

Character's Name:				Player's Name:	Pre-generated Character		
Character's Vocation:	Man at Arms			Character's Level:	2		
Character's Race:	Human	Gender:	Male	Height:	67" or 5' 7"	BMR%:	0
Birth Aspect:	Neutral	Age:	19	Weight:	203 lbs.	Social Status:	18
Birth Sign	Aries	Belief:	15	LCAP:	289 lbs.	Build:	13 / Massive
Honor Points:		INF:	28	CCAP:	145 lbs.	Jump:	10

			Body Recover Rate Per Day				
Attributes:	Attribute	AR%	Body:	48	Total Rest: 8	Lt. Act: 5	Active: 3
Agility (AGL):	14	73%	Fatigue:	36	FRR: 9	Sleep for one hour	FFR: 6 Rest for 10 minutes
Strength (STR):	17	82%	BAP:	15	ML:	-	Character Description:
Constitution (CON):	17	82%			PMF:	-	
Intellect (INT):	10	58%			PFF:	8	
Wisdom (WIS):	8	50%	Father's Social Class:	Guildsman			
Discipline (DISC):	16	79%	Father's Vocation:	Master Engraver		Hair Color: black	Eye color: green
Bardic Voice (BV):	11	62%	Sibling Rank:	3 rd / 3 rd son		Hair Feature: just about the shoulders	
Appearance (APP):	6	40%	Family Status:	Credit		Skin Texture: Weathered	
Piety (PTY):	15	76%	Resist Disease:	94%		Unusual Features: Scar on face	

CORE SKILLS								Special Abilities		
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%			
Alertness: Sight	C	7	0	7%	-	-	7%			
Alertness: Sound	C	7	0	7%	-	-	7%			
Alertness: Smell	C	7	0	7%	-	-	7%			
Alertness: Taste	C	8	0	3%	-	-	03%			
Alertness: Touch	C	9	0	02%	-	-	02%			
Brawling	C	3	1	40%	+8	11	51%			
Dodge	C	3	0	40%	0	0	40%			
Stamina	C	3	0	40%	+10	10	50%			
Willpower	C	3	0	40%	+8	8	48%			
Faith	C	5	0	20%	+6	6	26%			
Local Geography	C	1	0	60%	0	0	60%			
Language: Spoken (Own)	C	1	0	60%	0	0	60%			

Optional Attributes:		Attri bute	AR%	Curses:						
Natural Charisma (NCR):		5	35%					Experience Points		
Dexterity (DEX):		15	76%	Phobias:				Accumulated Exp:		
Ferocity (FER):		10	58%					Total Exp: 5500		
Absolute STR Rating (ASR):		17	82%	Defects:						
Luck:		16	79%							

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	Descriptions		
Leather Hood	6	5	4	5	5	0	0			
Cuirbolli	6	8	5	6	6	0	0			
Wood Shield	10	9	12	10	10	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	
Dagger	1	60%	3	+10%	13%	73%	1 P	2 P	1	4 P	0	10	7	
Saex	2	50%	4	+8%	20%	70%	4 P	9	1	14 P	0	10	9	
Pole Ax	4	30%	4	+10%	22%	52%	8 S	9	2	19 S	1	8	12	
Wooden Shield	2	50%	2	+8%	19%	69%	3 C	9	1	13 C	1	8	2	
Wear light Armor	3	40%	-	-	-	-	-	-	-	-	-	-		

Please note that the extra PSF% in the wooden shield is due to the Zodiac influence

