



Name: Teague MacTeague
Race: Human
Appearance: An athletic young warrior with dark eyes and auburn hair, with a raven-shaped burn scar on his chest.

Player: Cal
Ht: 5'8" **Wt:** 158 **Age:** 23
Spent: 200 **Unspent:** 0

ST 14 [40]	HP 14 [0]	Basic Speed 6 [0]
DX 14 [80]	Will 11 [5]	Basic Move 6 [0]
IQ 10 [0]	Per 12 [10]	BL 39 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d Sw 2d
TL 3 [0]	SM +0	

Vision 12	Taste/Smell 12	Death Check
Hearing 12	Fright Check 13*	Broad Jump 3 yd
Touch 12	Consciousness	High Jump 2.17 ft

* Includes: +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -10

ENCUMBRANCE TABLE					
Name	None	< Light >	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

PARRY	PARRY	BLOCK	DODGE	DR
12*	11*		10/11†	0+2‡
Brawling	DX		Light	Torso

* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Combat Reflexes', +1 from 'Enhanced Dodge'

‡ Includes: +2 from 'Damage Resistance'

REACTION MODIFIERS	
Appearance: +0	Status: +0
Other: +0*	* Conditional: +2 from 'Sense of Duty (Nation)' when in dangerous situations if Sense of Duty is known, +1 from 'Reputation (Killer of Orcs)'

LANGUAGES			
Name	Spoken	Written	Pts
Gaelic (Native)	Native	Native	[0]
Latin	Broken	Semi-Lit.	[2]
Ogham	-	Semi-Lit.	[1]

ADVANTAGES	
Name	Pts
Blessed (Heroic Feat; Damage Resistance)	[10]
Combat Reflexes	[15]
Damage Resistance 2	[10]
Eidetic Memory	[5]
Roll: 10 (IQ)	
Enhanced Dodge 1	[15]
Enhanced Parry 1 (Broadsword)	[5]
Reputation +1 (Killer of Orcs; All the time; Almost everyone)	[5]

PERKS	
Name	Pts
No Hangover	[1]
Weapon Bond (Broadsword, Two-Handed Sword)	[1]

DISADVANTAGES	
Name	Pts
Compulsive Vowing (12 or less)	[-5]
Discipline of Faith (Ritualism)	[-5]
Enemy (Orcs; A large group (21-1,000 people); 9 or less)	[-30]
Sense of Duty (Nation)	[-10]
Vow (Never refuse a challenge to combat)	[-10]

QUIRKS	
Name	Pts
Chauvinistic	[-1]

QUIRKS (continued)	
Name	Pts
Dislikes Dogs	[-1]
Dreamer	[-1]
Trademark	[-1]
Vow (Behead enemies)	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	12	DX-2	[1]
Bow	14	DX+0	[2]
Brawling	16	DX+2	[4]
Parry: 12			
Broadsword	17*	DX+3	[12]
Parry: 13			
Climbing	14	DX+0	[2]
Fast-Draw (Sword)	15†	DX+1	[1]
Fishing	12	Per+0	[1]
Hiking	10	HT+0	[2]
Knife	14	DX+0	[1]
Parry: 10			
Public Speaking (Storytelling)	10	IQ+0	[1]
Scrounging	12	Per+0	[1]
Shortsword	15	DX+1	[0]
Parry: 11			
Staff	13	DX-1	[1]
Parry: 12			
Stealth	15	DX+1	[4]
Survival (Woodlands)	12	Per+0	[2]
Throwing	14	DX+0	[2]
Tracking	12	Per+0	[2]
Traps/TL3	11	IQ+1	[4]
Two-Handed Axe/Mace	14	DX+0	[2]
Parry: 11			
Two-Handed Sword	17‡	DX+3	[11]
Parry: 12			

* Includes: Enhanced Parry (Broadsword); Conditional: +1 from 'Weapon Bond (Broadsword, Two-Handed Sword)'

‡ Conditional: +1 from 'Weapon Bond (Broadsword, Two-Handed Sword)'

TECHNIQUES			
Name	Level	Relative	Pts
Aggressive Parry (Brawling)	12	def+1	[2]
Parry: 13			
Ground Fighting (Brawling)	12	def+0	[0]
Ground Fighting (Broadsword)	13	def+0	[0]
Retain Weapon (Broadsword)	17	def+0	[0]
Two-Handed Punch (Brawling)	16	def+2	[2]

