1	8	4	
Shortsword: Thrust	14	11	1d-1 imp	1	8	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	_	1d-1 imp	-1	10 yd / 18 yd	1	T(1)	6	-2	-	4	

	EQUIPMENT							
Qty	Item	Cost	Weight					
1	Backpack, Small (TL1)	135	10 lb					
1	Blanket (TL1)	20	4 lb					
1	First Aid Kit (TLVar.)	50	2 lb					
1	Personal Basics (TL0)	5	1 lb					
1	Brass Knuckles (TL1)	10	4 oz					
9	Copper Farthing (TL0)	9	2.88 oz					
1	Large Knife (TL0; Cheap Quality)	16	1 lb					
1	Light Scale Suit (TL2)	610	49 lb					
	Location: full suit							
1	Medium Shield (TL1)	60	15 lb					
1	Shortsword (TL2; Cheap Quality)	160	2 lb					

	LOAD-OUTS		
Qty	« Full Kit »	Cost	Weight
1	Backpack, Small (TL1)	135	10 lb
1	Blanket (TL1)	20	4 lb
1	First Aid Kit (TLVar.)	50	2 lb
1	Personal Basics (TL0)	5	1 lb
1	Brass Knuckles (TL1)	10	4 oz
9	Copper Farthing (TL0)	9	2.88 oz
1	Large Knife (TL0)	16	1 lb
1	Light Scale Suit (TL2)	610	49 lb
	Location: full suit		
1	Medium Shield (TL1)	60	15 lb
1	Shortsword (TL2)	160	2 lb
	Totals:	1000	77.43 lb
Qty	Light	Cost	Weight
1	Large Knife (TL0)	16	1 lb
1	Light Scale Suit (TL2) Location: full suit	610	49 lb
1	Shortsword (TL2)	160	2 lb
	Totals:	786	52 lb



Name: Dai Blackthorn Race: Human Appearance: Street Kid, Thief

Player:	
Ht: 5'6"	Wt: 110lbs

Spent: 150 Unspent: 0

(CHARA	CTE	RSH	IEET							
ST	8	[-20]	HP	8	[0] s	Basic Speed 6		[-	10]
DX	14	[80]	Will	12	[Basic <mark>6</mark> Nove 6		[<mark>0</mark>]
IQ	12	[40]	Per	12	[0]	3L 13	3 lb	(0.7.4)	
нт	12]	201	FP	12	1	01	^{hr} 1d-3	Sw	(ST×: 1d-:	
		•				•	•				
TL	3						[0] S	M +()	
Visio	on		12	Taste	e/Smell		2 E	Broad J	ump	3)	/d
Hear			12		t Checl		2				
Touc	ch		12	High	Jump	2.17	ft				
ΗP				2, 0, -8,	-16, -24, -	-32, -40	FP			3, 0,	-12
_					MBRAN						_
Nam	ne	«	None		Light		ed	Hv	y	X-H	/y
Basi	-		13 lb		26 lb) lb	78		130	
Grou			_6 yd		<u>4 yd</u>		yd	<u>2 y</u>		_ <u>1</u> y	
Wate Dodg			<u>1 yd</u> 9		<u>1 yd</u> 8	<u> </u>	yd 7	1 y 6	a	<u>1 y</u> o 5	3
				v					1		
P /	ARRY	1	PARR	T	BLO	un		DGE		DR	
	10		10		8			9		1*	
	Knife		DX		DX			one		Torso	
Appe	earance:	+0	I	REAC		IODIFI	ERS				
	us: +0										
	er: +0*										
	ond. +2 fror Overconfide					or naive ir	idividual	s, Cond	2 from		
				L	ANGU	AGES					
Nam	ne rai (Nativ	(e)				Spok Nati		Writt	-	P	ts -31
Lant		(0)		Δ	DVANT			miter		L	
Nam	-									P	ts
	e Hearin ger Sens									[10] 15]
	ble-Joint									[15]
				DIS		NTAGE	S			-	
Nam	ne						-			P	ts
	rconfider Ith (Poor		12 or I	ess)						[-5] 15]
)			QUIR	Ke					
Nam										P	ts
	id of Dro			likes V	Vater)					[-1]
	boyant s s high p									<u> </u>	-1] -1]
	Drugs or	Alcol	hol								-11
	sitive abo									ĺ	-1]
					SKIL	LS					
Nam			(I.e				Leve		ative	P	ts
Area Clim	Knowle	dge ((local)				13 18'		<u>)+1</u> X+4		2] 1]
	-Talk						12		<u>λ+4</u> 2+0	ſ	2]
Knife	Э						16		X+2	Ì	4]
	10						13) +1	1	4]
Parry:		EL 3							N 1 1		
Lock	picking/ pocket	TL3					14		X+0	ī	
Lock Pick Shor	picking/ pocket tsword	TL3						D	X+0 X+1	[5] 4]
Lock Pick	picking/ pocket tsword 10	TL3					14	D) D)]	5] 4]
Lock Pick Shor Parry: Stea	picking/ pocket tsword 10	<u>FL3</u>					14 15		X+1		5]

