

Character's Name:				Player's Name:			
Character's Vocation: Wandering Strongman				Character's Level: 2			
Character's Race: Human		Gender: Male		Height: 6' 5"		MR%: 0	
Birth Aspect: Well		Age: 20		Weight: 264		Social Status: 5	
Birth Sign: Gemini		Belief: 14		LCAP: 665		Build: Massive	
Total Honor Points:				INF:		CCAP: 332	
Honor Points Used:				Body Recover Rate Per Day			
Attributes:		Attribute		AR%		Body: 57	
Agility (AGIL):		17		82%		Total Rest: 4	
Strength (STR):		26		99%		Lt. Act: 3	
Constitution (CON):		19		88%		Active: 2	
Intellect (INT):		13		70%		FRR: Sleep for one hour	
Wisdom (WIS):		15		76%		FFR: Rest for 10 minutes	
Discipline (DISC):		17		82%		Fatigue: 45	
Bardic Voice (BV):		14		73%		BAP: 24	
Appearance (APP):		15		76%		ML: N/A	
Piety (PTY):		13		70%		PMF: N/A	
Romance Factor:				Character Description:			
Father's Social Class: Serf				ML: N/A			
Father's Vocation: Farmer				PMF: N/A			
Sibling Rank: 3 rd child/2 nd son				PFF: 4			
Family Status:				Hair Color:			
Resist Disease:				Eye Color:			
Unusual Features:				Skin Texture:			

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%	Extraordinary Potential	
Alertness: Sight	C	7	0	7%	-	0	7%	+4 Strength	
Alertness: Sound	C	7	0	7%	-	0	7%		
Alertness: Smell	C	7	0	7%	-	0	7%		
Alertness: Touch	C	9	0	2%	-	0	2%		
Alertness: Taste	C	8	0	3%	-	0	3%		
Brawling	C	3	0	40%	23	23	63%		
Dodge	C	3	0	40%	8	8	48%		
Stamina	PM	1	3	60%	25	34	94%		
Willpower	C	3	0	40%	10	10	50%		
Faith	C	5	0	20%	2	2	22%		
Local Geography	C	1	0	60%	2	2	62%		
Own Cultural Lore	C	1	0	60%	2	2	62%		
Language: Spoken (Own)	C	1	0	60%	4	4	64%		

Optional Attributes:		Attribute		AR%		Curses:		Experience Points	
Natural Charisma (NCR):		14		73%				Accumulated Exp:	
Dexterity (DEX):		17		82%		Phobias:		Total Exp: 6000	
Ferocity (FER):		22		94%				Unused Exp:	
Absolute STR Rating (ASR):		25		99%		Defects: Overly Trusting			
Luck:		13		70%					

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	FP to Wear	Descriptions
Cloth	1	0	0	0	0	0	0	0	+ 3 AP during combat

Combat Matrix Chart							Damage							
Att.							Damage				Crit			Chance of
Weapon Name	DF	BSC%	Lvl	Bonus	PSF%	TSC%	Base	Bonus	Lvl	Damage	Total	Mod	Bash	AP
Fists	2	50	3	23	32	82	1 C	6	0	7 C		+2	9	7

Type of Bow:			Name of Bow:				Reload AP:			Quick Draw AP: (-20% TSC%)			
Hunting Arrows				War Arrows				Armor Piercing Arrows				Range	
TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit		
0%				0%				0%				Short Range	
-5%				-5%				-5%				Med. Range	
-10%				-10%				-10%				Long Range	
-20%				-20%				-20%				Ext. Range	
-30%				-30%				-30%				Max Range	

