Character's Name:			**Player's Name:**				
Character's Vocation:	Huscarl (master solider)		**Character's Level:**	2			
Character's Race:	Dwarf	**Gender:** Male	**Height:**	4' 5"	**MR%:**	0	
Birth Aspect:	Well	**Age:** 53	**Weight:**	145	**Social Status:**	22	
Birth Sign:	Leo	**Belief:** 14	**LCAP:**	333	**Build:**	Massive 10	
Total Honor Points:		**INF:**	**CCAP:**	167	**Jump:**	8	
Honor Points Used:		**Romance Factor:**					

Attributes:	**Attribute**	**AR%**
Agility (AGIL):	15	76%
Strength (STR):	25	99%
Constitution (CON):	20	90%
Intellect (INT):	18	85%
Wisdom (WIS):	18	85%
Discipline (DISC):	15	76%
Bardic Voice (BV):	10	58%
Appearance (APP):	10	58%
Piety (PTY):	14	73%

Body:	50	**Total Rest: 4**	**Lt. Act: 2** **Active: 1**
Fatigue:	45	**FRR: 13** Sleep for one hour	**FFR: 19** Rest for 10 minutes
BAP:	18	**ML:** 0	**Character Description:**
		PMF:	
		PFF: 6	
Father's Social Class:		Clan	
Father's Vocation:		Huscarl to Konung	**Hair Color: Brown** **Eye Color: Brown**
Sibling Rank:		2nd son	**Hair Feature: Short**
Family Status:		Good	**Skin Texture: Weathered**
Resist Disease:		98%	**Unusual Features:**

CORE SKILLS

Skill Name:	**TYPE**	**DF**	**Level**	**BSC%**	**ATT Bonus**	**PSF%**	**TSC%**
Alertness: Sight	**C**	**7**	**0**	**7%**	**10**	**10**	**17%**
Alertness: Sound	**C**	**7**	**0**	**7%**	**0**	**0**	**7%**
Alertness: Smell	**C**	**7**	**0**	**7%**	**10**	**10**	**17%**
Brawling	**C**	**3**	**0**	**40%**	**20**	**20**	**60%**
Dodge	**C**	**3**	**0**	**40%**	**10**	**10**	**50%**
Stamina	**C**	**3**	**0**	**40%**	**22**	**22**	**62%**
Willpower	**C**	**3**	**0**	**40%**	**6**	**6**	**46%**
Faith	**C**	**5**	**0**	**20%**	**4**	**4**	**24%**
Local Geography	**C**	**1**	**0**	**60%**	**12**	**12**	**72%**
Language: Spoken (Own)	**C**	**1**	**1**	**60%**	**10**	**20**	**80%**

Special Abilities

Night Vision
Enhanced Sight
Enhanced Smell

Optional Attributes:	**Attribute**	**AR%**
Natural Charisma (NCR):	**6**	**40%**
Dexterity (DEX):	**16**	**79%**
Ferocity (FER):	**24**	**98%**
Absolute STR Rating (ASR):	**18**	**85%**
Luck:	**19**	**88%**

Curses:

Phobias: Minor arachnophobia

Defects

Experience Points
Accumulated Exp: 8600
Total Exp: 8600

Armor Type (Worn)	**Slash**	**Crush**	**Pierce**	**Missile**	**Energy**	**AP Cost**	**FP Cost**	**FP to Wear**	**Descriptions**
Reinforced Cuirbolli	**11**	**10**	**9**	**9**	**8**	**-3 AP**	**-1 FP**	**-2 FP**	With armo r doublet
Cuirbolli helm	**8**	**10**	**7**	**8**	**8**	**0**	**0**	**0**	
Totectors	**10**	**11**	**8**	**9**	**7**	**0**	**0**	**0**	Armored boots
Heavy Kite Shield (20%)	**19**	**17**	**17**	**17**	**17**	**0**	**0**	**0**	

Combat Matrix Chart

							Damage						
				Att.			**Damage**	**Str**	**Lvl**	**Damage**	**Crit**	**Chance of**	
Weapon Name	**DF**	**BSC%**	**Lvl**	**Bonus**	**PSF%**	**TSC%**	**Base**	**Bonus**	**Bonus**	**Total**	**Mod**	**Bash**	**AP**
Dwarf battle ax	2	50%	3	25	34	89%	**8 S**	**12**	**2**	**22 S**	**1**	**7**	**10**
Dwarf war ax	2	50%	3	25	34	89%	**5 S**	**12**	**2**	**19 S**	**0**	**9**	**8**
Df hammer (throw)	2	50%	3	20	29	84%	**3 C**	**12**	**2**	**17 C**	**0**	**10**	**6**
Df war hammer	2	50%	3	25	34	89%	**6 C**	**12**	**2**	**20 C**	**0**	**9**	**9**
Df battle hammer	2	50%	3	25	34	89%	**8 C**	**12**	**2**	**22 C**	**1**	**8**	**10**
Hvy Kite Shield	4	30%	3	20	29	59%	**4C**	**12**	**2**	**18 C**	**1**	**7**	**9**
Dirk	1	60%	2	6	12	77%	**3 P**	**6**	**1**	**10 P**	**0**	**0**	**7**

