

Labhrás Coileán

5'9" 160 lbs 30 year old human male

Attributes [160]

ST 12 [20] DX 14 [80] IQ 12 [40] HT 11 [10]

Damage 1d-1/1d+2

Basic Speed 6.25

Basic Lift 29

Hearing 14

Touch 14

Basic Move 6

Fright Check 12

Perception 14 [10]

Ground Move 6

Tech Level 3

Water Move 1.2

Will 12

Taste/Smell 14

Vision 14



Advantages [19]

English (Native) (Native Language) [0]

Cultural Familiarity Cardien (Native) [0]

Arabic (Accented) [4]

Danger Sense [15]

Perks [2]

Honest Face [1]

Weapon Bond (Broadsword) [1]

Disadvantages [-70]

Berserk 6- (battle rage +50%) 15- [-7]

Code of Honor (Bounty Hunter's) [-5]

Enemy (Vaxhall ibn Robert) 9- [-10]

Impulsiveness (12 -) [-10]

Bad Temper (12 -) [-10]

Dependent (sister) 12- [-8]

Greed (12 -) [-15]

Stubbornness [-5]

Quirks [-5]

Medieval "Sam Spade" schtick [-1]

Unused Quirk 3 [-1]

Unused Quirk 5 [-1]

Unused Quirk 2 [-1]

Unused Quirk 4 [-1]

HP 12

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FP 11

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Skills [44]

Area Knowledge (Cardiel Coast) 13 [2], Bow 15 [4], Brawling DX+2 16 [4], **Broadsword** 15 [4], Disguise (Human) 11 [1], Fast-Draw (Arrow) 15 [2], Fast-Draw (Sword) 15 [2], Fast-Talk 13 [4], Interrogation 11 [1], Riding (Equines) 13 [1], Shadowing - 13 [4], Stealth 14 [2], Streetwise 12 [2], Tracking 15 [4], Traps/TL3 11 [1], Wrestling 14 [2]

Techniques

Arm Lock (Wrestling) 14 [0], Choke Hold (Wrestling) 11 [0], **Disarming (Broadsword) 15 [0]**, Feint (Brawling) 16 [0], **Feint (Broadsword) 15 [0]**, Feint (Wrestling) 14 [0], Ground Fighting (Brawling) 12 [0], **Ground Fighting (Broadsword) 11 [0]**, Ground Fighting (Wrestling) 10 [0], Horse Archery (Bow) 12 [2], **Off-Hand Weapon Training (Broadsword) 12 [2]**,

Stats [160] Ads [19] Disads [-70] Quirks [-5] Skills [44] = Total [150]

Hand Weapons

1 Thrusting Broadsword LC:4 \$600 Wgt:3

swing Dam:1d+3 cut Reach:1 Parry:0 ST:10 Skill:Broadsword thrust Dam:1d+1 imp Reach:1 Parry:0 ST:10 Skill:Broadsword

Ranged Weapons

1 Short Bow LC:4 Dam:1d-1 imp Acc:1 Range:120 / 180

RoF:1 Shots:1(2) ST:7† Bulk:-6 Rcl: \$50 Wgt:2 Notes:[3]

Armor & Possessions

13 Arrow \$26 Wgt:1.3 Location: Quiver	1 Backpack, Small \$60 Wgt:3 Location: Back
1 Cloth Armor Suit \$150 Wgt:12 Location:full suit	1 Hip Quiver \$15 Wgt:1 Location: Hip
1 Manacles \$40 Wgt:.5 Location: Backpack	1 Personal Basics \$5 Wgt:1 Location: Backpack
9 Traveler's Rations \$18 Wgt:4.5 Location: Backpack	\$44 Cash

Notes: Weapon Bond is described in Fantasy 132. Basically you are so used to that particular Broadsword your effective skill with it is one higher. For game purposes your Broadsword skill and Broadsword based techniques are 1 level higher than listed, so long as you use THAT broadsword. For convenience, these have been boldfaced. For example, his off hand weapon use of Broadsword is a fairly impressive 13- using *that* sword.

Background:

Of all the stinking rotten luck. You usually hunt criminals along the Cardien coast, your old stomping grounds. But you got a lead on a big ticket fugitive that took you out to the Boonies outside of Tredroy.

Found the bastard too you did. Still hanging from the gallows where the local law dealt him as he merited. Now you're down to what? less than fifty farthings? Maybe enough food to last you a couple of days. More if you cut to one a day.

It's a long way back down the river to the coast, and longer still from the river's mouth to Minder. Maybe overland? What you really need is a good stiff drink...