POINTS SUMMARY	
Name	Pts
Basic Attributes, Secondary Characteristics	[135]
Advantages, Perks	[70]
Disadvantages, Quirks	[-65]
Skills, Techniques	[60]
Total Points Spent:	200
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Brawling)	12	13	1d-9 cr	C	—	—	
Bastard Sword (Orcbane): one-handed swing	19	14	2d+2 cut	1,2	11	4	
Bastard Sword (Orcbane): one-handed thrust	19	14	1d+1 cr	2	11	4	
Bastard Sword (Orcbane): two-handed swing	19	13	2d+3 cut	1,2	10†	4	
Bastard Sword (Orcbane): two-handed thrust	19	13	1d+2 cr	2	10†	4	
Brawling: Punch	16	12	1d cr	C	—	—	
Brawling: Bite	16	—	1d cr	C	—	—	
Brawling: Kick	14	—	1d+1 cr	C,1	—	—	
Dagger	14	10	1d-1 imp	C	5	4	[1]
Hatchet (tool)	10	9	2d cut	1	8	—	[1]
Quarterstaff: staff swing	13	12	2d+2 cr	1,2	7†	4	
Quarterstaff: staff thrust	13	12	1d+2 cr	1,2	7†	4	
Quarterstaff: sword swing	17	12	2d+2 cr	1,2	9†	4	
Quarterstaff: sword thrust	17	12	1d+1 cr	2	9†	4	
Shortsword: swing	15	11	2d cut	1	8	4	
Shortsword: thrust	15	11	1d imp	1	8	4	
Two-Handed Punch (Brawling)	16	—	1d-4 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	10	1d-1 imp	—	7 yd / 14 yd	1	T(1)	5	-1	—	4	
Hatchet (tool)	9	2d cut	1	21 yd / 35 yd	1	T(1)	8	-2	—	—	
Heavy Cloak	9	spcl.	1	2 yd / 2 yd	1	T(1)	8	-6	—	—	[1]/[4]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Small <small>Description: TL:1 Notes: Holds 40 lbs. of gear.</small>	60	3 lb
1	Bastard Sword (Orcbane) (Steel; Balanced; Dwarfven; Fine; Signature Gear; Weapon Bond (Perk); ~Bane (Orcs)) <small>Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+2 cr Reach:2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0U ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 cut Reach:2 Parry:0U ST:11 Skill:Broadsword]</small>	7900	5 lb
1	Blanket <small>Description: Notes: A warm bedroll.</small>	20	4 lb
1	Boots <small>Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet</small>	80	3 lb
2	Bottle, Small <small>Description: Notes: Holds 1 pint of liquid (1 lb. if water). DR 1, HP 2</small>	4	1 lb
2	Dagger <small>Description: TL:1 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]</small>	40	8 oz
1	Fishhooks & Line <small>Description: TL:0 Notes: Basic gear for Fishing skill, needs a pole.</small>	50	—
1	Hatchet (tool) <small>Description: Notes: For Forced Entry, cutting firewood, etc. Treat as a hatchet in combat, at -1 to skill.</small>	15	2 lb
1	Heavy Cloak <small>Description: TL:1 LC:-- DB:2 Dam:Spcl. Acc:1 Range:2 RoF:1 Shots:T(1) Bulk:-4 ST:5 DR:1 HP:5 Skill:Cloak Notes: [1]/[4] May entangle or ensnare the target; see Special Ranged Weapons (p. B411).</small>	50	5 lb
1	Personal Basics <small>Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.</small>	5	1 lb
1	Pouch <small>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</small>	10	—
1	Quarterstaff <small>Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]</small>	10	4 lb
1	Rations <small>Description: TL:0 Notes: One meal of dried meat, cheese, etc.</small>	2	8 oz
1	Rope, 3/8" (per 10 yards) <small>Description: TL:1 Notes: Supports 300lbs.</small>	5	1.5 lb
1	Sack <small>Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5</small>	30	3 lb

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Shortsword <small>Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]</small>	400	2 lb
1	Sleeping Fur <small>Description: TL:0 Notes: Warm unless wet.</small>	50	8 lb
1	Whetstone <small>Description: For sharpening weapons</small>	5	1 lb
1	Wineskin <small>Description: TL:0 Notes: Holds 1 gallon of liquid.</small>	10	4 oz