

Name: Arnold Hauer Race: Human Appearance: Player: Phil Masters Ht: Wt:

Age:

Spent: 150 Unspent: 0

ST	13	[	30]	HP	13	[	0]	Basic Speed 6	[ 10]
DX	11	[	<b>2</b> 0 ]	Will	10	[	<b>5</b> ]	Basic Move 6	[ 0]
IQ	9	[	-20]	Per	9	[	0]	<b>BL</b> 34	$(ST \times ST)/5$
нт	11	[	10]	FP	11	[	0]	Thr 1d	<sup>Sw</sup> 2d-1
TL	3					[	0]	SM 0	

Vision	9	Touch 9	9	Fright Check	12
Hearing	13	Taste/Smell 9	9	Money	-435

3.0 -11

MOVEMENT MODES						
Mode	None	Light	Med	Hvy	X-Hvy	
Ground	6	4	3	2	1	
Water	1	1	1	1	1	

ENCUMBRANCE	Lift	Move	Dodge
(0) None	<b>34</b> (1×)	<b>6</b> (1×)	10
(1) Light	68 (2×)	<b>4</b> (0.8×)	9
(2) Med	102 (3×)	<b>3</b> (0.6×)	8
(3) Hvy	204 (6×)	<b>2</b> (0.4×)	7
○ (4) X-Hvy	<b>340</b> (10×)	1 (0.2×)	6

PARRY	PARRY	BLOCK	DODGE	DR
12		7	10/9	2+5F
Two-Handed Sword		DX	Light	Torso

## REACTION MODIFIERS

Appearance: +1/+1

Unappealing - Includes: +1 from 'Appearance'
Appealing - Includes: +1 from 'Appearance'

Status:

Other:

Conditional: -1 from 'Callous' when past victim, or has Empathy, -2 from 'Reputation (Thug, Among people he's been anywhere near recently)', +2 from 'Sense of Duty (Close friends and colleagues)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES		
Name	]	Pts
Yrth Christendom (Native)	[	0]

	LANGUAGES		
Name	Spoken	Written	Pts
Anglish (Native)	Native	Illiterate	[ -3

ADVANTAGES		
Name		Pts
Acute Hearing 4	[	8]
Appearance (Attractive)	[	4]
Combat Reflexes	[	15]
Enhanced Parry (all parries) 1	[	10]
Fit	[	5]
Hard to Kill 3	[	<b>6</b> ]
High Pain Threshold	[	10]
Signature Gear (\$1,500: Samantha the Longsword (\$700),	[	3]
Steel Breastplate (\$500), two Long Knives (\$240), Large Knife		
(\$40), two Brass Knuckles (\$20)) 3		
Weapon Master (Longsword) (one specific weapon)	[	20 ]

PERKS		
Name		Pts
Armor Familiarity (Judo)	[	1]
Deep Sleeper	[	1]
Grip Mastery (Longsword)	]	1]
Off-Hand Weapon Training (Knife)	]	1]
Quick-Swap (Knife)	[	1]



PERKS (continued)		
Name		Pts
Skill Adaptation (Bind Weapon defaults to Two-Handed Sword)	[	1]
Style Familiarity (Dagger Fighting)	[	1]
Style Familiarity (Longsword Fighting)	[	1]
Sure-Footed (Uneven)	[	1]
Weapon Bond (Samantha the Two-Handed Sword)	[	1]

DISADVANTAGES		
Name		Pts
Berserk (12 or less)	[	-10]
Bloodlust (9 or less)	[	-15]
Callous	[	-5]
Code of Honor (Pirate's)	[	-5]
Lecherousness (15 or less)	[	-7]
Reputation (Thug, Among people he's been anywhere near	[	-2]
recently) -2 (Large class; 7 or less)		
Sense of Duty (Close friends and colleagues) (Small Group)	[	-5]

QUIRKS		
Name		Pts
Addresses anyone he thinks he's about to get into a fight with as "Orc" (it saves time)	[	-1]
Always looking to top up his beer money level (small-scale Greed)	[	-1]
Becomes Gregarious when drunk	[	-1]
Inexplicable and occasionally intermittent germanic accent	[	-1]
Nosy	[	-1]

