



CHARACTER SHEET

Name Karom the Fist
 Ht 5'7" Wt 159 Size Modifier 0 Age 22 Player NPC Point Total 55
 Appearance A bearded, dirty viking who gets a kick out of pummeling his victims. Unspent Points 0

ST	13	[30]	HP	13	[0]
DX	11	[20]	Will	9	[0]
IQ	9	[-20]	Per	9	[0]
HT	11	[10]	FP	11	[0]

Languages	Spoken	Written
Norse (Native Speaker)	(Native)	[0]

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

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 5	Dodge 8
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 4

PARRY	9	Reaction Modifiers
Axe/Mace		Appearance:
BLOCK	8	Status: +0
Shield		Other: +0
		Conditional: +2 from 'Sense of Duty (Clan)' when in dangerous situations if Sense of Duty is known

ADVANTAGES AND PERKS
 High Pain Threshold [10]

DISADVANTAGES AND QUIRKS
 Sense of Duty (Clan) (Small Group) [-5]
 Craves Smoked Salmon [-1]
 Enjoys Beating His Opponents With His Hands [-1]

Name	Level	Relative Level
Axe/Mace	12	DX+1 [4]
Brawling	13	DX+2 [4]
Riding (Horse)	10	DX-1 [1]
Seamanship/TL2	9	IQ+0 [1]
Shield	11	DX+0 [1]
Thrown Weapon (Axe/Mace)	11	DX+0 [1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d cr	C	13	(9)			
	Bite	1d cr	C	13	(No)			
	Kick	1d+1 cr	C,1	11	(No)			
1	Hatchet	2d-1 cut	1	12	(9) 8	[1]	40	2
1	Small Shield	1d cr	1	9	(No)	[2,3,4]	40	8
2	Throwing Axe	2d+1 cut	1	12	(9U) 11	[1]	120	8

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Hatchet	2d-1 cut	1	19.5 / 32.5	1	T(1)	11	8	-2		4		40	2
2	Throwing Axe	2d+1 cut	2	13 / 19.5	1	T(1)	11	11	-3		4		120	8

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	Fur Tunic	torso	25	2
1	Heavy Leather Sleeves	arms	50	2
1	Leather Armor	torso, groin	100	10
1	Leather Gloves	hands	30	0
1	Leather Helm	skull, face	20	.5
1	Leather Pants	legs, groin	40	3
1	Personal Basics		5	1

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/Cultural Familiarity	[10]
Disadvantages/Quirks	[-7]
Skills/Techniques	[12]
Other	[]