

Portrait	Identity		Miscellaneous		250 Points	
	Name	Thor Hálfskepna	Created	Jun 7, 2023, 12:35 PM	4 Unspent	
	Title		Modified	Jun 7, 2023, 1:32 PM	0 Race	
	Organization		Player	Douglas Cole	160 Attributes	
Description						
	Gender	Male	Height	6'6"	Hair	Blond
	Age	18	Weight	220 lb	Eyes	Brown
	Birthday	July 17	Size	+0	Skin	Light Brown
	Religion		TL	3	Hand	Right
					90 Advantages	
					-68 Disadvantages	
					0 Quirks	
					64 Skills	
					0 Spells	

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge				
[70]	17 Strength (ST)	[0]	9 Will	Roll	Location	DR	Level	Max Load	Move	Dodge	
[60]	13 Dexterity (DX)	[0]	12 Fright Check		Eyes	-9	1	0 None	58 lb	7	11
[-20]	9 Intelligence (IQ)	[10]	11 Perception (Per)	3-4	Skull	-7	8	1 Light	116 lb	5	10
[30]	13 Health (HT)	[0]	11 Vision	5	Face	-5	2	2 Medium	174 lb	4	9
Basic Damage		[0]	11 Hearing	6-7	Right Leg	-2	3	3 Heavy	348 lb	2	8
	2d-1 Basic Thrust	[0]	11 Taste & Smell	8	Right Arm	-2	3	4 X-Heavy	580 lb	1	7
	3d+1 Basic Swing	[0]	11 Touch	9-10	Torso	+0	6/4	Lifting & Moving Things			
		[10]	7 Basic Speed	11	Groin	-3	6/4	58 lb	Basic Lift		
		[0]	7 Basic Move	12	Left Arm	-2	3	116 lb	One-Handed Lift		
Point Pools				13-14	Left Leg	-2	3	464 lb	Two-Handed Lift		
[0]	13 of 13 FP [Rested]			15	Hand	-4	6/4	696 lb	Shove & Knock Over		
[0]	17 of 17 HP [Healthy]			16	Foot	-4	4	1392 lb	Running Shove & Knock Over		
				17-18	Neck	-5	6/4	870 lb	Carry On Back		
					Vitals	-3	6/4	2900 lb	Shift Slightly		

±	Reaction	±	Condition
-4	from others	+3	on all HT rolls to avoid knockdown and stunning
		+6	on all IQ rolls to wake up or to recover from surprise or mental stun
		+1	to initiative rolls for your side (+2 if you are the leader)
		+3	to resist torture

Melee Weapon		Usage	SL	Parry	Block	Damage	Reach	ST
Bastard Sword		Swing - One Handed	20	14U	No	3d+8 cut	1,2	11
Bastard Sword		Swing - Two Handed	16	12	No	3d+3 cut	1,2	10+
Bastard Sword		Thrust - One Handed	20	14U	No	2d+5 imp	2	11
Bastard Sword		Thrust - Two Handed	16	12	No	2d+2 imp	2	10+
Long Knife		Main-Gauche Swing	8	8F	No	3d cut	C, 1	7
Long Knife		Main-Gauche Thrust	8	8F	No	2d-1 imp	C,1	7
Long Knife		Swung	17	12	No	3d cut	C,1	7
Long Knife		Thrust	17	12	No	2d-1 imp	C, 1	7
Medium Shield		Shield Bash	16	No	13	2d+3 cr	1	0
+2 DB								
Natural Attacks		Bite	14	No	No	2d-2 cr	C	
Natural Attacks		Kick	12	No		2d cr	C,1	
Natural Attacks		Punch	14	11		2d-1 cr	C	

Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Sling			13	0	3d pi	102/170	1	1(2)	-4		6
Requires two hands to ready, but only one hand to attack											

