

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

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

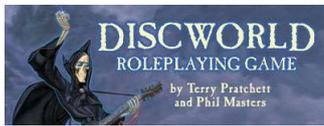
<b>MP</b>	CURRENT	CURRENT	Magery: [ ]
			Staff: [ ]

Languages	Spoken	Written
Quirmian (Native Language)	(Native)	(Native) [ 0 ]

DR 0	TL: 3 [ 0 ]
	Cultural Familiarities Sto Plains/Uberwald (Native) [ 0 ]

PARRY 8	<b>Reaction Modifiers</b> <b>Appearance:</b> <b>Status:</b> +0 <b>Other:</b> +2; <i>Includes:</i> +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
DX BLOCK 6	
DX	

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



Father Walf, Patriarchal Deity

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	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													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
	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				Cost	Weight
Qty	Item	Location			
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	[ ]