Name: Hranulf

Clear

Primary Stats

	Total	= Base	+ Racial
Charisma (Chr)	1	2	-1
Constitution (Con)	6	4	2
Dexterity (Dex)	2	2	
Intelligence (Int)	2	2	
Resolve (Res)	2	2	
Speed (Spd)	2	3	-1
Strength (Str)	5	3	2
Wisdom (Wis)	2	2	

Secondary Stats

Aura =	3	(Chr + Wis)
Initiative =	4	(Spd + Wis)
Insight =	4	(Int + Wis)
Might =	7	(Str + Res)
Reflexes =	4	(Dex + Spd)
Stamina =	8	(Con + Res)
Will =	4	(Res + Int)

Race: Dwarf

Culture: Subterranean

Training Path: Warder

Base Move: 10

Fate Points: 3

Lift Weight: (Min 50) 350

Damage Tracking

Vitality (Base 25 +Stamina 8 +Spec. 15)

48 = Hits (heals after) + Fatigue (1 hrs rest) = Total

Minor (-1 per Wnd; Stamina ____; min. 1;)

8 (heals 1 per day of rest)

Major (-2 per Wnd; Con ____ ; min 1)

6 (heals 1 per week of rest)

Dire (-3 per Wnd; 1/2 Con ____ -1; min. 1)

3 (heals 1 per 2 weeks of rest)

Secondary Damage

CrTs: I (___)/II (___)/III (___) IV (___)/V (___)/VI (___)

Stg>Shk>Dz - heals 1 per round

Staggered | Shaken | Dazed

Bleeding | Penalties

Defensive Stats

DT 18 | AR 8

Type of Armor		DT	AR	Pen	Imp
Base	(10 + Reflexes)	14			
Armor	Leather Scale Shirt	-1	5	-1	1
Helm	Pot Helm		1 /		1
Bracers	Reinf. Leather		1 /		1
Greaves	Reinf. Leather		1 /		1
Shield	Normal + 1	4			
NPB	(+1 per 4 ranks best Melee)	1			
Misc					
Misc					
Total		18	8	-1	4

Skills

Skills	Ranks
Combat Skills	
☐ Archery (_____)	
☐ Blades (_____)	
☑ Bludgeoning (Clubs, Axes)	5
☐ Martial Arts (_____)	
☑ Thrown (Hafed)	1
☐ Two-Handed (_____)	
Magical Skills	
☐ Casting (_____)	
☐ Casting (_____)	
☐ Magecraft	
☐ Magelore (_____)	
☐ Targeting	
General Skills	
☐ Acrobatics	
☑ Athletics	3
☑ Crafts (Blaksmith)	4
☑ Gimmickry	2
☑ Healing	3
☐ Influence (_____)	
☑ Lore (Shield Adept)	2
☑ Perception	4
☐ Perform (_____)	
Outdoor Skills	
☑ Foraging (Underground)	3
☐ Riding (_____)	
☑ Survival (Underground)	5
☐ Tracking	
Subterfuge Skills	
☑ Stealth	2
☐ Streetwise	
☐ Thievery	
☐ Trickery	
☑ Crafts: Leatherworker	2
☑ Crafts: Stone Cutter	1
☐	
☐	
☐	
☐	
☐	

Skill Costs (ranks 1-10/11-20/21+)

Favored: 1/5/8

Standard: 3/9/11

Languages

	S	W		S	W
Dwarvish	1	1			
Common	1				

Height: 4'10" Hair: Fair

Weight: 210 lbs. Age: 33

Eye Color: Brown Sex: Male

Other Notes: Two things I have to remember. First, I have to find a proper armor, a chain mail. Second I need to find someone who remember what I need in my stead... Ah ! And third thing, all those horrible things that lurk underground shall be expelled to where they belong... Well... that's probably above ground or beneath underground!

Weapons

Weapon: Warhammer Init: 4
Attk Bns: 7 BD: 12 SD: 24 RI: 0
Notes: Bash

Weapon: Hand Axe Init: 6
Attk Bns: 7 BD: 9 SD: 18 RI: 15
Notes: Slash (Thrown AB +3)

Weapon: Dagger Init: 8
Attk Bns: 3 BD: 7 SD: 14 RI: 20
Notes: Slash / Pierce

Weapon: _____ Init: _____
Attk Bns: _____ BD: _____ SD: _____ RI: _____
Notes: _____

Weapon: _____ Init: _____
Attk Bns: _____ BD: _____ SD: _____ RI: _____
Notes: _____

Range Mods

PB: +4
Short: +2
Med: +0
Long: -4
Max: -10

CP Total	XP Total
0	100

Treasure

Platinum Pieces: _____
Gold Pieces: _____
Silver Pieces: _____
Bronze Pieces: _____
Copper Pieces: _____
Gems/Jewelry: _____

Other Treasure: _____

Notes & Equipment

- Darkvision (30')
- Stone Sense +5 perception
- Like a Rock (Swimming-2)
- BO : 2
- - Immovable WIll: immune vs mundane fear or charms, +2 vs magical
- - Natural with Armor (no penalty in chains)
- Physical Training: Vitality +3
- Armor Training: Soft & Hard Leather, Chain Mails
- Shield Training (Normal)
- Toughness: Vitality+12
- Weapon Training 2: +1/4 rks

Shield Adept:
- - May use normal shields
- - Shield Parry (Fight Defenseively AB 11)

Weapon Focus: Warhammer (BD+1)

Backpack:
- - 50' superior dwarven rope
- - 1 canvas sack
- - 2 weeks of iron rations
- - 1 small steel mirror
- - 1 waterskin
- -1 Flask of oil + 1 Small Lantern
- -1 Set of Flint & Steel
- -1 Bedroll
- -1 Clothing + cloak + boots

Equipment Belt:
- -2 pouches and 1 dagger