

<b>Character's Name:</b>				<b>Player's Name:</b>			
<b>Character's Vocation:</b>	Knight			<b>Character's Level:</b>	2		
<b>Character's Race:</b>	Human	<b>Gender:</b>	Male	<b>Height:</b>	6' 1"	<b>BMR%:</b>	10%
<b>Birth Aspect:</b>	Neutral	<b>Age:</b>	21	<b>Weight:</b>	201	<b>Social Status:</b>	33
<b>Birth Sign</b>	Aries	<b>Belief:</b>	15	<b>LCAP:</b>	603	<b>Build:</b>	8
<b>Honor Points:</b>	0	<b>INF:</b>	49	<b>CCAP:</b>	302	<b>Jump:</b>	14

<b>Attributes:</b>	<b>Attribute</b>	<b>AR%</b>	<b>Body:</b>	68	<b>Body Recover Rate Per Day</b>		
<b>Agility (AGL):</b>	19	88%	<b>Fatigue:</b>	60	<b>Total Rest:10%</b>	<b>Lt. Act: 6%</b>	<b>Active: 4%</b>
<b>Strength (STR):</b>	27	99%	<b>BAP:</b>	22	<b>FRR: 15</b>	Sleep for one hour	
<b>Constitution (CON):</b>	22	94%			<b>FFR: 10</b>	Rest for 10 minutes	
<b>Intellect (INT):</b>	18	85%			<b>ML:</b>	0	<b>Character Description:</b>
<b>Wisdom (WIS):</b>	19	88%	<b>Father's Social Class:</b>	Baron			
<b>Discipline (DISC):</b>	14	73%	<b>Father's Vocation:</b>	Viscount			
<b>Bardic Voice (BV):</b>	10	58%	<b>Sibling Rank:</b>	1 <sup>st</sup> , 1 <sup>st</sup> son			
<b>Appearance (APP):</b>	18	85%	<b>Family Status:</b>	Credit			
<b>Piety (PTY):</b>	15	76%	<b>Resist Disease:</b>	99			<b>Unusual Features: Long beard</b>

<b>CORE SKILLS</b>								<b>Special Abilities</b>		
<b>Skill Name:</b>	<b>TYPE</b>	<b>DF</b>	<b>Level</b>	<b>BSC%</b>	<b>ATT Bonus</b>	<b>PSF%</b>	<b>TSC%</b>	<b>Born with aptitude for a</b>		
<b>Alertness: Sight</b>	C	7	0	7	-	0	7%	Skill – slashing swords		
<b>Alertness: Sound</b>	C	7	0	7	-	0	7%	Herculean strength		
<b>Alertness: Smell</b>	C	7	0	7	-	0	7%			
<b>Alertness: Taste</b>	C	8	0	3	-	0	03%			
<b>Alertness: Touch</b>	C	9	0	2	-	0	02%			
<b>Brawling</b>	C	3	0	40	26	26	66%	Superbly conditioned		
<b>Dodge</b>	C	3	0	40	16	16	56%			
<b>Stamina</b>	C	3	0	40	29	29	69%			
<b>Willpower</b>	C	3	0	40	4	4	44%			
<b>Faith</b>	C	5	0	20	6	6	26%			
<b>Local Geography</b>	C	1	0	60	12	12	72%			
<b>Language: Spoken (Own)</b>	C	1	0	60	4	4	64%			

<b>Optional Attributes:</b>	<b>Attri bute</b>	<b>AR%</b>	<b>Curses:</b>			
<b>Natural Charisma (NCR):</b>	17	82				
<b>Dexterity (DEX):</b>	22	94	<b>Phobias:</b>			
<b>Ferocity (FER):</b>	25	99				
<b>Absolute STR Rating (ASR):</b>	24	98	<b>Defects</b>			
<b>Luck:</b>	19	88				

<b>Armor Type (Worn)</b>	<b>Slash</b>	<b>Crush</b>	<b>Pierce</b>	<b>Missile</b>	<b>Energy</b>	<b>AP Cost</b>	<b>FP Cost</b>	<b>Descriptions</b>
Visored helm	20	17	17	17	10	2	1	
Plate mail	15	13	13	13	8	5	4	With arming doublet
Large reinforced shield	16	16	16	16	16	--	--	15% tsc when blocking an attack

<b>Combat Matrix Chart</b>							<b>Damage</b>						
<b>Att.</b>							<b>Damage</b>	<b>Str</b>	<b>Lvl</b>	<b>Damage</b>	<b>Crit</b>	<b>Chance of</b>	
<b>Weapon Name</b>	<b>DF</b>	<b>BSC%</b>	<b>Lvl</b>	<b>Bonus</b>	<b>PSF%</b>	<b>TSC%</b>	<b>Base</b>	<b>Bonus</b>	<b>Bonus</b>	<b>Total</b>	<b>Mod</b>	<b>Bash</b>	<b>AP</b>
Knights sword	2	50	3	26	35	85	11S	25	2	38S	+1	8	8
Cavalry flail	3	40	2	21	27	67	11C	25	2	38C	+1	7	8
War hammer	3	40	2	34	40	80	10C	25	2	37C	+2	9	8
Cav. Lance	3	40	2	23	29	69	10 P	19 <sup>2</sup>	2	31 P	+5	7	special <sup>1</sup>

<sup>1</sup> The AP to prep a lance to receive an attack is 2 AP. The AP to prep a lance for a charge is 3 AP  
<sup>2</sup> The Strength bonus is based off the weight of the knight's horse. To enjoy this bonus in the lance the horse must travel 30 feet to get up to speed





