Portrait		ID	ENTITY					MISCELLANEOL	JS		50 Points	3 <b>/</b>	
	⊃\$ NAME Ar	narim Bl	utaxt			CRE		Jan 6, 2025			) Unspent		
	TITLE SO					_		Jan 6, 2025	•		7 ANCESTE		
	ORGANIZATION	,.u						Goofy		80 ATTRIBUTES			
	ORGANIZATION						ATEN	Goory		28 ADVANTAGES			
					ESCRIPTION 5'6"						DISADVA		
	GENDER Female							4 HAIR Balo		- 11	6 Quirks	INTAGES	
	<b>□ ★</b> AGE 42			>\$ M	EIGHT 165	lb	2/	LILO BIU		- 11	1 SKILLS		
	□ S BIRTHDAY OC	tober 11			Size -1		2/	SKIN Whi	te				
	RELIGION				TL 3		24	C HAND Left			) SPELLS		
PRIMARY ATTRIBUTES	Secondary Att	RIBUTES		ŀ	HUMANOID			Encu	MBRANCE	, Move &	OVE & DODGE		
[0] <b>12</b> STRENGTH (ST)	[0] <b>11</b> WILL		Roll	Lo	CATION	DR	<b>•</b>	LEVEL	N	∕Iax Loai	Move_	Dodge	
[60] <b>13</b> DEXTERITY (DX)	[0] <b>13</b> FRIGHT (	Снеск		Eyes	-9	0		0 None		29 lb	5	10	
[20] 11 INTELLIGENCE (IQ)	[0] <b>11</b> Percept	ION (PER	) 3-4	Skuli	7	7		1 LIGHT		58 lb	4	9	
[0] <b>12</b> HEALTH (HT)	[0] 11 Vision	,	<b>5</b>	FACE	-5	1		2 MEDIUM	1	87 lt	3	8	
	[0] 11 HEARING	<b>`</b>	6-7	Right	LEG -2	2		3 HEAVY		174 lb	2	7	
Basic Damage	[0] 11 TASTE &		8	Right	Г <b>А</b> RM <b>-2</b>	1		4 X-HEAV	Υ	290 lb	) 1	6	
1d-1 Basic Thrust	[0] 11 Touch	OWILLE	9-10	Tors	o <b>+0</b>	5/3				Noving T	LUNGO		
1d+2 Basic Swing		DEED	11	GROIN		2					HINGS		
			12	LEFT	-	1			BASIC LIF				
	[0] 5 Basic M	IOVE	13-14			2				NDED LIFT			
Роімт	Pools		15		-	_	_	232 lb					
[0] <b>14</b> OF <b>14</b> FP [RESTED	ol			HAND		1		348 lb	SHOVE &	Киоск (	OVER		
[0] <b>12</b> OF <b>12</b> HP [HEALT	-		16	Fоот	-	5	_	696 lb	Running	SHOVE 8	KNOCK O	VER	
			17-18		-	1	_	435 lb	CARRY O	и Васк			
				VITAL	.s <b>-3</b>	5/3		1,450 lb	SHIFT SL	IGHTLY			
+1 from any employer -1 from victims of you at GM's discretion)	ır intolerance (ma	y be as	much as	s -5,	+3 on a +6 on a mer +2 to D	all HT ro all IQ ro ntal stu odge, I	olls to lls to n Parry a	elated to drin avoid knoc wake up or t & Block agai	kdown a to recov	er from	surprise		
-1 from victims of you at GM's discretion)	ır intolerance (ma	y be as	much as	s -5,	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re	all HT re all IQ ro ntal stu lodge, I eld side nitiative esist to	olls to ills to n Parry a e rolls	avoid knocl wake up or t & Block agai for your sid	kdown a to recov inst atta e (+2 if	er from acks fro you are	m the fro	nt or er)	
-1 from victims of you at GM's discretion)	ır intolerance (ma	y be as	much as		+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re	all HT reall IQ ro ntal stu lodge, I eld side nitiative esist to	olls to lls to n Parry a e rolls rture	avoid knock wake up or t & Block again for your siden	kdown a to recov inst atta e (+2 if	ver from acks fro you are	m the fro	nt or er)	
-1 from victims of you at GM's discretion)	ır intolerance (ma	y be as	much as		+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE	all HT reall IQ rontal students odge, I eld side nitiative esist to	olls to lls to n Parry a rolls rture PA	avoid knock wake up or t  Block again for your side  BLOCK  RRRY BLOCK  J NO	kdown a to recov inst atta e (+2 if	ver from acks fro you are MAGE +4 cut	m the fro the leade	nt or er)	
-1 from victims of you at GM's discretion)  Axe Medium Shield ■	ır intolerance (ma	y be as	much as		+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re	all HT reall IQ rontal students odge, I eld side nitiative esist to	olls to lls to n Parry a e rolls rture	avoid knock wake up or t  Block again for your side  BLOCK  RRRY BLOCK  J NO	kdown a to recov inst atta e (+2 if	ver from acks fro you are	m the fro	nt or er)	
-1 from victims of you at GM's discretion)	ır intolerance (ma	y be as	much as		+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE	all HT reall IQ rontal students odge, I eld side nitiative esist to	olls to lls to n Parry a rolls rture PA	avoid knock wake up or t  Block again for your side  BLOC J No 11	kdown a to recov inst atta e (+2 if K DA 1d-	ver from acks fro you are MAGE +4 cut	m the fro the leade	nt or er)	
