

PORTRAIT	IDENTITY		MISCELLANEOUS		150 POINTS
	✂ NAME	Angrim Blutaxt	CREATED	Jan 6, 2025, 6:37 AM	0 UNSPENT
	TITLE	Söldner	MODIFIED	Jan 6, 2025, 7:26 PM	47 ANCESTRY
	ORGANIZATION		PLAYER	Goofy	80 ATTRIBUTES
DESCRIPTION					
✂ GENDER	Female	✂ HEIGHT	5'6"	✂ HAIR	Bald
✂ AGE	42	✂ WEIGHT	165 lb	✂ EYES	Blue
✂ BIRTHDAY	October 11	SIZE	-1	✂ SKIN	White
RELIGION		TL	3	✂ HAND	Left
					-30 DISADVANTAGES
					-6 QUIRKS
					31 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[0] 12 STRENGTH (ST)	[0] 11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[60] 13 DEXTERITY (DX)	[0] 13 FRIGHT CHECK		EYES	-9	0	0 NONE	29 lb	5	10		
[20] 11 INTELLIGENCE (IQ)	[0] 11 PERCEPTION (PER)	3-4	SKULL	-7	7	1 LIGHT	58 lb	4	9		
[0] 12 HEALTH (HT)	[0] 11 VISION	5	FACE	-5	1	2 MEDIUM	87 lb	3	8		
BASIC DAMAGE		6-7	RIGHT LEG	-2	2	3 HEAVY	174 lb	2	7		
1d-1 BASIC THRUST	[0] 11 HEARING	8	RIGHT ARM	-2	1	4 X-HEAVY	290 lb	1	6		
1d+2 BASIC SWING	[0] 11 TASTE & SMELL	9-10	TORSO	+0	5/3	LIFTING & MOVING THINGS					
	[0] 11 TOUCH	11	GROIN	-3	2	29 lb BASIC LIFT					
	[0] 6.25 BASIC SPEED	12	LEFT ARM	-2	1	58 lb ONE-HANDED LIFT					
	[0] 5 BASIC MOVE	13-14	LEFT LEG	-2	2	232 lb TWO-HANDED LIFT					
POINT POOLS				15	HAND	-4	1				
[0] 14 OF 14 FP [RESTED]				16	FOOT	-4	5				
[0] 12 OF 12 HP [HEALTHY]				17-18	NECK	-5	1				
					VITALS	-3	5/3				

±	REACTION	±	CONDITION
+1	from any employer	+2	on all HT rolls related to drinking
-1	from victims of your intolerance (may be as much as -5, at GM's 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
		+2	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

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Axe		Swung	15	11U	No	1d+4 cut	1	11
Medium Shield		Shield Bash	14	No	11	1d-1 cr	1	
DR 7, HP 40								
Natural Attacks		Bite	15	No	No	1d-1 cr	C	
Natural Attacks		Kick	13	No	No	1d+2 cr	C,1	
Natural Attacks		Punch	15	11	No	1d-1 cr	C	

RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Crossbow			15	4	1d+1 imp	140/175	1	1(4)	-6		7+

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Natural Attacks	0	B271	-	Armoury/TL3 (Body Armor)	11	IQ	1	B178	
Dwarf Ancestry	47		-	Armoury/TL3 (Melee Weapons)	11	IQ	1	B178	
Attributes Attribute	40		-	Axe/Mace	15	DX+2	8	B208	
Increased Health 2	20	B14		Brawling	15	DX+2	4	B182+	
Increased Strength 2	20	B14		Carousing	12	HT	1	B183	
Secondary Characteristics	-5		-	Crossbow	15	DX+2	4	B186	
Decreased Basic Move 1	-5	B17		Gambling	10	IQ-1	1	B197	
Decreased Size 1	0			Hiking	11	HT-1	1	B200	
Advantages and Perks	36		-	Merchant	10	IQ-1	1	B209	
Alcohol Tolerance	1	B100		Shield (Shield)	13	DX	1	B220	
Damage Resistance 1	3	B47+	!	Shield (Shield)	14	DX+1	2	B220	
Tough Skin				Soldier/TL3	12	IQ+1	4	B221	
				Two-Handed Axe/	13	DX	1	B208	
				Mace					
				Default: Axe/Mace-3					

TRAIT		PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Dwarven Infravision		12		!	Wrestling	12	DX-1	1	B228+	
As Infravision on page B60, but you can see "colours", that is, you can distinguish different infrared frequencies 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	!						
Talent (Artificer) 1		10	B90	!						
☑ Disadvantages and Quirks		-24		—						
Expects Male Dwarves to Wear Full Beards		-1	B162	!						
Greed		-7	B137	!						
CR: 15 (Resist almost all the time)										
Intolerance (Racial Enemies)		-5	B140	!						
Scope: Common										
Miserliness		-10	B144	!						
CR: 12 (Resist quite often)										
Prefers Underground or Semi-basement Dwellings		-1	B162	!						
Taboo Trait: Swimming		0	B263	—						
Language: Dwarvish		-1	B24	!						
Native; Spoken (Native); Written (Accented)										
☑ Advantages		28		—						
Combat Reflexes		15	B43							
Never freeze										
High Pain Threshold		10	B59							
Never suffer shock penalties when injured										
Language: Ulbethian		3	B24	!						
Spoken (Accented); Written (Broken)										
☑ 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	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							
Close Friends and Companions										
☑ Quirks		-5		—						
Strokes His Beard when Speaking		-1	B162							
Unused Quirk		-1		?						
Unused Quirk		-1		?						
Unused Quirk		-1		?						
Unused Quirk		-1		?						
✓	#	CARRIED EQUIPMENT (61.2 LB; \$825)		USES	TL	LC				
✓	1	Axe			0		50	4 lb	50	4 lb B271
✓	1	Boots			2		80	3 lb	80	3 lb B284
		Flexible; Concealable								
✓	1	Crossbow			2		150	6 lb	150	6 lb B276
		Rated ST 7								

✓	#	CARRIED EQUIPMENT (61.2 LB; \$825)	USES	TL	LC						
✓	1	<input checked="" type="checkbox"/> 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	<u>B276</u>	
✓	1	<input checked="" type="checkbox"/> Leather Pants Flexible, concealable		1		40	3 lb	40	3 lb	<u>B283</u>	
✓	1	<input checked="" type="checkbox"/> Mail Shirt Flexible, concealable		2		150	16 lb	150	16 lb	<u>B283</u>	
✓	1	<input checked="" type="checkbox"/> Medium Shield DR 7, HP 40		1		60	15 lb	60	15 lb	<u>B287</u>	
✓	1	Pot-Helm		3		100	5 lb	100	5 lb	<u>B284</u>	
✓	1	Reinforced Boots		7		75	3 lb	75	3 lb	<u>B284</u>	
✓	1	<input checked="" type="checkbox"/> Backpack, Small		1		60	3 lb	65	4 lb	<u>B288</u>	
✓	1	<input checked="" type="checkbox"/> 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	<u>B288</u>	