SKILLS				
Name	Level	Relative		Pts
Brawling	12	DX+1	[	2]
Parry: 11				
Broadsword	12	DX+1	[	2]
Parry: 11				
Fast-Draw (Knife)	12	DX+1	[	1]
Includes: +1 from 'Combat Reflexes'				
Fast-Draw (Two-Handed Sword)	12	DX+1	[	1]
Includes: +1 from 'Combat Reflexes'				
Judo	10	DX-1	[	2]
Parry: 10				

Arnold Hauer Human

SKILLS (cont	inued)			
Name	Level	Relative		Pts
Knife	14	DX+3	[	8]
Parry: 11				
Mental Strength	12	Will+2	[	4]
Power Blow	10	Will+0	[	4]
Sex Appeal	11	HT+0	[	1]
Includes: +1 from 'Appearance'				
Thrown Weapon (Knife)	11	DX+0	[	1]
Two-Handed Axe/Mace	12	DX+1	[	4]
Parry: 11				
Two-Handed Sword	15	DX+4	[	16]
Parry: 12				
Conditional: +1 from 'Weapon Bond (Samantha the				
Two-Handed Sword)'				
Wrestling	13	DX+2	[	8]
Parry: 11				

TECHNIQUES							
Name	Level	Relative	Pts				
Arm Lock (Judo)	10	def+0	[ 0]				
Arm Lock (Knife)	14	def+0	[ 0]				
Arm Lock (Wrestling)	13	def+0	[ 0]				
Armed Grapple (Knife)	12	def+0	[ 0]				
Armed Grapple (Two-Handed Sword)	13	def+0	[ 0]				
Back Strike (Knife)	11	def+1	[ 2]				
Bind Weapon (Two-Handed Sword)	12	def+0	[ 0]				
Choke Hold (Knife)	11	def+0	[ 0]				
Choke Hold (Two-Handed Sword)	12	def+0	[ 0]				
Close Combat (Two-Handed Sword)	11	def+0	[ 0]				
Counterattack (Two-Handed Sword)	10	def+0	[ 0]				
Disarming (Judo)	10	def+0	[ 0]				
Disarming (Two-Handed Sword)	15	def+0	[ 0]				
Dual-Weapon Attack (Knife)	10	def+0	[ 0]				
Feint (Knife)	14	def+0	[ 0]				
Ground Fighting (Knife)	10	def+0	[ 0]				
Head Butt (Brawling)	11	def+0	[ 0]				
Hook (Two-Handed Axe/Mace)	9	def+2	[ 3]				
Kicking (Brawling)	10	def+0	[ 0]				
Knee Strike (Brawling)	11	def+0	[ 0]				
Retain Weapon (Knife)	14	def+0	[ 0]				
Retain Weapon (Two-Handed Sword)	15	def+0	[ 0]				
Reverse Grip (Knife)	10	def+2	[ 2]				
Spinning Strike (Knife)	12	def+0	[ 0]				
Targetted Attack (Two-Handed Sword	10	def+0	[ 0]				
Thrust/Face) (Two-Handed Sword)							
Targetted Attack (Two-Handed Sword	10	def+0	[ 0]				
Thrust/Neck) (Two-Handed Sword)							
Targetted Attack (Two-Handed Sword	5	def+0	[ 0]				
Thrust/Vitals Chinks) (Two-Handed							
Sword)							
Trip (Judo)	9	def+0	[ 0]				
Trip (Wrestling)	10	def+0	[ 0]				
Whirlwind Attack (Two-Handed Sword)	10	def+0	[ 0]				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	55]
Advantages, Perks [	88]
Disadvantages, Quirks [	-54]
Skills, Techniques [	61]
Spells [	0]
Total Points Spent:	150
Unspent Points:	0

