



**CHARACTER SHEET**

Name: Grillbo Greenham  
 Race: Halflings  
 Appearance:

Player: NPC-RS  
 Ht: 145 cm Wt: 85 kg Age: 30 Spent: 100  
 Unspent: 0

ST 12* [ 50]	HP 13† [ 0]	Basic Speed 6 [ 5]
DX 11† [ 0]	Will 12 [ 5]	Basic Move 5§ [ 0]
IQ 11‡ [ 20]	Per 12 [ 5]	BL 29 lb (ST×ST)/5
HT 12† [ 10]	FP 12 [ 0]	Thr 1d-1 Sw 1d+2
TL 3 [ 0]	SM -1§	

\* Includes: -3 from 'Racial ST Penalty'  
 † Includes: +1 from 'Halflings (Banestorm)'  
 ‡ Conditional: -1 from 'Chummy' when alone  
 § Includes: -1 from 'Halflings (Banestorm)'

Vision 12	Fright Check 12	High Jump 1.67 ft
Hearing 12	Consciousness 12	Money 100
Touch 12	Death Check 12	
Taste/Smell 12	Broad Jump 2.33 yd	

HP 4, 0, -13, -26, -39, -52, -65 FP 3, 0, -12

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

\* Takes 2 seconds to complete ‡ Double with a running start  
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
8	8		9	0
Polearm	DX		None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +1*	

\* Includes: +1 from 'Social Regard (Good Neighbor)'; Conditional: +2 from 'Halfling Ranged Weapon Talent', +1 from 'Animal Friend', +2 from 'Green Thumb', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Odious Personal Habit (raised in a barn)' when people notice your problem

TEMPLATES AND META-TRAITS	
Name	Pts
Halflings (Banestorm)	[ 0]
Racial ST Penalty -3 (Size)	[ -30]
Dislike large bodies of water	[ -1]
Halfling Ranged Weapon Talent 2	[ 10]
Silence 1	[ 5]
Social Regard (Good Neighbor) 1	[ 5]
Chummy	[ -5]
Code of Honor (Halfling)	[ -5]
Gluttony (12 or less)	[ -5]
Staid	[ -1]
Peasant Hero (Banestorm)	[ 0]

ADVANTAGES	
Name	Pts
Animal Empathy	[ 5]
Roll: 11 (IQ+0)	
Animal Friend 1	[ 5]
Green Thumb 2	[ 10]

DISADVANTAGES	
Name	Pts
Addiction (Hemp Weed) (Cheap) (Hallucinogenic; Highly addictive; Legal)	[ -15]

DISADVANTAGES (continued)	
Name	Pts
Honesty (12 or less)	[ -10]
Odious Personal Habit (raised in a barn) -1	[ -5]
Truthfulness (12 or less)	[ -5]
Wealth (Struggling)	[ -10]

QUIRKS	
Name	Pts
Crazy about Horses	[ -1]
Incompetence (Crossbow)	[ -1]
Irritated by: Elves	[ -1]
Likes garlic and puts it in everything	[ -1]
Smiles like a goon all of the time	[ -1]

SKILLS			
Name	Level	Relative	Pts
Animal Handling (Equines)	13*	IQ+2	[ 4]
Farming/TL3	14†	IQ+3	[ 4]
First Aid/TL3 (Halflings)	11	IQ+0	[ 1]
Fishing	12	Per+0	[ 1]
Gardening	13†	IQ+2	[ 1]
Herb Lore/TL3	11†	IQ+0	[ 2]
Hiking	13	HT+1	[ 4]
Naturalist (Yrth)	12†	IQ+1	[ 2]
Pharmacy/TL3 (Herbal)	12	IQ+1	[ 8]
Polearm	11	DX+0	[ 2]
Parry: 8			
Scrounging	13	Per+1	[ 2]
Survival (Plains)	12	Per+0	[ 2]
Teamster (Equines)	12*	IQ+1	[ 2]

\* Includes: +1 from 'Animal Friend' † Includes: +2 from 'Green Thumb'

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[ 95]
Advantages, Perks	[ 20]
Disadvantages, Quirks	[ -50]
Skills, Techniques	[ 35]
<b>Total Points Spent:</b>	<b>100</b>
<b>Unspent Points:</b>	<b>0</b>

NOTES	
A farmer who lives with others of his kind in Cardiel along the River Blueshoal.	

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
10/9/2011: 0 pts		

Name	MELEE ATTACKS			Reach	ST	LC	Notes
	Skill	Parry	Damage				
Bite	11	—	1d-2 cr	C	—	—	
Kick	9	—	1d-1 cr	C,1	—	—	
Punch	11	8	1d-2 cr	C	—	—	