

Name Father Walf, Patriarchal Deity Player
Ht 6'0" Wt 160 lbs. Size Modifier 0 Age
Notes Manifests, predictably, as the archetypal bearded swamp clan patriarch and boat-builder.

Point Total 300
Unspent Points 0

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

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
BASIC SPEED 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

ADVANTAGES AND PERKS

Burning Attack (Lightning Bolt) 3	[30]
Congregation (Up to 50)	[12]
Doesn't Breathe	[20]
Doesn't Eat or Drink	[10]
Insubstantiality (Can Carry Objects (Light Encumbrance))	[96]
Invisibility (Can Carry Objects (Light Encumbrance); Only While Insubstantial; Substantial Only)	[40]
Legal Immunity (Answerable only to other gods) (Very few rules)	[15]
Pressure-Proof	[15]
Resistant (Disease) (Occasional) (Immunity)	[10]
Resistant (Poison) (Common) (Immunity)	[15]
Social Regard (Respected) 4	[20]
Temperature Tolerance (Cold) 3	[6]
Temperature Tolerance (Heat) 3	[6]
Tenure (You can't sack me, I'm your god)	[5]
Longevity	[1]
Name Hearing	[1]
Recognised Divinity	[1]

DISADVANTAGES AND QUIRKS

Callous	[-5]
Clueless	[-10]
Compulsive Carousing (12 or less)	[-5]
Faith Maintenance (21-50 Believers)	[-30]
Low Empathy	[-20]
Low TL -1	[-5]
Megalomania	[-10]
Chauvinistic	[-1]
Proud	[-1]

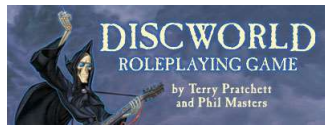
MP	[0]	Magery: [] Staff: []
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Languages	Spoken	Written
Quirmian (Native Language)	(Native)	(Native) [0]

DR 0	TL: 3 [0] Cultural Familiarities Sto Plains/Uberwald (Native) [0]
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PARRY 8	Reaction Modifiers
DX BLOCK 6	Appearance: Status: +0 Other: +2; Includes: +4 from 'Social Regard (Respected)', -2 from 'Clueless' Conditional: +2 from 'Megalomania' when young or naive individuals, -2 from 'Megalomania' when non-frothing NPCs, -1 from 'Compulsive Carousing' when from people who disapprove, -1 from 'Callous' when past victim, or has Empathy

Name	Level	Relative Level
Axe/Mace	10	DX+0 [2]
Parry: 8		
Boating/TL3 (Unpowered)	12	DX+2 [8]
Carousing	10	HT+0 [8]
Includes: -3 from 'Low Empathy'		
Carpentry	13	IQ+2 [4]
Innate Attack (Beam)	11	DX+1 [2]
Intimidation	10	Will-1 [1]
Conditional: +1 from 'Callous' when you use threats or torture		
Leadership	10	IQ-1 [8]
Includes: -3 from 'Low Empathy'		
Tactics	9	IQ-2 [1]



Father Walf, Patriarchal
Deity

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-1 cr	C	10 (No)			
	Kick	1d cr	C,1	8 (No)			
1	Mace (Actually a boat-builder's hammer)	2d+2 cr	1	10 (8U) 12	[1]	2.5	5
	Punch	1d-1 cr	C	10 (8)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
	Burning Attack (Lightning Bolt)	(3)d bu	4	100 / 100	1		11							
1	Mace (Actually a boat-builder's hammer)	2d+2 cr	1	0 / 0	1	T(1)	6	12	-4				2.5	5

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	Ordinary Clothes		6	2

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[50]
Advantages/Perks/TL/Languages/Cultural Familiarity	[303]
Disadvantages/Quirks	[-87]
Skills/Standardised Spells	[34]
Other	[]