



Name Armand de Chiuse
 Ht 5' 6" Wt 155
 Appearance

Player
 Size Modifier 0 Age 25

Point Total 155
 Unspent Points 0

ST	13	[30]	HP	13	[0]
DX	12	[40]	Will	10	[0]
IQ	10	[0]	Per	11	[5]
HT	12	[20]	FP	12	[0]

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 10
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS

Acute Vision 1	[2]
Ally (Cardinal of Burgundy) (100% of starting points) (9 or less)	[5]
Appearance (Attractive)	[4]
Combat Reflexes	[15]
Fit	[5]
Reputation (War Hero) 1 (All the time; Almost everyone)	[5]
Status 1	[5]
Wealth (Comfortable)	[10]

DISADVANTAGES AND QUIRKS

Code of Honor (Gentleman's)	[-10]
Curious (12 or less)	[-5]
Guilt Complex (Death of Brother)	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Workaholic	[-5]
Awful Seasickness	[-1]
Say Prayer Before Bed	[-1]

Languages	Spoken	Written
English	(Accented)	[2]
French (Native Language)	(Native)	[0]

DR	TL: 3
Eyes 0	Cultural Familiarities
Neck 4/2*	French (Native)
Skull 1*+4/2*+2	[0]
Face 0	
Torso 4F+1*	
Groin 0	
Arms 1*	
Hands 2*	
Legs 2	
Feet 2*	

PARRY	Reaction Modifiers
12	Appearance: +1/+1
	<i>Unappealing Includes: +1 from 'Appearance'</i>
	<i>Appealing Includes: +1 from 'Appearance'</i>
Two-Handed Sword	Status: +1; Includes: +1 from 'Status'
BLOCK	Other: +0
10	Conditional: +1 from 'Workaholic', -1 from 'Workaholic', +1 from 'Reputation (War Hero)', +1 from 'Merchant' when buying or selling
Shield (Shield)	

SKILLS			
Name	Level	Relative Level	
Area Knowledge (France)	11	IQ+1	[2]
Axe/Mace	11	DX-1	[1]
Bow	11	DX-1	[1]
Brawling	12	DX+0	[1]
Broadsword	12	DX+0	[1]
Crossbow	12	DX+0	[1]
Fast-Draw (Two-Handed Sword)	13	DX+1	[1]
<i>Includes: +1 from 'Combat Reflexes'</i>			
Lance	11	DX-1	[1]
Merchant	9	IQ-1	[1]
Religious Ritual (Catholic)	8	IQ-2	[1]
Riding (Equines)	13	DX+1	[4]
Savoir-Faire (High Society)	10	IQ+0	[1]
Savoir-Faire (Military)	10	IQ+0	[1]
Shield (Shield)	12	DX+0	[1]
Shortsword	14	DX+2	[8]
Soldier/TL3	9	IQ-1	[1]
Tactics	8	IQ-2	[1]
Two-Handed Sword	16	DX+4	[16]



CHARACTER SHEET
Armand de Chiuse

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	12	(10)			
	Bite	1d-1 cr	C	12	(No)			
	Kick	1d cr	C,1	10	(No)			
1	Dagger	1d-1 imp	C	11	(8) 5	[1]	20	.25
1	Thrusting Greatsword						900	7
	swing	2d+2 cut	1,2	16	(12) 12†			
	thrust	1d+3 imp	2	16	(12) 12†			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Dagger	1d-1 imp	0	6.5 / 13	1	T(1)	8	5	-1		4		20	.25

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	Backpack, Small		60	3
1	Boots	feet	80	3
1	Bronze Breastplate	torso	400	20
1	Cloth Cap	skull	5	0
1	Heavy Leather Leggings	legs	60	4
1	Leather Gloves	hands	30	0
1	Leather Jacket	arms, torso	50	4
1	Mail Coif	skull, neck	55	4
1	Personal Basics		5	1
1	Tallow Candle		5	1
1	Wineskin		10	.25

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[95]
Advantages/Perks/TL/Languages/Cultural Familiarity	[53]
Disadvantages/Quirks	[-37]
Skills/Techniques	[44]
Other	[]