-1 from victims of you at GM's discretion)  Axe  Medium Shield  □  DR 7, HP 40  Natural Attacks	ır intolerance (ma	y be as	much as	S	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE  Swung  Shield Bash	all HT ro hall IQ ro ntal stu lodge, I eld side nitiative esist to SL 15	Parry	avoid knock wake up or t  Block again for your side  RRY BLOC J No 11 No	kdown a to recov inst atta e (+2 if K DA 1d- 1d-	yer from acks fro you are MAGE +4 cut	m the fro the leade	nt or er)	
Axe Medium Shield  DR 7, HP 40 Natural Attacks Natural Attacks	ır intolerance (ma	y be as	much as	S S E	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE Swung Shield Bash Bite	all HT reall IQ rontal students odge, I eld side it	e rolls rture PA 1110 No	avoid knock wake up or t  Block again for your side  RRY BLOC J No 11 No	kdown a to recov inst atta e (+2 if K DA 1d- 1d- 1d-	yer from acks fro you are MAGE +4 cut -1 cr	m the from the leader REACH 1 1 C	nt or er)	
Axe Medium Shield ☐ DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks RANGED WEAR	ur intolerance (ma	y be as	SL	S S S S F F Acc	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE Gwung Shield Bash Bite Cick Punch DAMAGE	all HT rontal stu Oodge, I eld side nitiative esist to SL 15 14 15 13 15 RA	PA NO NO NO NO NO	avoid knock wake up or to  & Block again for your side  ARRY BLOCK J No 11  No No No RoF St	kdown ato recoverinst attale e (+2 if Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-Ld-L	you are  MAGE H4 cut 1 cr H2 cr H1 cr H2 cr H3 cr	m the from the leader REACH 1 C C,1	st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow	ur intolerance (ma	USAGE	SL 15	S S S S S S S S S S S S S S S S S S S	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE Swung Shield Bash Site Cick Punch DAMAGE 1d+1 imp	all HT real II IQ rontal stu lodge, I eld side nitiative esist to SL 15 14 15 13 15 RA 0 140	PA No No No 11 NGE /175	avoid knock wake up or to  RRRY BLOCK J NO 11 NO NO ROF SH 1 1(4)	kdown a to recover to recover the total attacks attack	you are  MAGE H4 cut T1 cr H2 cr H1 cr BULK	REACH 1 C C,1 C	st st st	
Axe Medium Shield  DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT	ur intolerance (ma	Usage	SL 15	SS	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE Gwung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp	all HT real II IQ rontal stu Oodge, I eld side nitiative esist to SL 15 14 15 13 15 RA 0 140 / Tech	PA Parry PA Parry PA PA PA PA PA PA PA PA PA PA PA PA PA P	avoid knoch wake up or to  & Block again for your side  ARRY BLOC J No 11  No No No RoF St 1 1(4)	kdown a to recover inst attace (+2 if Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-I	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1 cr BULK 6	m the fro the leader  REACH 1 1 C C,1 C RECOIL	st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks	ur intolerance (ma	Usage Pts 0	SL 15	E H F F Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE Gwung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp SKILL Armoury/	all HT real II IQ rontal stu Oodge, I eld side nitiative esist to SL 15 14 15 13 15 RA 0 140 / Tech	PA Parry PA Parry PA PA PA PA PA PA PA PA PA PA PA PA PA P	avoid knock wake up or to  RRRY BLOCK J NO 11 NO NO ROF SH 1 1(4)	kdown a to recover to recover the total attacks attack	you are  MAGE H4 cut T1 cr H2 cr H1 cr BULK	m the fro the leade  REACH 1 1 C C,1 C RECOIL	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks  Crossbow  TRAIT  Natural Attacks  Dwarf  Natural Attacks	MELEE WEAPON	USAGE PTS 0 47	SL 15	Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re USAGE Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp SKILL Armoury/ Armor)	all HT rontal stu odge, I eld side nitiative esist to SL 15 14 15 RA 0 140 /TECH	PA TIL No	avoid knock wake up or to to wak	kdown at the control of the control	you are MAGE H4 cut T cr H2 cr T cr BULK H6	m the from the leader REACH 1 1 C C,1 C RECOIL	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  D Warf Ancestry Attributes Attributes Attributes	MELEE WEAPON PON	USAGE  PTS 0 47 40	SL 15 	E H F F Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp SKILL Armoury/ Armor) Armoury/	all HT rehall IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA D 140, TECH (TL3 (M	PA TIL No	avoid knoch wake up or to  & Block again for your side  ARRY BLOC J No 11  No No No RoF St 1 1(4)	kdown a to recover inst attace (+2 if Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-I	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1 cr BULK 6	The leader the leader REACH 1 1 C C,1 C RECOIL	st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks  Crossbow  TRAIT  Natural Attacks  Dwarf  Ancestry  Attributes  Attributes	MELEE WEAPON PON th 2	USAGE  PTS 0 47 40 20	SL 15 B271	Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE Swung Shield Bash Bite Cick Punch  DAMAGE 1d+1 imp  SKILL Armoury/ Armor) Armoury/ Weapons	all HT real IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA D 140 TL3 (B	PA TIL No	avoid knock wake up or to  RRRY BLOCK J NO 11 NO NO NO ROF SH 1 1(4) 11	kdown a to recover to recover the total and to	you are  MAGE H4 cut T1 cr H2 cr T1 cr BULK H6  PTS 1	REACH 1 1 C C,1 C RECOIL B178	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Increased Healt Increased Streen	MELEE WEAPON PON th 2 ngth 2	USAGE  PTS 0 47 40 20 20	SL 15 	Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE Swung Shield Bash Site Cick Punch  DAMAGE 1d+1 imp  SKILL Armoury/ Armor) Armoury/ Weapons Axe/Mac	all HT real IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA D 140 TL3 (B	PA TIL No	avoid knock wake up or to wake	kdown a to recover to recover the total and to recover the total and total a	you are  MAGE H4 cut 1 cr H2 cr H1 cr BULK H6  PTS 1	REACH 1 1 C C,1 C RECOIL B178 B178 B208	st st st 7t	
Axe Medium Shield  DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Increased Healt Increased Strer Secondary Charace	MELEE WEAPON  PON  th 2  agth 2  atterstics	USAGE  PTS 0 47 40 20 20 -5	SL 15 B271	Acc 4	+3 on a +6 on a mer +2 to D shie +1 to ir +3 to re  USAGE Swung Shield Bash Bite Cick Punch  DAMAGE 1d+1 imp  SKILL Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling	all HT real I IQ rontal stu odge, I eld side nitiative esist to  SL 15 14 15 RA 15 RA 15 CA 140 TECH TL3 (M	PA TIL No	avoid knock wake up or to to	kdown a to recover to recover the total to	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1 cr BULK 6 PTS 1	REACH 1 1 C C,1 C RECOIL B178 B178 B208 B182+	st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks  RANGED WEAR Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Attribut Increased Healt Increased Strer Secondary Charact Decreased Basi	MELEE WEAPON  PON  Pon  ar intolerance (ma	USAGE  PTS 0 47 40 20 20 -5 -5	SL 15 B271	Acc 4	+3 on a	all HT real II Q rontal stu odge, I eld side nitiative esist to  SL 15 14 15 13 15 RA 0 140 / TECH / TL3 (M	PA TIL No	avoid knock wake up or to wake up or to to wake up or	kdown a to recover inst attains attain	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1 cr BULK 6 PTS 1 8 4 1	REACH 1 1 C C,1 C RECOIL B178 B178 B182+ B183	st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks  Crossbow  TRAIT  Natural Attacks  Dwarf  Ancestry  Attributes Increased Healt Increased Strer  Secondary Charact Decreased Size	MELEE WEAPON  PON  Pon  th 2  ngth 2  cterstics  ic Move 1	USAGE  PTS 0 47 40 20 -5 -5 0	SL 15 B271	Acc 4	+3 on a