

Character Garridan  
 Alignment Lawful Neutral Race Dwarf Class Fighter (myrmidon) Level 2  
 Player's Name Todd W. Family/Clan of the Dopromond Hills  
 Homeland Dopromond Hills, Mendarn, Brandobia Patron Deity The Caregiver (anointed)  
 Liege/Patron Powerful Patron Social Class Lower Middle Class Player Character Record  
 Appearance facial scar Birth Date Declarations 16 Birth Rank 6th # Siblings 6  
 Sex Male Age 54 Height 160 lbs. Family History Legit birth, parents alive Middle Age 110  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Weight 97 lbs. Appearance \_\_\_\_\_ BMI 67  
 Character Quirks & Flaws Absent Minded, Hard of Hearing



BASE	%
14	45%
11	50%
11	3%
14	66%
17	49%
5	100%
2	34%
22	avg

ABILITIES					
Dmg Mod	2	Feat of STR	5	Lift (lbs.)	235
Carry (lbs.)	77	Drag (lbs.)	588		
Attack					
Init. Mod.	2	Defense Mod.	0		
Init. Mod.	-1	Attack Mod.	2	Defense Mod.	3
Turning Mod. -7					
Benefit: +1 to any 1 die roll per session -10 to re-roll, -1 to adjust					
Lower	9-14	Current	15-30	Higher	31+

MOVEMENT		SAVING THROWS	
BASE RATE (1/7sec.)			
Walk	2.5 1.25	d20p+2	
Jog	5 2.50	d20p+7 vs magic	
Sprint	7.5 3.75	d20p+22 vs	
Run	10 5.00	poison	
from standing must walk or jog			
stop sprint or run takes 10' over 1 sec.			
Base to Hit		1	

BASE	Base Def.
5	
or	
-3	

Armor		Shield Saves	
Body	leather	Dmg Required Save	8 d20+6
Def	-2	DR	2 Type light
Shield	small	Init	Speed Move none
Cover	19	+ 4 Absorbs	4 hp
Defenses	fatigue = -5 when wearing shield		
Threshold of Pain	13	Base Init.	0

HIT POINTS		Last HP rolle	
19		9	
Max	37	HD type:	d 10
Wounds			
1. 1	4. 3	7.	
2. 8	5. 8.		
3. 5	6. 9.		

Trauma Save 8 fail, incap, (roll-save) x 5 secs Knock-Back 20

### COMBAT

Weapon	Halberd	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
Attack Bonus	3		1	2	2							
Speed	16 or 10				-2							base speed 18 12 size L
Initiative	1		0	1								reach 7'
Defense	2 or -2			3	1			-2				draw 2 seconds; base fatigue -6
Damage	2d10p+6 or d10+6			2	1							base damage 2d10p type H
Specialization	+1	+2	+3	+4	+5							Spec costs depend on class
Attack	x (5 BP)	x (10 BP)	(15 BP)	(20 BP)	(25 BP)							replace x with
Speed	x (5 BP)	x (10 BP)	(15 BP)	(20 BP)	(25 BP)							Fighter 5 Thief 7 Cleric 8
Defense	x (5 BP)	(10 BP)	(15 BP)	(20 BP)	(25 BP)							Mage 10
Damage	x (5 BP)	(10 BP)	(15 BP)	(20 BP)	(25 BP)							
Notes	speed 18(12), 2d10p, L, 8', hacking, effective STR 20/38											

Combat Options: actively crouch behind shield, Coup de Grace, Jab (with some weapons), Hold at Bay, Aggressive Attack, Give Ground, Fight Defensively, Full Parry, Charge, Ready against Charge, Critical Hit (20), Near Perfect Defense (19), Perfect Defense (20), Miss (1), Fumble (1), Draw an Attack (1), Flee, Fighting Withdrawal

Proficiencies Weapons: Club, halberd, longsword  
 Armor: all, Shields  
 Maintenance/ Upkeep

LUCK POINTS
N/A

Special Abilities (Talents, Class & Racial Abilities, etc.)  
 low-light vision (dwarf)  
 magic save bonus (dwarf)  
 poison save bonus (dwarf)  
 poor reach (-1 foot) (dwarf)  
 endurance (talent)  
 sprained big toe  
 base fat = -4(CON)+0(WIS)-2(FTR CLASS)=-6

Spells Prepared	
Defense Rolls	
Casting a Spell or Surprised: d8p	
Attacked from Rear: d8p + mods	
Moving target of ranged attack: d20p	
Standard w/out shield: d20p-4 + mods	
Standard w/ shield: d20p + mods	
Stationary target of ranged attack: d12p	
If target of ranged attack in melee: d20p+6	
4+ attackers to front/sides: d12p+mods	
fleeing an opponent: d10p, no shield	

