

## Waldemar Bohumil (100 points)

Age 24; Human; 6'2"; 181; Wheat blond hair brown eyes

**ST** 12 [20]; **DX** 12 [40]; **IQ** 10 [0]; **HT** 12 [20].

Damage 1d+1/2d+1; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 11 [5]; FP 12 [0].

Basic Speed 6 [0]; Basic Move 6 [0]; Block 12 (Shield (Shield)); Dodge 10; Parry 11 (Broadsword).

### Social Background

*TL*: 2 [0].

*CF*:

*Languages*:

### Advantages

Combat Reflexes [15]; Fearlessness 1 [2]; High Pain Threshold [10]; Striking ST 3 [15].

### Disadvantages

Code of Honor (Soldier's) [-10]; Curious (12 or less) [-5]; Duty (Commander) (12 or less (quite often)) (Extremely Hazardous) [-15]; Gluttony (12 or less) [-5]; Greed (12 or less) [-15]; Low TL -1 [-5]; Overconfidence (12 or less) [-5]; Sense of Duty (Comrades) (Small Group) [-5]; Wounded [-5].

*Quirks*: Alcohol Intolerance; Distinctive Feature (Scarred Forehead); Dull; Likes Fighting up close; Minor Handicap [-5].

### Skills

Bow-13 (DX+1) [4]; Broadsword-15 (DX+3) [12]; Carousing-12 (HT+0) [1]; Climbing-12 (DX+0) [2]; Fast-Draw (Arrow)-13 (DX+1) [1]; Fast-Draw (Sword)-13 (DX+1) [1]; Fast-Talk-10 (IQ+0) [2]; Shield (Shield)-16 (DX+4) [12]; Tracking-12 (Per+1) [4].

*Techniques*: Counterattack (Broadsword)-14 [5]; Feint (Broadsword)-15 [0]; Feint (Shield (Shield))-16 [0]; Retain Weapon (Broadsword)-16 [2]; Retain Weapon (Shield (Shield))-16 [0]; Sweep (Broadsword)-13 [2].