mer +2 to D shield +1 to in +3 to re USAGE Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp SKILL Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Carossbow	all HT real II Q rontal stu odge, I eld side nitiative esist to  SL 15 14 15 RA 15 14 15 CTL3 (MC) e	PA TIL No	avoid knock wake up or to wake up or to wake up or to to wake up or to w	kdown a to recover inst attains attain	you are  MAGE H4 cut T cr T cr BULK G PTS T 1 4 4 1 4	REACH 1 1 C C,1 C RECOIL B178 B178 B183 B186	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Natural Attacks  Crossbow  TRAIT  Natural Attacks  Dwarf  Ancestry  Attributes Increased Healt Increased Strer  Secondary Charact Decreased Size Advantages and P	MELEE WEAPON  PON  Pon  th 2  ngth 2  rerstics  ic Move 1  1  erks	USAGE  PTS 0 47 40 20 20 -5 0 36	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to in +3 to ro  USAGE Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp SKILL Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Carousing Carousing Cambling	all HT real II Q rontal stu odge, I eld side nitiative esist to  SL 15 14 15 RA 15 14 15 CTL3 (MC) e	PA TIL No	avoid knock wake up or to wake	kdown a to recover inst attains attain	you are  MAGE H4 cut T cr T1 cr H2 cr T1 cr	REACH 1 1 C C,1 C RECOIL B178 B178 B182+ B183 B186 B197	st st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Increased Healt Increased Strer Secondary Charac Decreased Basi Decreased Size Advantages and P Alcohol Tolerar	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36 1	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shie +1 to ir +3 to re USAGE Swung Shield Bash Site (ick Punch DAMAGE 1d+1 imp SKILL Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Carousing Carousing Hiking	all HT real IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA D 140, TL3 (B TL3 (M )) e	PA Parry Serolls Parry Serolls PA 11L No No No 11	avoid knock wake up or to wake up or to to wake up or to wake u	kdown a to recover inst attace (+2 if Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-Id-I	you are  MAGE H4 cut 1 cr H2 cr H1 cr H2 cr H1 cr H3 cr H3 cr H4 cut 1 cr H3 cr H4 cut 1 cr	REACH 1 1 C C,1 C RECOIL B178 B178 B183 B186 B197 B200	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  O Dwarf Ancestry Attributes Increased Healt Increased Stree Secondary Charact Decreased Basi Decreased Size Advantages and P Alcohol Tolerar Damage Resist	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to ir +3 to re Usage Swung Shield Bash Site (ick Punch DAMAGE 1d+1 imp Skill Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Carousing Carousing Hiking Merchant	all HT real IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA 140 17L3 (BC) e e e e e e e e e e e e e e e e e e e	PA Parry Serolls Parry Serolls PA 11L No No No 11	avoid knock wake up or to wake up or to to wake up or to wake u	kdown a to recover to recover the total to	you are  MAGE H4 cut 1 cr H2 cr 1 cr H2 cr 1 cr H3 cr 1 cr H4 cut 1 cr H3 cr H4 cut 1 cr H1 cr	REACH 1 1 C C,1 C RECOIL  B178  B178  B183  B186  B197  B200  B209	st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Increased Healt Increased Strer Secondary Charac Decreased Basi Decreased Size Advantages and P Alcohol Tolerar	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36 1	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to ir +3 to re Usage Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp Skill Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Carousing Carousing Chiking Merchant Shield (Si	all HT real I IQ rontal stupodge, I eld side nitiative esist to SL 15 14 15 13 15 RA 140 17L3 (BC) e e e e e e e e e e e e e e e e e e e	PA Parry Serolls Parry Serolls PA 11L No No No 11	avoid knock wake up or to wake up or to to wake up or to wake u	kdown a to recover to