

Player Name _____
 Character Name _____
 Race **Human** Sex **F** Age **20**
 R/L Handed

Hgt **70"** Wgt **184**
 Hits **25** Bulk **0** LF Mod **1.25**
 Carry **34** POW **1**
 Total XP **100** Spare XP **0**

Strength **3** Will **0** Stamina **1**
 Intelligence **0** Wisdom **0** Awareness **0**
 Dexterity **2** Agility **2** Reflexes **1**
 Aesthetics **0** Charisma **0** Beauty **0**
 Piety **0** Karma **0** Luck **0**

Size **1**
 Score Cost

Picks
Spears
Shield

Perk **Body Builder**
 Penalty **Impulsive: Quick to Fight**

Racial Bonus _____

XP	Proficiencies
5	Spear
5	Shield (may use shield to attack)
5	Active Shield (allows Criticals with shield)
15	Prof. XP

XP	Standard Skills	Spec	Mod	Rnk	Total
1	Alertness: Awa + Luk or Wis			1	1
	Allure: Bea + Cha	1			1
	Athletics: Str + Agl		5		5
	Balance: Awa + Agl		2		2
	Catch: Dex + Ref		3		3
	Charm: Bea + Cha				0
	Command: Wil + Cha				0
1	Evade: Agl + Ref	1	3	1	5
	Faith: Pie + Kha				0
	Fortune: Luk + Kha				0
1	Health: Sta	1	1	1	3
9	Melee Atk: Pow + Dex		3	3	6
1	Melee Def: Pow + Agl		3	1	4
	Search: Int + Awa				0
	Thought: Int + Wis				0
	Throw: Dex + Agl		4		4
1	VS Death: Wil + Sta		1	1	2
	Vigor: Wil + Int or Cha				0
14	Rank XP				

XP	Acquired Skills	Spec	Mod	Rnk	Total
19	Bear Armor			3	3
11	Negate Armor	0	1	1	2
11	Shields*	0	3	1	4
19	Critical	0	1	3	3
11	Battle Cry	0	0	1	1
*may add 1/2 to DEF. No CR E-H					

(Hgt/3) +5% Walk **30** Run Walk x3 **90** Daily Walk +5% /pt VS Death **36** Jump/Leap/Swim Walk / 2 **15** (Other)

Weapon	Prof	Damage	ATK	DEF	CR	Ranges
Initiative: 1d6 +2 Enc +1		Fist (-1/-2)	5	2		Long: 2x Med, -5
		Foot (2 Hand) (-2/-4)	4	0		Short Med -2
Spear	3	3d6	10	8	3	
Spear (thrown)	3	3d6	7		3	33 44
Dagger		2d6	6	3	3	
Dagger (thrown)		2d6	4		3	33 55
Large Metal Shield	3	2d6+3	5	11	3	

Roll Diff	Result	Crit
26+	+2 dice, no 3's	D (+10)
21 to 25	+2 dice, no 2's	C (+5)
16 to 20	+1 die, no 2's	B (+0)
11 to 15	no 2's	A (-5)
6 to 10	normal	
1 to 5	1/2 Damage	
-4 to 0	miss	
-9 to -5	miss	
-14 to -10	return -5	E (-5)
-19 to -15	return	F (+0)
-24 to -20	return +5	G (+5)
-25 or less	return +10	H (+10)

Armor	CH	TH	IM	EL	hits	ENC	wgt
Quilt	1	2	3	3	14	1	10
Light Chain	4	2	1	1	16	1	28
Soft Leather Ring	4	3	3	3	24	1	15
Totals	9	7	7	7	3	4	
Small Wooden Shield	+2	+2	+2	+2	35		53

Life Force **29** Will Power **12** Heal Rate **3.1**
 Wounds
 Light **2** Medium **10** Heavy **20**
 Stun: 11 Stun: 21 Stun: 31

Roll	Result	Effect
1 or more	None	None
-4 to 0	Stunned	-2
-9 to -5	Winded	-4
-14 to -10	Dazed	-6
-19 to -15	Staggered	-8
-20 or less	Incapacitated	Out

Manna Base
 Daily