Trait		Pts	📄	Skill / Technique		SL	RSL	Pts	📄
Appearance		-8	DFA56	Armoury (Melee Weapons)		9	IQ	2	DFA73
Ugly				Axe/Mace		12	DX-1	1	DFA81
Armor Mastery		5	DFA28	Brawling		14	DX+1	2	DFA93
Born War Leader 1		5	DFA47	Broadsword		19	DX+6	24	DFA81
Chummy		-5	DFA58	Carousing		13	HT	1	DFA73
-1 to IQ-based skills when alone				Connoisseur (Weapons)		9	IQ	1	DFA74

Trait	Pts	📖	Skill / Technique	SL	RSL	Pts	📖
Combat Reflexes Never freeze	15	DFA48	Fast-Draw (Shortsword)	14	DX+1	1	DFA76
Curious CR: 12 (Resist quite often)	-5	DFA59	Fast-Draw (Sword)	14	DX+1	1	DFA76
Enhanced Block (Shield) 1	5	DFA49	Leadership	10	IQ+1	2	DFA80
Fearlessness 1	2	DFA49	Observation	10	Per-1	1	DFA84
High Pain Threshold Never suffer shock penalties when injured	10	DFA50	Savoir-Faire	10	IQ+1	1	DFA87
Impulsiveness CR: 9 (Resist fairly often)	-15	DFA61	Scrounging	11	Per	1	DFA88
Natural Attacks	0	B271	Shield (Buckler)	16	DX+3	8	DFA88
Night Vision 3	3	DFA51	Shortsword Default: Broadsword-2	17	DX+4	0	DFA81
Overconfidence CR: 12 (Resist quite often)	-5	DFA64	Sling	13	DX	4	DFA83
Sense of Duty Adventuring Companions	-5	DFA65	Strategy Default: Tactics-6	8	IQ-1	1	DFA90
Shield-Wall Training	1	DFA29	Survival (Mountain)	10	Per-1	1	DFA90
Social Stigma (Savage) -4 to skills; Denied entry to town on 6 or less	-10	DFA66	Tactics	11	IQ+2	8	DFA91
Striking ST 2	10	DFA53	Two-Handed Sword Default: Broadsword-4	15	DX+2	0	DFA82
Tough Skin 1	3	DFA16	Wrestling	14	DX+1	4	DFA93
Weapon Bond (Bastard Sword)	1	DFA54					
Weapon Master Knightly Weapons	30	DFA54					
Xenophilia CR: 9 (Resist fairly often)	-15	DFA68					

✓	#	Carried Equipment (57.6 lb; \$2325)	Uses	TL	LC	📦	📦	📦	📦	📖
✓	1	Bastard Sword				750	5 lb	750	5 lb	DFA99
✓	1	Medium Shield +2 DB				60	15 lb	60	15 lb	DFA107
✓	1	Mail Body Armor				945	15.8 lb	945	15.8 lb	DFA109
✓	1	Mail Gloves				90	1.5 lb	90	1.5 lb	DFA109
✓	1	Segmented Plate Helmet				225	6 lb	225	6 lb	DFA109
✓	1	Heavy Leather Boots				52	4.2 lb	52	4.2 lb	DFA108
✓	1	Light Leather Sleeves				25	3 lb	25	3 lb	DFA108
✓	1	Light Leather Leggings				37	4.5 lb	37	4.5 lb	DFA108
✓	1	Long Knife				120	1.5 lb	120	1.5 lb	DFA100
✓	1	Sling Requires two hands to ready, but only one hand to attack				20	0.5 lb	20	0.5 lb	DFA104
✓	10	Sling Lead Bullet +1 damage and double range				0.1	0.06 lb	1	0.6 lb	DFA104

#	Other Equipment (\$345)	Uses	TL	LC	📦	📦	📦	📦	📖
1	📌 Quick-Release Backpack Dropping is a Free Action; When dropped, fragile items inside must check for breakage (1 on 1d if not specified)				300	3 lb	300	5 lb	DFA112
1	Clothing				0	2 lb	0	2 lb	DFA110
1	📌 Basic Kit				0	0 lb	0	0 lb	DTG37
1	📌 Pouch 3 lb small items				10	0.2 lb	45	1.7 lb	DFA111