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Thrown Hammer				Thrown Ax				Thrown Knife				RANGE
TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	
0%	10	17 c	2	0%								Short Range
-5%	15	17 c	2	-5%								Med. Range
-10%	30	16 c	1	-10%								Long Range
-20%	45	14 c	0	-20%								Ext. Range
-30%	60	12 c	0	-30%								Max Range

Character Skills **Note**: **Type** = **M** (mastered), **P** (primary), **S** (secondary), **T** (Tertiary), **C** (Core), **ZM** (Zodiac), **BK** (background), **SA** (special ability)

Skill Name	Type	DF	BSC%	Level	ATT Bonus	PSF%	TSC%
Wear Light Armor	**BK**	3		0	-		
Wear Heavy Armor	**BK**	4		0	-		
Wear Battle Armor	**BK**	5		0	-		
Heavy Shield Play (+5 to TSC%)	**BK**	4	30%	3	20	29	59%
Hammer, maces and clubs (+5 to TSC%)	**MBK**	2	50%	3	25	34	89%
Ax (+5 to TSC%)	**MBK**	2	50%	3	25	34	89%
Thrown Hammer (+5 to TSC%)	**ZM**	2	50%	3	20	29	84%
Battlefield Tactics (+5 to TSC%)	**ZM**	3	40%	3	12	21	66%
Blind Fighting (+5 to TSC%)	**P**	7	7%	2	10	16	28%
Knife & Dagger Fighting (+5 to TSC%)	**PM**	1	60%	2	6	12	77%
Net (+5 to TSC%)	**P**	3	40%	1	10	13	58%
Siege Craft (+5 to TSC%)	**PM**	2	50%	1	12	15	70%
Two-weapon fighting (+5 to TSC%)	**PM**	5	20%	2	6	12	37%
Leadership (disc x 2)	**BK**	4	30%	2	6	12	42%
Intimidation	**S**	4	30%	2	20	26	56%
Conditioning	**BK**	5	20%	0	-		
Endurance	**S**	4	30%	0	-		
First Aid	**S**	2	50%	3	10	19	69%
Vegetable Crops	**BK**	2	50%	0	12	12	62%
Accurate counting	**BK**	1	60%	0	-		
Geological Lore (-1 DF racial)	**BK**	2	50%	3	12	21	71%
Written Dwarven as spoken							

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ACT OF FAITH WORK SHEET

Faith Skills	DF	BSC%	Level	Att. Bonus %	PSF%	TSC%	Comments
Primary (Thunder & Lightning)	5	0	20%	4	4	24%	
Secondary( )							

Base Belief	Earned Belief Points	Current Belief Points	Current PFF	Believers Status	Description Comment / Notes
Primary		14	6		
Secondary					
Unbeliever					

ACT OF FAITH LIST

Act of Faith	PFF	AVAILABLE (Y/N)	SC%	FP Cost	AP Cost	AOF Range	AOF Duration	Act of Faith Description or Effect
Common Prayer	6	Y	73%	1	3			
Prayer for Blessing								
Prayer for Forgiveness								
Prayer for Guidance								
Prayer for Insight								
Prayer for luck								
Prayer for Protection	6	Y	58%	1	3			
Prayer for Skill or Craft								
Prayer for Strength	6	y	58%	3	3			
Courage of the Righteous								
Minor Miracle								
Miracle								
Greater Miracle								
Clerical act of Faith:								
Visions:								

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Money	
On hand:	1200
In Safe Keeping:	
Jewels:	

Letters or Documents	
Letter of Introduction[1]	
Letter to Ride[2]	

Weight Carried:		
Item	**Weight**	**Cost**
3 gal water skin	25 lbs.	
100 lbs backpack	7 lbs	
3 week dry rations[3]	9 lbs.	

Fatigue Cost/ Hour for load:		
Item	**Weight**	**Cost**
Tinder box, flint & Steel	1	
Iron Pot	5	
Wooden spoon & ladle	1	
Wooden Bowl and Mug	2	
50' rope	4	
Grappling Hook	2	
Dbl Wool Blanket	3	
3 Journal books	3	
6 quills & 6 black ink	5	
3 map cases & paper	4	

Clothing
Infantry boots black
Brown Tunic & Breeches

NOTES
The character was born in the Dwarven kingdom of the white mountains his mother is that of the Dolgthvari (battle stock) Clan.
His father is in service to the Konung (King) of the kingdom of the white mountains as their Master Huscarl (Mstr. War Chief)
this forged the character's future as a Huscarl. The Character served in the recapture of Dresden from the horde as an advisor
to High King Rene' of Azin. Since the war's end the character has been assigned to learn more about the military capabilities of
the other races in the alliance and to offer suggestions and assistance where they need it. Recently the character has been assigned
the task of assisting in the pacification of the wild lands in county of Kent in Azin.
1The letter of introduction is from the character's father
[2]The letter to ride is from Philip Darcey King Rene' Nari's advisor of roads and waterways
[3]Dry rations include dried fruit, breads and dried or smoked meats
Due to the Character's Clan the character enjoys an additional starting level in all combat skills
Leo Horoscope adds +5 to Combat and outdoor skills

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