Age:

SKILLS (continued)									
Name	Level	Relative	Pts						
Thrown Weapon (Knife)	14	DX+0	[1]						
Traps/TL3	11	IQ-1	[1]						
* +5 from 'Double-Jointed'									

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [110]
Advantages, Perks	37]
Disadvantages, Quirks [-25]
Skills, Techniques [28]
Total Points Spent:	150
Unspent Points:	0

Dai Blackthorn

MELEE ATTACKS									
Name	Skill	Parry	Damage	Reach	ST	LC	Notes		
Bite	14	_	1d-4 cr	С	-	-			
Dagger	16	10	1d-4 imp	C	5	4	[1]		
Kick	12	_	1d-3 cr	C,1	-	-			
Punch	14	10	1d-4 cr	С	_	-			
Small Knife: Swing	16	10	1d-5 cut	C,1	5	4			
Small Knife: Thrust	16	10	1d-4 imp	C	5	4	[1]		

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	14	1d-4 imp	-	4 yd / 8 yd	1	T(1)	5	-1	_	4	
Small Knife	14	1d-4 imp	-	4 yd / 8 yd	1	T(1)	5	-1	-	4	

EQUIPMENT							
Qty	Item	Cost	Weight				
1	Dagger (TL1)	20	4 oz				
1	Leather Jacket (TL1) Location: arms, torso	50	4 lb				
1	Lockpicks (TL3)	50					
1	Ordinary Clothes (TL0)	10	2 lb				
1	Shoes (TL1) Location: feet	40	2 lb				
1	Small Knife (TL0)	30	8 oz				



Name: Katrina	Player:		
Race: Human	Ht: 5'9"	Wt: 100lbs	Age:
Appearance: Attractive. Mercenary Archer with	checkered past		

