

Character's Name:				Player's Name:			
Character's Vocation:	Mounted Warrior			Character's Level:	2		
Character's Race:	Human	Gender:	Male	Height:	5' 9"	MR%:	0
Birth Aspect:	Well	Age:	23	Weight:	170 lbs.	Social Status:	16
Birth Sign	Leo	Belief:	4	LCAP:	303 lbs	Build:	Heavy
Honor Points:		INF:	31	CCAP:	152 lbs	Jump:	11

Attributes:	Attribute	AR%	Body:	49	Body Recovery Rate Per Day			
Agility (AGL):	17	82%	Fatigue:	41	Total Rest: 4	Lt. Act: 2	Active: 1	
Strength (STR):	20	90%	BAP:	21	FRR: 12	Sleep for one hour	FFR: 8 Rest for 10 minutes	
Constitution (CON):	19	88%			ML:	0	Character Description:	
Intellect (INT):	17	82%			PMF:	0		
Wisdom (WIS):	17	82%	Father's Social Class:	Freeman				
Discipline (DISC):	15	76%	Father's Vocation:	Sergeant				
Bardic Voice (BV):	15	76%	Sibling Rank:	1 st Male			Hair Color:	Eye Color:
Appearance (APP):	11	62%	Family Status:	Credit			Hair Feature:	
Piety (PTY):	4	30%	Resist Disease:	97%			Skin Texture:	
							Unusual Features:	

CORE SKILLS								Special Abilities		
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%	Born with an aptitude		
Alertness: Sight	C	7	0	07%	-	-	07%	For a skill		
Alertness: Sound	C	7	0	07%	-	-	07%	Great Swords		
Alertness: Smell	C	7	0	07%	-	-	07%			
Alertness: Taste	0	8	0	03%	-	-	03%			
Alertness: Touch	0	9	0	02%	-	-	02%			
Brawling + 5	C	3	0	40%	14	14	59%			
Dodge + 5	CM	3	1	50%	10	21	71%			
Stamina	C	3	0	40%	10	18	58%			
Willpower	C	3	0	40%	18	18	46%			
Faith	C	5	0	20%	-20	0	0%			
Local Geography	C	1	2	60%	10	10	70%			
Language: Spoken (Own)	C	1	2	60%	8	18	78%			

Optional Attributes:	Attri bute	AR%	Curses:		Experience Points
Natural Charisma (NCR):	13	70%			
Dexterity (DEX):	20	90%	Phobias:	Minor Phobia	Accumulated Exp: 7500
Ferocity (FER):	20	90%		Necrophobia	Total Exp: 7200
Absolute STR Rating (ASR):	17	82%	Defects:		
Luck:	19	88%			

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	Descriptions
Scale mail Cuirass	12	10	9	10	9	-3	1 / 2	Wear per hour/CB round
Scale mail Coif	12	10	9	10	9	-	-	Wear per hour/ CB round

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
Great Sword +5%	3	40%	3	20	34	74%	9 S	10	3	22 S	+1	6	9
Dirk +5% TSC	1	60%	2	16	27	92%	3 P	5	1	9 P	0	10	6
War Javelin +5%	2	50%	3	12	26	76%	5 P	10	3	18 P	+1	7	9
Bolo +5% TSC	3	40%	2	10	21	61%	6 C	5	2	13 C	+1	9	11
Mounted Combat	3	40%	2	16	27	67%							

Bolo	Set & Loose Bolo: 11 AP To loose 2 AP		
TSC% Modifier	Distance in feet	Damage	Crit Mod
0%	11	13 C	0
-5%	25	9 C	-1
-10%	45	7 C	-1
-20%	80	3 C	-2
-30%	100	1 C	-3

Bolos

Attributes: Agility x 2
Level: DF 5; BSC 20%; 700 Exp, 7 SKP

The bolo is an inexpensive and effective means of stopping a target, being an animal or an opponent. Numerous ancient cultures used bolos for hunting and warfare. A bolo is constructed of 1 weights of various sizes and numbers (3-8 weights) that are connected together by cords. The weights are made from many different materials from stones to materials that are held in pouches. The bolo is gripped by either the weights or the meeting point where the cords come together. The bolo is then swung over the users head and is released at its target. As the bolo travels through the air, the weights will separate giving the bolo a configuration a kin to a flattened and open net. When the bolo strikes the target the weights will cause the cords to wrap themselves around the target, entangling the target. The desired aim for the user is the targets legs, thus tripping the target. The bolo is not a pleasant weapon. The bolo often damages the target by causing blunt trauma and of breaking bones on the target. Bolos are not an easy tool to master. If the bolo is not properly used it can be dangerous to the thrower.

Wpn Type	Prod Time days	Wt Lbs.	Lgth Feet	Base Dmg	Crit Die Mod	Bash Chance	Cost in Pennies
L	1	1-3	5-8	6 C	0	9	80

TSC% Modifier	Base Dmg	+0% SR Rge Mod	-5% MR Rge Mod	-10% LR Rge Mod	-20% ER Rge Mod	-30% MaxR Rge Mod
Bolo	6C	11' 0	25' -2	45' -5	80' -7	100' -9

BOLO Crit Die	
Crit Die Result	Success
01-02	The bolo hit the target. The target takes full damage to the target. The target must make an AGIL AR check. If the target fails the AGIL AR check then the target falls to the ground.
03-04	The bolo hit the target. The target takes ½ damage. The target must make an AGIL AR check. If the target fails the AGIL AR check then the target falls to the ground.
05-06	The bolo hit the target. The target takes ¼ damage to the target. The target must make an AGIL AR check. If the target fails the AGIL AR check then the target falls to the ground.
07-09	The targets legs were entangled by the bolo. The target must make an AGIL AR check. If the target fails the AGIL AR check then the target falls to the ground. There is no additional damage
10	The targets legs were entangled by the bolo. The target must make an AGIL AR check – the throwers PSF in bolos. . If the target fails the AGIL AR check then the target falls to the ground. There is no additional damage
Crit Die Result	Critical Failure
01-02	The user of the bolo entangled himself/herself causing full damage of the bolo to the user. The user needs to make an AGIL AR to unentangle himself/herself.
03-04	The user of the bolo entangled himself/herself causing ¼ damage of the bolo to the user. The user needs to make an AGIL AR to unentangle himself/herself
05-06	The user of the bolo entangled himself/herself causing ¼ damage of the bolo to the user. The user needs to make an AGIL AR to unentangle himself/herself
07-08	The user of the bolo entangled himself/herself causing no additional damage. The user needs to make an AGIL AR to unentangle himself/herself
09-10	The bolo missed the target.

AP Cost for loosing a Bolo based on Character PSF %					
Action	1-25%	26-45%	46-60%	61%-74%	75%+
Preparing & Loosing	12	11	9	7	6
Loosing	9	8	7	6	4