recover the total to	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1 cr H3 cr 1 dr H4 cut 1 tr 1 t	REACH 1 1 C C,1 C RECOIL B178 B178 B183 B186 B197 B200 B209 B220	st st st	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  Dwarf Ancestry Attributes Attributes Increased Health Increased Street Decreased Basis Decreased Size Advantages and P Alcohol Tolerar Damage Resiste	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36 1	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to ir +3 to re Usage Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp Skill Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Crossbow Gambling Hiking Merchant Shield (Si Shield (	all HT reall IQ rontal stu odge, I eld side nitiative esist to  SL 15 14 15 13 15 RA 0 140 / TECH / TL3 (M E) e g v d t hield)	PA Parry Serolls Parry Serolls PA 11L No No No 11	avoid knock wake up or to wake up or to to	kdown a to recover inst attains attain	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1	REACH 1 1 C C,1 C RECOIL B178 B178 B183 B186 B197 B200 B209 B220 B220 B220	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  O Dwarf Ancestry Attributes Increased Healt Increased Stree Secondary Charact Decreased Basi Decreased Size Advantages and P Alcohol Tolerar Damage Resist	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36 1	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to in +3 to re USAGE Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp Skill Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousin Crossbow Gambling Hiking Merchant Shield (Si Shield (Si Soldier/T	all HT reall IQ rontal stu odge, I eld side nitiative esist to  SL 15 14 15 13 15 RA 0 140 / TECH /TL3 (M c) e g v d hield) hield) L3	olls to olls t	avoid knock wake up or to to	kdown a to recover inst attains to recover instance in the recover in the recover in the recover instance in the recover in th	you are  MAGE H4 cut T1 cr T1 cr T2 cr T1 cr T3 cr T4 cr T1 cr T1 cr T1 cr T2 cr T1 cr T2 cr T1 cr T3 cr T4 cr T4 cr T4 cr T5 cr T6 cr T7 cr T8 cr T9 cr T1 cr T1 cr T1 cr T2 cr T3 cr T4 cr T4 cr T5 cr T6 cr T7 cr T8 cr T9 cr T1 cr T1 cr T1 cr T2 cr T1 cr T2 cr T3 cr T4 cr T5 cr T6 cr T7 cr T1 cr T8 cr T1 cr T9 cr T1 cr T1 cr T1 cr T2 cr T1 cr T2 cr T3 cr T4 cr T5 cr T6 cr T7 cr T6 cr T7 cr T7 cr T7 cr T8 cr T9 cr T1 cr T1 cr T1 cr T1 cr T1 cr T2 cr T1 cr T2 cr T3 cr T4 cr T5 cr T6 cr T7 cr T8 cr T7	REACH 1 1 C C,1 C RECOIL B178 B183 B186 B197 B200 B220 B220 B221	st st st 7t	
Axe Medium Shield DR 7, HP 40 Natural Attacks Natural Attacks Natural Attacks Crossbow  TRAIT Natural Attacks  O Dwarf Natural Attacks  Attributes Increased Healt Increased Stree Secondary Charact Decreased Size Advantages and P Alcohol Tolerar Damage Resist	MELEE WEAPON  PON  PON  Pon  Pon  The 2  The 2  The 2  The 1  The	USAGE  PTS 0 47 40 20 20 -5 0 36 1	SL 15 B271 B14 B14 B17	Acc 4	+3 on a mer +2 to D shield +1 to ir +3 to re Usage Swung Shield Bash Bite Cick Punch DAMAGE 1d+1 imp Skill Armoury/ Armor) Armoury/ Weapons Axe/Mac Brawling Carousing Crossbow Gambling Hiking Merchant Shield (Si Shield (	all HT reall IQ rontal stu odge, I eld side nitiative esist to  SL 15 14 15 13 15 RA 0 140 / TECH /TL3 (M c) e g v d hield) hield) L3	olls to olls t	avoid knock wake up or to to wake up o	kdown a to recover inst attains attain	you are  MAGE H4 cut 1 cr 1 cr H2 cr 1	REACH 1 1 C C,1 C RECOIL B178 B183 B186 B197 B200 B220 B220 B221	st st st	

Trait	Ртѕ	,		SKILL / TECHNIQUE	SL	RSL	Ртѕ	,	
Dwarven Infravision 🖪	12		Į.	Wrestling	12		1	B228+	
As Infravision on page B60, but you			·	Tricouning				<u>DELO</u>	
can see "colours", that is, you can									
distinguish different infrared									
frequencys as additional colours. Colour Blindness will affect Dwarven									
Infravision, too.									