CHARACTER SHEET

ST	12	[20]	HP	12	[<mark>0</mark>]	Basic Speed	6	[0]
DX	13	[<mark>60</mark>]	Will	12	[0]	Basic Move	6	[0]
IQ	12	[40]	Per	12	[0]	BL	29 lk	(ST×	ST)/5
нт	11	[10]	FP	11	[0]	Thr 10	d-1	^{sw} 1d+	·2
TL	3						[0]	SM	+0	
Visio	n		12	Taste	e/Smell		12	Broa	d Jum	p 3	yd
Hear	ing		12	Frigh	t Check		12				
Touc	h		12	High	Jump	2.1	7 ft				
HP_					-24, -36, -4		FP			3, 0) <u>, -11</u>
_			E	NCU	MBRAN	CET	ABLE	•			
Nam			E None	ENCU	MBRAN(Light »	CE T. M	ABLE /led	Ē	Hvy	Х-Н	vy
Nam Basi	C		E None 29 lb	ENCU «	MBRAN Light » 58 lb	CE TA N 8	ABLE /led 7 lb	1	74 lb	<mark>Х-Н</mark> 290	vy lb
Nam Basi Grou			E None 29 lb 6 yd	ENCU	MBRAN Light » 58 lb 4 yd	CE TA N 8	ABLE /led 7 lb 3 yd	E 1	74 lb 2 yd	X-H 290 1 y	vy Ib rd
Nam Basi			E None 29 lb 6 yd 1 yd	ENCU	MBRAN (Light » 58 lb 4 yd 1 yd	CE TA N 8	ABLE /led 7 lb 3 yd 1 yd	E 1	74 lb 2 <u>yd</u> 1 yd	X-H 290 1 y 1 y	vy lb rd
Nam Basi Grou	c ind er	· ·	E None 29 lb 6 yd	ENCU	MBRAN Light » 58 lb 4 yd	CE TA N 8	ABLE /led 7 lb 3 yd	E 1	74 lb 2 yd	X-H 290 1 y	vy lb rd
Nam Basi Grou Wate Dodg	c ind er	 P	E None 29 lb 6 yd 1 yd	ENCU e «	MBRAN (Light » 58 lb 4 yd 1 yd	CE T/ 8 	ABLE Aed 7 Ib 3 yd 9 yd 7	E 1	74 lb 2 <u>yd</u> 1 yd 6	X-H 290 1 y 1 y	vy lb rd
Nam Basi Grou Wate Dodg	c ind or ge	P	E None 29 lb 6 yd 1 yd 9	ENCU e «	MBRANG Light » 58 lb 4 yd 1 yd 8	CE T/ 8 	ABLE Aed 7 Ib 3 yd 9 yd 7	= 	74 lb 2 <u>yd</u> 1 yd 6	X-H 290 1 y 1 y 5	vy lb rd
Nam Basic Grou Wate Dodg	c ind er ge ARRY		E 29 lb 6 yd 1 yd 9 20 RR	Y	MBRANG Light » 58 lb 4 yd 1 yd 8 BLOC	CE T/ 8 	ABLE Aed 7 Ib 3 yd 9 yd 7	E 1 	74 lb 2 <u>yd</u> 1 yd 6	X-H 290 1 y 1 y 5 DR	vy lb rd

REACTION MODIFIERS					
Appearance: +1*					
* +1 from 'Appearance'					
Status: +0					
Other: +0 ⁺					
† Cond1 from 'Stubbornness'					

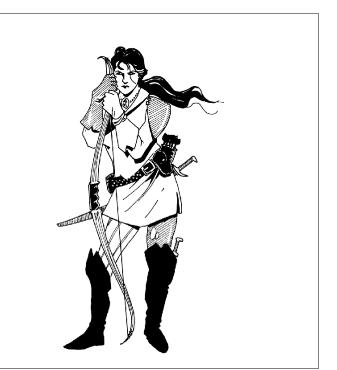
LANGUAGES									
Name	Spoken	Written	Pts						
Lantrai (Native)	Native	Native	[0]						
ADVANTAGES									

ADVANTAGES	
Name	Pts
Appearance (Attractive)	[4]
Luck	[15]

DISADVANTAGES					
Name	Pts				
Alcoholism	[-15]				
Bad Temper (9 or less)	[-15]				
Stubbornness	[-5]				
QUIBKS					

QUIKKS	
Name	Pts
Dislikes Heights	[-1]
Feminist (liks demonstrating she's "as good as any man")	[-1]
Picks fights for fun	[-1]
Sleeps outdoors when possible	[-1]
Talks to animals and inanimate objects	[-1]

Level	Relative	Pts
13	IQ+1	[4]
15	DX+2	[8]
14	DX+1	[2]
13	DX+0	[1]
12	IQ+0	[2]
13	DX+0	[1]
12	IQ+0	[2]
	13 15 14 13 12 13	13 IQ+1 15 DX+2 14 DX+1 13 DX+0 12 IQ+0 13 DX+0



SKILLS (continued)								
Name	Level	Relative	Pts					
Rapier	15	DX+2	[8]					
Parry: 10								
Savoir-Faire	14	IQ+2	[4]					
Scrounging	12	IQ+0	[1]					
Stealth	13	DX+0	[2]					
Tactics	12	IQ+0	[4]					
Thrown Weapon (Knife)	13	DX+0	[1]					
Tracking	11	IQ-1	[1]					

