

PORTRAIT	IDENTITY		MISCELLANEOUS		150 POINTS		
	NAME	Arthur "the Bear" son of Connor	CREATED	Jan 8, 2025, 4:43 PM	0 UNSPENT		
	TITLE		MODIFIED	Jan 8, 2025, 5:17 PM	0 ANCESTRY		
	ORGANIZATION		PLAYER		82 ATTRIBUTES		
DESCRIPTION					71 ADVANTAGES		
	GENDER	MAle	HEIGHT	5'9"	HAIR	Black	-35 DISADVANTAGES
	AGE	21	WEIGHT	124 lb	EYES	Blue	0 QUIRKS
	BIRTHDAY	January 13	SIZE	+0	SKIN	White	32 SKILLS
	RELIGION		TL	3	HAND	Right	0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
				ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[0] 13	STRENGTH (ST)	[0] 10	WILL		EYES	-9	0	0	NONE	34 lb	5	9
[0] 12	DEXTERITY (DX)	[0] 14	FRIGHT CHECK	3-4	SKULL	-7	6		1 LIGHT	68 lb	4	8
[0] 10	INTELLIGENCE (IQ)	[0] 10	PERCEPTION (PER)	5	FACE	-5	0		2 MEDIUM	102 lb	3	7
[-20] 11	HEALTH (HT)	[0] 10	VISION	6-7	RIGHT LEG	-2	0		3 HEAVY	204 lb	2	6
BASIC DAMAGE		[0] 10	HEARING	8	RIGHT ARM	-2	0		4 X-HEAVY	340 lb	1	5
1d BASIC THRUST		[0] 10	TASTE & SMELL	9-10	TORSO	+0	4/2		LIFTING & MOVING THINGS			
2d-1 BASIC SWING		[0] 10	TOUCH	11	GROIN	-3	0		34 lb	BASIC LIFT		
		[0] 5.75	BASIC SPEED	12	LEFT ARM	-2	0		68 lb	ONE-HANDED LIFT		
		[0] 5	BASIC MOVE	13-14	LEFT LEG	-2	0		272 lb	TWO-HANDED LIFT		
POINT POOLS				15	HAND	-4	0		408 lb	SHOVE & KNOCK OVER		
[0] 11	OF 11 FP [RESTED]			16	FOOT	-4	2		816 lb	RUNNING SHOVE & KNOCK OVER		
[2] 14	OF 14 HP [HEALTHY]			17-18	NECK	-5	0		510 lb	CARRY ON BACK		
					VITALS	-3	4/2		1,700 lb	SHIFT SLIGHTLY		

±	REACTION	±	CONDITION
+1	from like-minded extroverts	+2	on all HT rolls related to drinking
-1	or worse from sober-minded citizens (GM discretion)	+3	on all HT rolls to avoid knockdown and stunning
		+6	on all IQ rolls to wake up or to recover from surprise or mental stun
		+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison
		+4	to Dodge, Parry & Block against attacks from the front or shield side
		+1	to initiative rolls for your side (+2 if you are the leader)
		+3	to resist torture
		+5	to your effective HT whenever you roll to recover lost HP or to see if you can get over a crippling injury

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Heavy Cloak	DR 1, HP 5	Entangle	8	No	8	See B404	C,1	
Javelin		Thrust	13	10	No	1d+1 imp	1	6
Medium Shield	DR 7, HP 40	Shield Bash	12	No	10	1d cr	1	
Natural Attacks		Bite	13	No	No	1d-1 cr	C	
Natural Attacks		Kick	11	No	No	1d+1 cr	C,1	
Natural Attacks		Punch	13	10	No	1d-1 cr	C	
Spear		Thrust	13	10	No	1d+2 imp	1*	9
Spear		Thrust	13	10	No	1d+3 imp	1-2*	9+
Thrusting Broadsword		Swung	13	10	No	2d cut	1	10
Thrusting Broadsword		Thrust	13	10	No	1d+2 imp	1	10

RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Heavy Cloak	DR 1, HP 5	Thrown	8	1	See B411	2	1	T	-6		8
Javelin		Thrown	14	3	1d+1 imp	19/32	1	T	-4		6
Spear		Thrown	14	2	1d+3 imp	13/19	1	T	-6		9

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Natural Attacks	0	B271	-	Area Knowledge	11	IQ+1	2	B176	-
Attribute Modifiers Attribute	100		-	(Local)					
Increased Strength 3	30	B14		All important citizens and businesses, and most unimportant ones; all public buildings and most houses					
Increased Dexterity 2	40	B15							
Increased Health 3	30	B14							

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Advantages and Perks	68		—	Brawling	13	DX+1	2	B182+	
Alcohol Tolerance	1	B100		Broadsword	13	DX+1	4	B208	—
Combat Reflexes	15	B43		Carousing	11	HT	1	B183	—
Never freeze				Heraldry	10	IQ	2	B199	—
Fit	5	B55		Poetry	10	IQ	2	B214	—
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				Riding (Equines)	13	DX+1	4	B217	—
High Status 1	5	B28	!	Savoir-Faire (Ulbethian Nobility)	11	IQ+1	2	B218	—
Minor Noble				Shield (Shield)	12	DX	1	B220	
Patron	8	B72+		Spear	13	DX+1	4	B208	
Eochaid ap Liaim; Appears fairly often (9-); Minimal Interventions				Thrown Weapon (Spear)	14	DX+2	4	B226	
Rapid Healing	5	B79		Wrestling	13	DX+1	4	B228	—
Danger Sense	15	B47+							
Fearlessness 2	4	B55+							
High Pain Threshold	10	B59							
Never suffer shock penalties when injured									
Disadvantages and Quirks	-29		—						
Code of Honor (Ulbethian Nobleman's)	-10	B163+	!						
Sense of Duty	-2	B153							
Eochaid ap Liaiml									
Compulsive Carousing	-5	B128							
CR: 12 (Resist quite often)									
Nightmares	-5	B144							
CR: 12 (Resist quite often)									
Make a self-control roll each morning upon awakening. If you fail, you suffered nightmares; this costs you 1 FP that you can only recover through sleep. On a roll of 17 or 18, you are left shaking, and are at -1 to all skill and Perception rolls for the entire day.									
Post-Combat Shakes	-5	B150							
CR: 12 (Resist quite often)									
Make a self-control roll at the end of any battle. If you fail, roll 3d, add the amount by which you failed your self-control roll, and look up the result on the Fright Check Table.									
Sense of Duty	-5	B153							
Friends and Companions									
Shtick: Clothing is Always Spotless	1	B101+	!						
Signature Gear 2	2	B85	!						
Consists of: mail shirt, pot helm, thrusting broadsword									
Features	0		—						
Religion: Ulbethian	0								
Language: Ulbethian	-3	B24	!						
Native; Spoken (Native)									

✓	#	CARRIED EQUIPMENT (58 LB; \$1,175)	USES	TL	LC						
✓	1	Boots		2		80	3 lb	80	3 lb	B284	
		Flexible; Concealable									
✓	1	Heavy Cloak		1		50	5 lb	50	5 lb	B287	
		DR 1, HP 5									
✓	3	Javelin		1		30	2 lb	90	6 lb	B273	
✓	1	Mail Shirt		2		150	16 lb	150	16 lb	B283	
		Flexible, concealable									
✓	1	Medium Shield		1		60	15 lb	60	15 lb	B287	
		DR 7, HP 40									
✓	1	Personal Basics		0		5	1 lb	5	1 lb	B288	
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.									
✓	1	Pot-Helm		3		100	5 lb	100	5 lb	B284	
✓	1	Spear		0		40	4 lb	40	4 lb	B273	
✓	1	Thrusting Broadsword		2		600	3 lb	600	3 lb	B271	



Connor wears the traditional attire of the Ulbethian nobleman: a tartan plaid (the heavy cloak) over a knee-length tunic and boots. A loincloth serves as underwear. The plaid is worn differently when Connor wears the mail shirt.