Arnold Hauer Human

MELEE .	ATTACK	S				
Name	Level	Parry	Damage	Reach	ST	Notes
Brass Knuckles	12	11	1d cr	С	_	[3]
Brawling • Punch	12	11	1d-1 cr	С		
Brawling • Kick	10		1d cr	C,1		
Brawling • Bite	12	<del>-</del>	1d-1 cr	c		
Kick	10	_	1d cr	C,1	_	
Knee Strike (Brawling)	11		1d cr	С	_	
Large Knife • swing	14	11	2d-3 cut	C,1	6	
Large Knife • thrust	14	11	1d imp	С	6	[1]
Long Knife • swing	14	12	2d-2 cut	C,1	7	
Long Knife • thrust	14	12	1d imp	C,1	7	
Longsword ("Samantha", his father's old sword) • two-handed swing	16	13	2d+4 cut	1	9†	
Longsword ("Samantha", his father's old sword) • two-handed thrust	16	13	1d+5 imp	1,2	9†	
Longsword ("Samantha", his father's old sword) • one-handed swing	13	11	2d+4 cut	1	10	
Longsword ("Samantha", his father's old sword) • one-handed thrust	13	11	1d+4 imp	1,2	10	
Longsword ("Samantha", his father's old sword) • mace swing	13	11U	2d+5 cr	1	10	

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC :	Notes
Large Knife	11	1d imp	0	10.4 / 19.5	1	T(1)	6	-2	_	4	

	EQUIPMENT		
Qty	Item	Cost	Weight
1	Backpack, Small	60	3
	Description: TL:1 Notes: Holds 40 lbs. of gear.		
1	Boots	80	3
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1] Concealable as or under clothing.		
	Location: feet		
2	Brass Knuckles (Signature Gear)	0	0.5
	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:		
	Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate		
	improve damage with punches and kicks (claws don't		
	affect damage with brass knuckles or boots); Boxing		
	improves punching damage. Calculated damage takes into account these skill bonuses.		
1	Face Mask	100	2
•	Description: TL:3 LC:3 DR:4 Locations: face	.00	_
	Location: face		
1	Gauntlets	100	2
	Description: TL:2 LC:4 DR:4 Locations: hands		
1	Location: hands Heavy Leather Sleeves	50	2
	Description: TL:1 LC:4 DR:2 Locations: arms	00	_
	Location: arms		
1	Large Knife (Signature Gear)	0	1
	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)]		
1	Leather Armor	100	10
•	Description: TL:1 LC:4 DR:2 Locations: torso, groin	.00	
	Location: torso, groin		
1	Leather Leggings	40	2
	Description: TL:1 LC: DR:1* Locations: legs Notes: [1] Concealable as or under clothing.		
	Location: legs		
2	Long Knife (Signature Gear)	0	3
	Description: TL:0 LC:4, [Mode:swing Dam:sw-1 cut		
	Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife		
1	Longsword ("Samantha", his father's old	0	4
•	sword) (Weapon Bond (Perk); Weapon	ŭ	'
	Master Damage Bonus; Signature Gear)		
	Description: TL:3 LC:4, [Mode:two-handed swing		
	Dam:sw+1 cut Reach:1 Parry:0 ST:9† Skill:Two-Handed		
	Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2 Parry:0 ST:9† Skill:Two-		
	Handed Sword Notes: Requires two hands.], [Mode:one-		
	handed swing Dam:sw+1 cut Reach:1 Parry:0 ST:10		
	Skill:Broadsword], [Mode:one-handed thrust Dam:thr+2 imp Reach:1,2 Parry:0 ST:10 Skill:Broadsword],		
	[Mode:two-handed inverted swing Dam:sw+2 cr Reach:1		
	Parry:0U ST:10 Skill:Two-Handed Axe/Mace]		
1	Personal Basics	5	1
	Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or		
	any Survival roll without it. Includes utensils, funderbox or flint and steel, towel, etc., as TL permits.		

<b>EQUIPMENT</b> (continued)						
Qty	Item	Cost	Weight			
1	Pot-Helm	100	5			
	Description: TL:3 LC:4 DR:4 Locations: skull Location: skull					
1	Steel Breastplate (Signature Gear)	0	18			
	Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2]					
	Partial Coverage: Only protect from the front.					
	Location: torso					