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [130]
Advantages, Perks	19]
Disadvantages, Quirks [-40]
Skills, Techniques [41]
Total Points Spent:	150
Unspent Points:	0

Katrina

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	14	10	1d-1 cr	С	-	4	[3]
Brawling: Punch	14	10	1d-2 cr	С	-	-	
Brawling: Bite	14		1d-2 cr	C	_		
Brawling: Kick	12		1d-1 cr	C,1	_		
Brawling: Kick w/Boots	12		1d cr	C,1	_		
Brawling: Punch w/Gauntlets	14	10	1d-1 cr	C	_		
Rapier	15	10F	1d imp	1,2	9	4	
	RANGED A	TTACKS					

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Longbow (ST 12)	15	1d+1 imp	3	180 yd / 240 yd	1	1(2)	11†	-8	_	4	[3]

	EQUIPMENT		
Qty	Item	Cost	Weight
1	Brass Knuckles (TL1)	10	4 oz
75	Copper Farthing (TL0)	75	1.5 lb
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Jewelry (TL3)	120	_
1	Leather Armor Suit (TL1)	340	19.5 lb
1	Longbow (ST 12; TL0)	200	3 lb
1	Rapier (TL4; Cheap Quality)	200	2.75 lb



Wt: 130lbs Age:

Spent: 150 Unspent: 0

	100	-	Sound Lossed	-								
C	HARA	СТЕ	R S⊦	IEET								
ST	11	[10]	HP	11	[0]	Basic Speed	6	[-5	
DX	14	[80]	Will	13	[0]	Basic Move	6]	0	
IQ	13	[60]	Per	14	[5]	BL	24 lb	(0)	THOTY	
нт	11	[10]	FP	11	[0]	Thr 10	<u>1-1</u>	Sw/	T×ST)/: +1	
T 1	2							0.1	<u>em</u>	. 0		
TL	3						[0]	_			
Visio Heari			<u>14</u> 14		e/Smell nt Check		14 13	Broa	d Jump		3 yd	
Touc			14		Jump	2.17						
					•		FP					
HP_					<u>-22, -33, -4</u>					3	, 0, -1 1	
Name	6	u	None		Light		ADLC /led	-	Hvy	x.	Hvy	
Basic		w	24 lb		48 lb		2 lb		44 lb		0 lb	
Grou	nd		6 yd		4 yd		yd J		2 yd	1	yd	
Wate			1 yd		1 yd		yd		1 yd	1	yd	
Dodg	le		9		8		7		6		5	
PA	RRY	Р	ARR	Y	BLOC	ĸ	D	ODGE		DF	2	
	10		10		8			9		0		
ĸ	(nife		DX		DX			None		Tors	0	
A				REAC	TION M	ODIF	IERS					
Appe Statu	arance:	+0										
Other												
		'Merc	hant' w	hen buy	ing or selling	9						
				L	ANGUA	GES						
Name	е				LANGUAGES							
							ken					
Lantr	ai (Nativ	e)							terate	[-3	
Lantr	ai (Nativ	e)		A	DVANTA	Nat	ive			[
Name	e			A	DVANTA	Nat	ive]	-3 Pts	
Name				A	DVANT	Nat	ive]	-3	
Name	e					Nat AGES	ive S]	-3 Pts	
Name Night	e Vision 9 e)				Nat AGES	ive S]	-3 Pts 9 Pts	
Name Night Name	e : Vision 9 e d (12 or) less)		DIS	ADVAN	Nat AGES TAGI	ive S ES]	-3 Pts 9 Pts -15	
Name Night Name Gree Phob	e Vision 9 e d (12 or ia (Entor) less) nopł	nobia	DIS		Nat AGES TAGI	ive S ES]	-3 Pts 9 Pts -15 -10	
Name Night Name Gree Phob	e : Vision 9 e d (12 or) less) nopł	nobia	DIS	ADVAN	Nat AGES TAGI	ive S ES]	-3 Pts 9 Pts -15 -10	
Name Night Name Gree Phob Weal	e Vision 9 e d (12 or ia (Entor th (Strug e	less) noph Igling	nobia: J)	DIS	ADVAN	Nat AGES TAGI	ive S ES]	-3 Pts 9 Pts -15 -10 -10 Pts	
