



CHARACTER SHEET

Name Tomas Dint
 Ht 5'4" Wt 134 Size Modifier 0 Age 18
 Appearance A young, cocky horse messenger.

Point Total 40
 Unspent Points 0

ST	9	[-10]	HP	9	CURRENT	[0]
DX	11	[20]	Will	10		[0]
IQ	10	[0]	Per	11		[5]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

PARRY 0	Reaction Modifiers
BLOCK 0	Appearance: Status: +0 Other: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Animal Handling (Equines)	10	IQ+0	[2]
Astronomy/TL3 (Observational)	9	IQ-1	[1]
Fishing	11	Per+0	[1]
Lance	10	DX-1	[1]
Lasso	11	DX+0	[2]
Observation	12	Per+1	[4]
Riding (Equines)	15	DX+4	[16]
Conditional: +1 from 'Spurs' when controlling animal			
Stealth	11	DX+0	[2]
Survival (Desert)	10	Per-1	[1]
Survival (Plains)	11	Per+0	[2]
Thrown Weapon (Spear)	11	DX+0	[1]

ADVANTAGES AND PERKS	
Fit	[5]
Less Sleep 2	[4]
Sure-Footed	[1]
DISADVANTAGES AND QUIRKS	
Overconfidence (9 or less)	[-7]
Wealth (Struggling)	[-10]
Bowlegged	[-1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-3 cr	C	11	(No)			
	Kick	1d-2 cr	C,1	9	(No)			
	Punch	1d-3 cr	C	11	(8)			
1	Spear						40	4
	one-handed thrust	1d imp	1*	6	(6)	9 [1]		
	two-handed thrust	1d+1 imp	1,2*	6	(6)	9†		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Light Cloak	spcl.	1	2 / 2	1	T(1)	6	5	-4			[1]/[4]	20	2
1	Spear												40	4
	thrown	1d+1 imp	2	9 / 13.5	1	T(1)	11	9	-3		4			
	woomera	1d+2 imp	2	13.5 / 18	1	1(1)	7	7	-6		4			

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	Fishhooks & Line		50	0
1	Ordinary Clothes		10	2
1	Personal Basics		5	1
1	Sleeping Bag		25	7
1	Spurs		25	0
1	Torch		3	1
3	Traveler's Rations		6	1.5
3	Water (per quart)		0	6
1	Wineskin		10	.25
1	Winter Clothes		50	4

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[15]
Advantages/Perks/TL/Languages/Cultural Familiarity	[10]
Disadvantages/Quirks	[-18]
Skills/Techniques	[33]
Other	[]