


Portrait	Identity	Player Information	100 Points
	Name: the Anvil	Player: _____	Race: 0
	Title: Paladin	Campaign: _____	Attributes: 238
	Religion: _____	Created On: Nov 25, 2019	Advantages: 43
Description			Disadvantages: 0
Race: _____	Height: _____	Hair: _____	Quirks: 0
Gender: _____	Weight: _____	Eyes: _____	Skills: 64
Age: _____	Size: + 0	Skin: _____	Spells: 0
Birthdate: _____	TL: 3	Hand: _____	Unspent: -245

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 15	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 14	None (0) 45 lb 7 10	- Eye -9 0	Basic FP: 15
Intelligence (IQ): 12	• Light (1) 90 lb 5 9	3-4 Skull -7 8	Tired: 4
Health (HT): 15	Medium (2) 135 lb 4 8	5 Face -5 6	Collapse: 0
Will: 13	Heavy (3) 270 lb 2 7	6-7 Right Leg -2 6	Unconscious: -15
Fright Check: 13	X-Heavy (4) 450 lb 1 6	8 Right Arm -2 6	Current HP: _____
Basic Speed: 7.25	Lifting & Moving Things	9-10 Torso 0 6	Basic HP: 19
Basic Move: 7	Basic Lift: 45 lb	11 Groin -3 6	Reeling: 6
Perception: 13	One-Handed Lift: 90 lb	12 Left Arm -2 6	Collapse: 0
Vision: 13	Two-Handed Lift: 360 lb	13-14 Left Leg -2 6	Check #1: -19
Hearing: 13	Shove & Knock Over: 540 lb	15 Hand -4 6	Check #2: -38
Taste & Smell: 13	Running Shove & Knock Over: 1,080 lb	16 Foot -4 6	Check #3: -57
Touch: 13	Carry On Back: 675 lb	17-18 Neck -5 6	Check #4: -76
thr: 1d+1 sw: 2d+1	Shift Slightly: 2,250 lb	- Vitals -3 6	Dead: -95

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Knife	Swing	15	9		2d-1 cut	C,1	6
Knife	Thrust	15	9		1d+2 imp	C	6
Natural	Kick	14	No		1d+1 cr	C,1	
Natural	Kick w/Boots	14	No		1d+2 cr	C,1	
Natural	Punch	16	11		1d cr	C	
Warhammer two-handed; may get stuck (p405)	Smash	16	11		2d+4 imp	1,2	12

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Bow		15	2	1d+2 imp	225/300	1	1(2)	-7		10
Knife	Thrown knife	15		1d+2 imp	11/20					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Charisma 1	5		Bow	15	DX+1	4	
Combat Reflexes	15		Brawling	16	DX+2	4	
Damage Resistance 1 Dipped in the waters of the Black River in infancy	5		Climbing	14	DX+0	2	
Enhanced Perception 1	0		Fast Draw (knife)	14	DX+0	1	
Extra Hit Points 4	0		First Aid	12	IQ+0	1	
Fit +1 to all HT rolls; recover FP at twice the normal rate	5		Intimidation	15	Will+2	8	
High Pain Threshold	10	p59	Knife	14	DX+0	1	
Night Vision 3	3		Leadership	13	IQ+1	4	
			Observation	12	Per-1	1	
			Riding (Horse)	14	DX+0	2	
			Savoir-Faire	14	IQ+2	4	
			Soldier	13	IQ+1	4	
			Stealth	13	DX-1	1	
			Survival	13	IQ+1	4	
			Swimming	16	HT+1	2	
			Tactics	12	IQ+0	4	
			Thrown Weapon (Knife)	14	DX+0	1	
			Warhammer	16	DX+2	8	
			Wrestling	16	DX+2	8	

#	?	Equipment (71 lb; \$0)	\$	W	\$	W	Ref
1	E	Warhammer two-handed; may get stuck (p405)	0	7 lb	0	7 lb	
1	E	Knife	0	1 lb	0	1 lb	
1	E	Bow	0	2 lb	0	2 lb	
1	E	Armour (fluted masterpiece heavy scale) 5-point protection	0	61 lb	0	61 lb	

Notes