Name Night Name Phob Weat	e t Vision 9 d (12 or ia (Entor th (Strug e ns to be j	less) noph gling	nobia: J)	DIS	ADVAN	Nat AGES TAGI	ive S ES]	-3 Pts 9 -15 -10 -10 Pts -1	
Name Night Name Gree Phob Weal Name Claim Dislik	e Vision 9 d (12 or ia (Entor th (Strug e ns to be res Autho	ess) moph gling	nobia: J) elf	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ive S ES				-3 Pts 9 -15 -10 -10 -10 -10 -10 -11 -1	
Name Night Name Gree Phob Weal Name Claim Dislik	e Vision 9 d (12 or ia (Entor th (Strug e ns to be p ces Author ces city b	ess) moph gling	nobia: J) elf	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ive S ES				-3 Pts 9 -15 -10 -10 -10 -10 -10 -11 -1 -1	
Name Night Name Gree Phob Weal Name Claim Dislik Dislik Likes	e Vision 9 d (12 or ia (Entor th (Strug e ns to be p ces Author ces city b	part o part o prity ut fir	nobia: j) elf nds it	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ive S ES				-3 Pts 9 -15 -10 -10 -10 -11 -1 -1 -1 -1 -1	
Name Night Name Gree Phob Weal Name Claim Dislik Dislik Likes	e d (12 or ia (Entor th (Strug e s to be ces Author tes city b cats	part o part o prity ut fir	nobia: j) elf nds it	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ive S ES				-3 Pts 9 -15 -10 -10 -10 -11 -1 -1 -1 -1 -1	
Name Night Name Gree Phob Weal Name Claim Dislik Dislik Likes	e Vision S d (12 or ia (Entor th (Strug e s to be cats s gems a	part o part o prity ut fir	nobia: j) elf nds it	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ive S ES			[[[[[[[[[[[[-3 Pts 9 -15 -10 -10 -10 -11 -1 -1 -1 -1 -1	
Namo Night Namo Gree Phob Weal Namo Claim Dislik Dislik Likes Loves Namo Acrob	e Vision S d (12 or ia (Entor th (Strug e ns to be cats s gems a s gems a e patics	part o part o prity ut fir	nobia: j) elf nds it	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	ES () (Lev 1)	rel F	Relativ DX-1	[[[[[[[[[[[[[[[[[[[-3 Pts 9 -15 -10 -10 -10 -11 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1	
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Name Night Name Gree Phob Weal Name Claim Dislik Likes Love Love Name Acrob Fast- Knife Pary: Lockş Mercl Pickp Short	e Vision S d (12 or ia (Entor th (Strug e ns to be cats s gems a cats s s gems a cats s s s s s s s s s s s s s s s s s s s) moph ggling part (prity ut fir	nobia: j) elf nds it	DIS : Insec	Cts; 12 or QUIRM	Nat AGES TAGI	Lev 10 10 10 10 10 10 10 10 10 10	Illin rel F 3 - 3 - 3 - 3 - 3 - 3 -	Relativ DX-1 IQ+0 DX+2 IQ+0 IQ+0]	-3 Pts 9 Pts -15 -10 -10 -10 -11 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1	
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POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [160]
Advantages, Perks	6]
Disadvantages, Quirks	-40]
Skills, Techniques [24]
Total Points Spent:	150
Unspent Points:	0