Extended Lifespan 1	1	B53	!						
Extra Fatigue Points 2	6	B16	•						
Longevity	2	B66	!						
Signature Gear 1	1	B85	i						
Talent (Artificer) 1	10	B90	į.						
Disadvantages and Quirks	-24	270	_						
Expects Male Dwarves to Wear	-1	B162	!						
Full Beards		<u> </u>							
Greed 🗗	-7	B137	!						
CR: 15 (Resist almost all the time)	1	<u> </u>	·						
Intolerance (Racial Enemies)	-5	B140	!						
Scope: Common									
Miserliness <b>∃</b>	-10	<u>B144</u>	!						
CR: 12 (Resist quite often)									
Prefers Underground or	-1	<u>B162</u>	!						
Semi-basement Dwellings									
Taboo Trait: Swimming	0	<u>B263</u>	_						
Language: Dwarvish 🖪	-1	<u>B24</u>	!						
Native; Spoken (Native); Written (Accented)									
● Advantages	28		_						
Combat Reflexes	15	<u>B43</u>							
Never freeze	10	DEO							
High Pain Threshold ■	10	<u>B59</u>							
Never suffer shock penalties when injured									
Language: Ulbethian	3	B24	!						
Spoken (Accented); Written (Broken)		<u> </u>							
<b>⊘</b> Disadvantages	-35		_						
Bloodlust 🖪	-10	B125							
CR: 12 (Resist quite often)									
You must make a self-control roll									
whenever you need to accept a									
surrender, evade a sentry, take a prisoner, etc.									
Code of Honor	-5	B163+	!						
Stays Bought									
Compulsive Gambling 🖪	-5	B128							
CR: 12 (Resist quite often)									
Post-Combat Shakes 🖪	-5	<u>B150</u>							
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 <b>☐</b>	-5	B153							
Close Friends and Companions									
O Quirks	-5		-						
Strokes His Beard when	-1	<u>B162</u>							
Speaking									
Unused Quirk	-1		?						
Unused Quirk	-1		?						
Unused Quirk	-1		?						
Unused Quirk	-1		?						
✓ # CARRIED EQUIPMENT (61.:	2 гв; \$82	5)	Us	SES TL LC	4 115	\$€	\$ ♣	D071	

✓	#	Carried Equipment (61.2 lb; \$825)	Uses	IL	LC			<b>\$</b>			
<b>✓</b>	1	Axe		0		50	4 lb	50	4 lb	B271	
<b>✓</b>	1	Boots   Flexible; Concealable		2		80	3 lb	80	3 lb	<u>B284</u>	
<b>✓</b>	1	Crossbow ■ Rated ST 7		2		150	6 lb	150	6 lb	<u>B276</u>	

✓	#	Carried Equipment (61.2 lb; \$825)	Uses	TL	LC		Â	\$€	\$ ▲		
<b>✓</b>	1	● Hip Quiver ■ Holds 20 arrows or bolts		0		15	1 lb	55	2.2 lb	<u>B289</u>	
✓	20	Crossbow Bolt		2		2	0.06 lb	40	1.2 lb	B276	
✓	1	Leather Pants		1		40	3 lb	40	3 lb	<u>B283</u>	
<b>'</b>	1	Mail Shirt <b>□</b> Flexible, concealable		2		150	16 lb	150	16 lb	<u>B283</u>	
✓	1	Medium Shield <b>园</b> DR 7, HP 40		1		60	15 lb	60	15 lb	<u>B287</u>	
<b>✓</b>	1	Pot-Helm		3		100	5 lb	100	5 lb	B284	
<b>✓</b>	1	Reinforced Boots		7		75	3 lb	75	3 lb	B284	
<b>✓</b>	1	Backpack, Small		1		60	3 lb	65	4 lb	B288	
<b>✓</b>	1	Personal Basics  Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	1 lb	5	1 lb	B288	