



CHARACTER SHEET

Name: Sir Alastor
Race: Human
Appearance:

Player:
Ht: Wt: Age: Spent: 250
Unspent: 0

Character stats table including ST 14, HP 14, DX 14, Will 10, IQ 10, Per 10, HT 13, FP 13, TL 3, SM +0, Basic Speed 6, Basic Move 6, BL 39 lb, Thr 1d+1, Sw 2d+2.

* Conditional: +2 from 'Striking ST' † Conditional: +1 from 'Fit'

Skills table: Vision 10, Taste/Smell 10, Death Check 16, Hearing 10, Fright Check 12, Broad Jump 3 yd, Touch 10, Consciousness 14, High Jump 2.17 ft.

* Includes: +1 from 'Fit', +2 from 'Hard to Kill' † Includes: +1 from 'Fit'
‡ Includes: +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 FP 4, 0, -13

SLAM TABLE with columns 1 (1d-3), 2-3 (1d-2), 4-7 (1d-1)

ENCUMBRANCE TABLE with columns Name, None, Light, Med, Hvy, X-Hvy. Rows: Basic, Ground, Water, Dodge.

PARRY, BLOCK, DODGE, OTHER table with columns Loc., DR, DB, HP, #, Loc., DR, DB, HP, #.

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS table with columns Name, Skill, Parry, Damage, Reach, ST, LC, Notes.

RANGED ATTACKS table with columns Name, Skill, Damage, Acc, Range, RoF, Shots, ST, Bulk, Rcl, LC, Notes.

ADVANTAGES table with columns Name, Pts. Includes Born War-Leader, Combat Reflexes, Enhanced Parry, etc.

PERKS table with columns Name, Pts. Includes Weapon Bond.

DISADVANTAGES table with columns Name, Pts. Includes Code of Honor, Obsession, etc.

QUIRKS table with columns Name, Pts. Includes Chauvinistic.

SKILLS table with columns Name, Level, Relative, Pts. Includes Armoury/TL3, Axe/Mace.

SKILLS (continued) table with columns Name, Level, Relative, Pts. Includes Brawling, Broadsword, etc.

* Includes: Enhanced Parry (Broadsword); Conditional: +1 from 'Weapon Bond (Broadsword)'
† Includes: +1 from 'Combat Reflexes'
‡ Includes: +2 from 'Born War-Leader'

SIZE AND SPEED/RANGE TABLE with columns Spd/Rng, Size, Measure.

See also: Size and Speed/Range Table, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

EQUIPMENT				
Qty	Item	Cost	Weight	
1	Backpack, Small Description: TL:1 Notes: Holds 40 lbs. of gear.	60	3 lb	
1	Boots Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	80	3 lb	
1	Hatchet Description: TL:0 LC:4, [Mode: thrown Dam:sw cut Acc:1 Range:ST*1.5/ST*2.5 RoF:1 Shots:T(1) ST:8 Bulk:-2], [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	2 lb	
1	Large Knife Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C:1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb	
1	Leather Gloves Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-	
1	Mail Leggings Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Location: legs	110	15 lb	
1	Mail Sleeves Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Location: arms	70	9 lb	
1	Medium Shield Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB.	60	15 lb	
1	Personal Basics Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb	
1	Pot-Helm Description: TL:3 LC:4 DR:4 Locations: skull Location: skull	100	5 lb	
1	Scale Armor Description: TL:2 LC:3 DR:4 Locations: torso, groin Location: torso, groin	420	35 lb	
1	Sleeping Fur Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb	
1	Thrusting Broadsword (Weapon Master Damage Bonus; Weapon Bond) Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]	600	3 lb	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[135]
Advantages, Perks	[96]
Disadvantages, Quirks	[-36]
Skills, Techniques	[55]
Total Points Spent:	250
Unspent Points:	0