Robyn of the Meadows

Human

MELEE ATTACKS								
Skill	Parry	Damage	Reach	ST	LC	Notes		
14	_	1d-2 cr	С	-	-			
16	10	1d-2 imp	C	5	4	[1]		
12	_	1d-1 cr	C,1	-	-			
16	10	1d-1 cut	C,1	6	4			
16	10	1d-1 imp	C	6	4	[1]		
14	10	1d-2 cr	С	-	-			
	Skill 14 16 12 16 16 16 16	Skill Parry 14 - 16 10 12 - 16 10 16 10 16 10 16 10	Skill Parry Damage 14 - 1d-2 cr 16 10 1d-2 imp 12 - 1d-1 cr 16 10 1d-1 cut 16 10 1d-1 imp	Skill Parry Damage Reach 14 - 1d-2 cr C 16 10 1d-2 imp C 12 - 1d-1 cr C,1 16 10 1d-1 cut C,1 16 10 1d-1 cut C,1 16 10 1d-1 imp C	Skill Parry Damage Reach ST 14 - 1d-2 cr C - 16 10 1d-2 imp C 5 12 - 1d-1 cr C,1 - 16 10 1d-1 cut - C,1 - 16 10 1d-1 cut - C,1 6 16 10 1d-1 imp - C 6	Skill Parry Damage Reach ST LC 14 - 1d-2 cr C - - 16 10 1d-2 imp C 5 4 12 - 1d-1 cr C,1 - - 16 10 1d-1 cut - C,4 - 16 10 1d-1 imp - C,4 -		

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	14	1d-2 imp	-	6 yd / 11 yd	1	T(1)	5	-1	_	4	
Large Knife	14	1d-1 imp	-	9 yd / 17 yd	1	T(1)	6	-2	-	4	

EQUIPMENT						
Qty	Item	Cost	Weight			
60	Copper Farthing (TL0)	60	1.2 lb			
2	Dagger (TL1)	40	8 oz			
1	Jeweled Rings (TL3)	200	-			
1	Large Knife (TL0)	40	1 lb			
3	Ordinary Clothes (TL0)	120	6 lb			
1	Shoes (TL1)	40	2 lb			
	Location: feet					



[20] HP 12

ST 12

<mark>0</mark>]

[

DX	12	[40]	Will	11	[0]	Basic 6 Move 6		[<mark>0</mark>]
IQ	11	[20]	Per	11	[0]	BL 29			ST)/5
ΗT	12	[20]	FP	12	[0]	Thr 1d-1	S	^w 1d+	-2
TL	3						[0] SI	M +	-0	
Visio	n		11	Taste	e/Smell		11	Broad Ju	amp	3	yd
Hear	ing		11	Frigh	t Check		13*				
Touc	:h		11	High	Jump	2.1	7 ft				
* +2 fro	om 'Combat	Reflex	es'								
HP3, 0, -12, -24, -36, -48, -60 FP3, 0, -12											
			E	NCU	MBRAN	CE T	ABLI	E			
Nam	-		None	-	Light		led	« Hvy		X-H	
Basic	-		29 lb		58 lb		7 lb	174		290	
Grou			<u>6 yd</u>		4 yd		yd_	<u>2 y</u> c		<u>1</u> y	<u>d</u>
Wate			1 yd		1 yd	1	yd	1 yc	1	1 yd	
Dodg	je		10		9		8	7		6	
PA	RRY	P	ARR	Y	BLOC	K	D	ODGE		DR	
	10*		10*		11*			7/10*		6*	
Bra	awling		DX		Shield (Sh	ield)		Hvy		Torso	
* +1 from 'Combat Reflexes'											
				REAC			IFRS				
* Ur † Aj	earance: happealing: ppealing: +4	+2 fror	+4† n 'Appe	arance'				,			
			, ippeur	anoo							
	IS: +2 ‡ 2 from 'Statu		rippour	anoo							

0] Basic 6 Speed 6

[



Age:

