



Name: Barbarian  
Race: Human  
Appearance:

Player: 100 points  
Ht: Wt:

Age: Spent: 100  
Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 13* [ 30]	<b>HP</b> 13 [ 0]	<b>Basic Speed</b> 5.5 [ 0]
<b>DX</b> 11 [ 20]	<b>Will</b> 10 [ 5]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 9 [ -20]	<b>Per</b> 11 [ 10]	<b>BL</b> 34 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d <b>Sw</b> 2d

\* Cond. +1 from 'Striking ST'

<b>TL</b> 4 [ 0]	<b>SM</b> +0
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Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 12*	High Jump 1.67 ft
Touch 11	Consciousness 11	Broad Jump 2.33 yd

\* +2 from 'Combat Reflexes'

**HP** 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
9*	10*	7*	9*	0
DX	Axe/Mace	DX	None	Torso

\* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

\* Cond. +2 from 'Outdoorsman' when Explorers, nature lovers, and the like, Cond. -2 from 'Social Stigma (Minority Group)'

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[ 0]

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
High Pain Threshold	[ 10]
Roll to ignore pain: 13 (Will+3)	
Outdoorsman 2	[ 20]
Striking ST 1 (Size)	[ 5]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less)	[ -10]
Hidebound	[ -5]
Impulsiveness (12 or less)	[ -10]
Social Stigma (Minority Group)	[ -10]
Wealth (Struggling)	[ -10]

QUIRKS	
Name	Pts
Chauvinistic	[ -1]
Uncongenial	[ -1]

SKILLS			
Name	Level	Relative	Pts
Animal Handling (Dogs)	9	IQ+0	[ 2]
Axe/Mace	12	DX+1	[ 4]
Parry: 10			
Brawling	11	DX+0	[ 1]
Parry: 9			

SKILLS (continued)			
Name	Level	Relative	Pts
Camouflage	11*	IQ+2	[ 1]
Carousing	11	HT+0	[ 1]
Climbing	10	DX-1	[ 1]
Disguise/TL4 (Animals)	9	IQ+0	[ 2]
Fishing	13*	Per+2	[ 1]
Forced Entry	11	DX+0	[ 1]
Hiking	10	HT-1	[ 1]
Intimidation	10	Will+0	[ 2]
Mimicry (Animal Sounds)	9*	IQ+0	[ 1]
Naturalist (Earth)	9*	IQ+0	[ 1]
Navigation/TL4 (Land)	11*	IQ+2	[ 2]
Observation	10	Per-1	[ 1]
Running	10	HT-1	[ 1]
Shield (Shield)	14	DX+3	[ 8]
Block: 11			
Stealth	11	DX+0	[ 2]
Survival (Plains)	12*	Per+1	[ 1]
Swimming	11	HT+0	[ 1]
Thrown Weapon (Axe/Mace)	13	DX+2	[ 4]
Tracking	12*	Per+1	[ 1]
Weather Sense	8	IQ-1	[ 1]
Wrestling	10	DX-1	[ 1]
Parry: 9			
* +2 from 'Outdoorsman'			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		55
Advantages, Perks		50
Disadvantages, Quirks		-47
Skills, Techniques		42
<b>Total Points Spent:</b>		<b>100</b>
<b>Unspent Points:</b>		<b>0</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	11	9	1d-1 cr	C	-	-	
Brawling: Bite	11	-	1d-1 cr	C	-	-	
Brawling: Kick	9	-	1d cr	C,1	-	-	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status -2; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Sandals (TL0) Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only. Location: Feet	25	8 oz