



CHARACTER SHEET

Name Kerna  
 Ht 5' 10" Wt 145 lbs.  
 Appearance

Player  
 Size Modifier 0 Age 26

Point Total 250  
 Unspent Points 0

<b>ST</b>	13	[ 30 ]	<b>HP</b>	13	CURRENT	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	12		[ 0 ]
<b>IQ</b>	12	[ 40 ]	<b>Per</b>	12		[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	CURRENT	[ 0 ]

Languages	Spoken	Written	
Common (Native Language)	(Native)	(Native)	[ 0 ]

DR	TL: 3	[ 0 ]
4	Cultural Familiarities	

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 6.25 [ 0 ] BASIC MOVE 6 [ 0 ]

PARRY	Reaction Modifiers
11	<b>Appearance:</b>
Broadsword	<b>Status:</b> +1; <i>Includes:</i> +1 from 'Status'
BLOCK	<b>Other:</b> +0
11	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
Shield (Shield)	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 10
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 9
<b>Medium (2) = 3 x BL 102</b>	<b>BM x 0.6 3</b>	<b>Dodge - 2 8</b>
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 6

  

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	6	4	3	2	1
Water Move	1	0	0	0	0

SKILLS			
Name	Level	Relative Level	
Area Knowledge (local)	13	IQ+1	[ 2 ]
Armoury/TL3 (Body Armor)	12	IQ+0	[ 2 ]
Armoury/TL3 (Melee Weapons)	12	IQ+0	[ 2 ]
Axe/Mace	12	DX-1	[ 1 ]
Bow	14	DX+1	[ 4 ]
Brawling	14	DX+1	[ 2 ]
Broadsword	15	DX+2	[ 8 ]
Climbing	12	DX-1	[ 1 ]
Crossbow	13	DX+0	[ 1 ]
Diplomacy	12	IQ+0	[ 4 ]
Fast-Draw (Knife)	14	DX+1	[ 1 ]
<i>Includes:</i> +1 from 'Combat Reflexes'			
Fast-Draw (Sword)	14	DX+1	[ 1 ]
<i>Includes:</i> +1 from 'Combat Reflexes'			
Fast-Draw (Throwing Axe)	14	DX+1	[ 1 ]
<i>Includes:</i> +1 from 'Combat Reflexes'			
First Aid/TL3 (Human)	12	IQ+0	[ 1 ]
Heraldry	11	IQ-1	[ 1 ]
Hiking	11	HT-1	[ 1 ]
Innate Attack (Projectile)	15	DX+2	[ 4 ]
Knife	13	DX+0	[ 1 ]
Lance	12	DX-1	[ 1 ]
Leadership	12	IQ+0	[ 2 ]
Navigation/TL3 (Land)	11	IQ-1	[ 1 ]
Riding (Equines)	12	DX-1	[ 1 ]
Savoir-Faire (Military)	13	IQ+1	[ 2 ]
Search	12	Per+0	[ 2 ]
Shield (Shield)	14	DX+1	[ 2 ]
Spear	12	DX-1	[ 1 ]
Stealth	12	DX-1	[ 1 ]
Survival (Plains)	11	Per-1	[ 1 ]
Survival (Woodlands)	11	Per-1	[ 1 ]
Thrown Weapon (Axe/Mace)	14	DX+1	[ 2 ]
Wrestling	13	DX+0	[ 2 ]

ADVANTAGES AND PERKS	
Combat Reflexes	[ 15 ]
High Pain Threshold	[ 10 ]
Magery 1	[ 10 ]
Magery 0	[ 5 ]
Status (+1)	[ 5 ]

  

DISADVANTAGES AND QUIRKS	
Code of Honor (Soldier's)	[ -10 ]
Curious (12 or less)	[ -5 ]
Duty (Outpost Guardian) (12 or less (quite often))	[ -10 ]
Overconfidence (9 or less)	[ -7 ]



CHARACTER SHEET

Kerna

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	14 (11)				
	Bite	1d-1 cr	C	14 (No)				
	Kick	1d cr	C,1	12 (No)				
1	Large Knife						40	1
	Swing	2d-3 cut	C,1	13 (9)	6			

RANGED WEAPONS														Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes			
	Explosive Fireball	~1d burn	1	25 / 50			15					~2-6er			
	Fireball	~1d burn	1	25 / 50			15					~1-3er			
1	Large Knife	1d imp	0	10 / 20	1	T(1)	9	6	-2		4		40	1	
1	Throwing Axe	2d+1 cut	2	13 / 20	1	T(1)	14	11	-3		4		60	4	

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp or Pi attacks can target vitals at -3 or eyes at -9.*

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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Pot-Helm	skull	100	5
1	Scale Armor	torso, groin	420	35
1	Scale Leggings	legs	250	21
1	Scale Sleeves	arms	210	14

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 150 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 45 ]
Disadvantages/Quirks	[ -32 ]
Skills/Techniques	[ 87 ]
Other	[ ]

**HAND WEAPONS (continued)**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Large Knife					40	1
	Swing	2d-3 cut	C,1	13 (9) 6			
	Thrust	1d imp	C	13 (9) 6	[1]		
1	Medium Shield					60	15
	Bash	1d cr	1	14 (No)	[2,3,4]		
	Rush	slam+2 cr	1	14 (No)	[2,3,4]		
1	Throwing Axe	2d+1 cut	1	12 (10U)11	[1]	60	4
1	Thrusting Broadsword					600	3
	Swing	2d cut	1	15 (11) 10			
	Thrust	1d+2 imp	1	15 (11) 10			

# Grimoire Of Kerna

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Notes	Page No.
Continual Light	Regular	13	1 sec.	Varies	Varies			M110, B249
Create Fire	Area	11	1 sec.	1 min.	2/H			M72, B246
Daze	Regular/R-HT	11	2 sec.	1 min.	3/2			M134, B250
Explosive Fireball	Missile	13	1 to 3 sec.	Instant	2 to 2xMagery#		~2-6en	M75, B247
Fireball	Missile	11	1 to 3 sec.	Instant	1 to Magery#		~1-3en	M74, B247
Foolishness	Regular/R-Will	11	1 sec.	1 min.	1 per IQ-/H			M134, B250
Ignite Fire	Regular	11	1 sec.	1 sec.	1 to 4/S			M72, B246
Itch	Regular/R-HT	11	1 sec.	Scratch#	2			M35, B244
Lend Energy	Regular	11	1 sec.	Perm.	Varies			M89, B248
Lend Vitality	Regular	11	1 sec.	1 hr.	1 per HP loaned			M89, B248
Light	Regular	11	1 sec.	1 min.	1/1			M110, B249
Major Healing	Regular	12	1 sec.	Perm.	1 to 4			M91, B248
Minor Healing	Regular	11	1 sec.	Perm.	1 to 3			M91, B248
Pain	Regular/R-HT	13	2 sec.	1 sec.	2			M36, B244
Shape Fire	Area	11	1 sec.	1 min.	2/H			M72, B246
Sleep	Regular/R-HT	12	3 sec.	Instant	4			M135, B251
Spasm	Regular/R-HT	11	1 sec.	Instant	2			M35, B244