SKILLS (continued)						
Name	Level	Relative	Pts			
Axe/Mace	12	DX+0	[2]			
Parry: 10						
Bow	12	DX+0	[2]			
Brawling	12	DX+0	[1]			
Parry: 10						
Broadsword	14	DX+2	[8]			
Parry: 11						
Carousing	12	HT+0	[1]			
Climbing	11	DX-1	[1]			
First Aid/TL3	11	IQ+0	[1]			
Heraldry	10	IQ-1	[1]			
Intimidation	11	IQ+0	[2]			
Lance	13	DX+1	[4]			
Leadership	11	IQ+0	[2]			
Riding (Horse)	13*	DX+1	[4]			
Savoir-Faire	11	IQ+0	[1]			
Shield (Shield)	14	DX+2	[4]			
Block: 11						
Survival (Desert)	11	IQ+0	[2]			
Swimming	12	HT+0	[1]			
Tactics	11	IQ+0	[4]			
Thrown Weapon (Axe/Mace)	12	DX+0	[1]			
Two-Handed Sword	12	DX+0	[2]			
Parry: 10						
* Cond. +1 from 'Spurs' when controlling animal, Cond. +1 fro	om 'Stirrup	s' when controll	ing animal,			
Cond. +1 from 'War Saddle' when rolling to stay seated						

1		
1	POINTS SUMMARY	Pts
T	Basic Attributes, Secondary Characteristics [100]
	Advantages, Perks	62]
	Disadvantages, Quirks [-60]
]	Skills, Techniques [48]
1	Total Points Spent:	150
=	Unspent Points:	0

/hen a
Pts
[0]

ADVANTAGES					
Name	Pts				
Appearance (Handsome)	[12]				
Combat Reflexes	[15]				
Status 2*	[5]				
Wealth (Very Wealthy)	[30]				
* +1 from 'Wealth'					

DISADVANTAGES					
Pts					
[-15]					
[-5]					
[-20]					
[-15]					

QUIRKS	
Name	Pts
Alcohol Intolerance	[-1]
Chauvinistic	[-1]
Habit (Pipe Smoking)	[-1]
Humble	[-1]
Incompetence (Fast-Talk)	[-1]

SKILLS			
Name	Level	Relative	Pts
Animal Handling	11	IQ+0	[2]
Armoury/TL3 (Melee Weapons)	11	IQ+0	[2]
· · · · · · · · · · · · · · · · · · ·			

	MELEE AT	TACKS					
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-2 cr	С	_	-	
Brawling: Bite	12	_	1d-2 cr	C			
Brawling: Kick	10		1d-1 cr	C,1			
Brawling: Kick w/Boots	10		1d cr	C,1			
Brawling: Punch w/Gauntlets	12	10	1d-1 cr	C			
Hatchet	12	10	1d+2 cut	1	8	4	[1]
Lance	13	-	1d+3 imp	4	12	4	[9]
Large Shield	14	-	1d-1 cr	1	_	4	[2,4]
Mace	12	10U	2d+1 cr	1	12	4	[1]
Thrusting Broadsword: Swing	14	11	2d cut	1	10	4	
Thrusting Broadsword: Thrust	14	11	1d+2 imp	1	10	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Hatchet	12	1d+2 cut	1	18 yd / 30 yd	1	T(1)	8	-2	-	4	
Longbow	12	1d+1 imp	3	180 yd / 240 yd	1	1(2)	11†	-8	-	4	[3]
Mace	12	2d+1 cut	1	6 yd / 12 yd	1	T(1)	12	-4	-	4	

	EQUIPMENT		
Qty	Item	Cost	Weight
1	Backpack, Frame (TL1)	6100	66.07 lb
1	Hatchet (TL0)	40	2 lb
2	Ordinary Clothes (Status +2; TL0)	1200	4 lb
2	Personal Basics (TL0)	10	2 lb
1	Purse (TL0)	4400	2.82 lb
50	Copper Farthing (TL0)	50	1 lb
15	Gold Mark (TL0)	3000	7.68 oz
335	Silver Penny (TL0)	1340	1.34 lb
1	Purse (TL0)	160	3 lb
150	Copper Farthing (TL0)	150	3 lb
3	Rope, 3/4" (per 10 yards; TL1)	75	15 lb
1	Sleeping Bag (TL6)	25	7 lb
1	Tent, 2-Man (TL0)	80	12 lb
1	Wineskin (TL0)	10	8.25 lb
1	Water (per gallon; TL0)	0	8 lb
1	Cloth Armor Suit (TL1)	150	12 lb
	Location: full suit		
1	Heavy Warhorse (War-Trained)	6455	111 lb
1	Bit & Bridle (TL1)	35	3 lb
1	Horse Mail Face Mask (TL2)	60	7 lb
1	Location: face Horse Mail Full Barding (TL3)	670	59 lb
'	Location: torso, groin	070	3910
1	Horse Mail Head/Neck (TL2)	100	15 lb
	Location: neck, skull		
1	Horse Mail Partial Barding (TL2)	440	20 lb
	Location: torso	50	4.11-
1	Horseshoes (TL3)	50	4 lb
1	Saddlebags (TL1)	100	3 lb
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Lance (TL2)	60	6 lb
1	Large Shield (TL1)	90	25 lb
1	Longbow (TL0)	200	3 lb
1	Mace (TL2)	<u>50</u> 4040	5 lb 89.5 lb
	Plate Suit (TL3) Location: full suit	4040	89.5 ID
1	Spurs (TL2)	25	_
1	Stirrups (TL3)	125	20 lb
1	Thrusting Broadsword (TL2; Fine	2400	3 lb
'	Quality)	2400	
1	War Saddle (TL3)	250	35 lb
· ·		200	00 10

LOAD-OUTS								
Qty	« Combat Kit »	Cost	Weight					
1	Large Shield (TL1)	90	25 lb					
1	Mace (TL2)	50	5 lb					
1	Plate Suit (TL3)	4040	89.5 lb					
	Location: full suit							
1	Thrusting Broadsword (TL2)	2400	3 lb					
	Totals:	6580	122.5 lb					
Qty	Light Combat Kit	Cost	Weight					
1	Cloth Armor Suit (TL1)	150	12 lb					
	Location: full suit							
1	Hip Quiver (TL0)	55	3 lb					

6 yd	/ 12 yd 1 I (1)	12 -4	- 4	4
	LOAD-OUTS (cont	inued)		
Qty	Light Combat Kit	-	Cost	Weight
1	Hip Quiver (TL0)		55	3 lb
20	Arrow (TL0)		40	2 lb
1	Large Shield (TL1)		90	25 lb
1	Longbow (TL0)		200	3 lb
1	Mace (TL2)		50	5 lb
1	Thrusting Broadsword (TL2)		2400	3 lb
	т	otals:	2945	51 lb
Qty	Light Travel		Cost	Weight
1	Backpack, Frame (TL1)		6100	66.07 lb
1	Hatchet (TL0)		40	2 lb
2	Ordinary Clothes (Status +2; TL0))	1200	4 lb
2	Personal Basics (TL0)		10	2 lb
1	Purse (TL0)		4400	2.82 lb
50	Copper Farthing (TL0)		50	1 lb
15	Gold Mark (TL0)		3000	7.68 oz
335	Silver Penny (TL0)		1340	1.34 lb
1	Purse (TL0)		160	3 lb
150	Copper Farthing (TL0)		150	3 lb
3	Rope, 3/4" (per 10 yards; TL1)		75	15 lb
1	Sleeping Bag (TL6)		25	7 lb
1	Tent, 2-Man (TL0)		80	12 lb
1	Wineskin (TL0)		10	8.25 lb
1	Water (per gallon; TL0)		0	8 lb
1	Cloth Armor Suit (TL1)		150	12 lb
4	Location: full suit			2.15
1	Hip Quiver (TL0)		55 40	3 lb
<u>20</u> 1	Arrow (TL0)		<u>40</u> 90	2 lb 25 lb
1	Large Shield (TL1)			
1	Longbow (TL0)		200	3 lb
1	Mace (TL2)		50 2400	5 lb 3 lb
1	Thrusting Broadsword (TL2)	atala		
		otals:	9045	117.07 lb

NOTES

Rodric is wealthy enough he doesn't need to work the caravan, but may be attached to it anyway as part of his Duty; or perhaps he needs to travel the same route to deliver a message for his leige. A knight of his wealth would normally have a squire, an excellent hook to bring another player along. Dai may be caught stealing by Rodric and given an opportunity to make good by serving as his squire; Corwin is looking for work and may wind up serving as a squire to learn new skills. Both Katrina and Robyn may catch his eye as talented ladies who, with a little training, could make a good Knights.