# COMBAT

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes	RoF	
<b>Attack Bonus</b>	1	1	2								Distance (ft.)	Attack Die	
<b>Speed</b>											0	d20p	
<b>Initiative</b>	1	0	1								0	d12p	
<b>Defense</b>	-3		3				-2				0	d8p	
<b>Damage</b>			2								0	d4p	
Specialization	+1	+2	+3	+4	+5							Spec costs depend on class	
Attack	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)							replace x with	
Speed	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)							Fighter 5   Thief 7   Cleric 8	
Defense	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)							Mage 10	
Damage	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)								
Notes												Min weapon speed: Small 2, Med 3, Large 4	

Weapon	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes		
<b>Attack Bonus</b>	1	1	2										
<b>Speed</b>	or										base speed      size		
<b>Initiative</b>	1	0	1								reach		
<b>Defense</b>	5 or -3		3				-2	4			draw		
<b>Damage</b>			2								base damage      type		
Specialization	+1	+2	+3	+4	+5							Spec costs depend on class	
Attack	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)							replace x with	
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Damage	<input type="checkbox"/> (5 BP)	<input type="checkbox"/> (10 BP)	<input type="checkbox"/> (15 BP)	<input type="checkbox"/> (20 BP)	<input type="checkbox"/> (25 BP)								
Notes												Min weapon speed: Small 2, Med 3, Large 4	

Gear			Supplies		
Item	Location	Wt.	Item	Location	Wt.
sandals	feet	0.13			
large canvas sack	backpack	0.25			0.07
wool tunic	torso	0.50			
wineskin	l. shoulder	2.00			
rope belt	belt				
halberd	l. hand	7.50			
leather armor	armor	7.50			
backpack	back	1.00			
cloak, blood-stain	cloak	0.50			
trousers, wool	pants	0.25			
minor healing potion	backpack				
small shield	back	2.50			0.07
whetstone	backpack	0.05			0.07
					77 Total
					0.5
					22.32

Supplies				
Water/Wine				
X				
Rations		Trail		
Rations		Standard		
Feed				

### Experience

737
For Next Level
1200
Accumulated Build Points
3

### Treasure

Coins	Qty	Wt.	Other Valuables
Brass	2	0	
Copper	5	0.06	
Silver			
Gold			
Platinum			
Gems			

### Miscellaneous Information (Personal notations, Magical Items, Command Words, Spells, etc.)

Mom was ill-equipped, Dad was indifferent, family has great honor

Languages	Mastery Level	Literate?	Current Skill Level	Current Skill Mastery	Mastery die rolled to train	Difficulty	Modifier to Skill check roll
Dwarven (native)	76		0	unskilled	d12p	Trivial	-90
			01-25	novice	d12p	Easy	-80
Merchant Tongue	25		26-50	average	d8p	Average	-40
			51-75	advanced	d6p	Difficult	0
			76-87	expert	d4p	Very Difficult	+10
			88-100	master	d3p		

Universal Skills	Mastery Level	Universal Skills	Mastery Level	Universal Skills	Mastery Level	Other Skills	Mastery Level
Acting (Lks, Cha)	%	Fire-Building (Wis)	%	Rope Use (Dex)	%	Appraisal (Armor & Weaponry) (Int)	13 %
Animal Husbandry (Wis)	%	Glean Info (Int, Wis, Cha)	%	Salesmanship (Intm, Wis, Cha)	%	Campaign Logistics (Int)	19 %
Animal Mimicry (Wis)	%	Hiding (Int, Dex)	%	Seduction, Art of (Cha, Lks)	%	Establish Ambush Zone (Wis)	21 %
Boating (Wis)	%	Interrogation (Wis, Cha)	%	Sneaking (Dex)	%	Haggling (Cha, Int)	5 %
Cartography if literate (Int)	%	Intimidation (Str, Cha)	%	Survival (Wis, Con)	%	Leadership, Basic (Cha, Wis)	4 %
Climbing/ Rapelling (Str, Dex)	%	Listening (Wis)	%	Torture (Int)	%	Military: Battle sense (Int, Wis)	18 %
Current Affairs (Wis)	%	Observation (Wis)	%	Tracking (Wis)	%	Military: History (Int)	16 %
Diplomacy (Cha)	%	Pick Pocket (Dex)	%		%	Mining (Str, Int)	31 %
Disguise (Int, Cha)	at 1/2	Reading Lips (Int)	%		%		%
Distraction (Cha)	%	Recruiting (Cha)	%		%		%
Escape Artist (Int, Dex)	%	Resist Persuasion (Wis)	%		%		%

Last Will and Testament: I, \_\_\_\_\_ do hereby \_\_\_\_\_

## Racial Preferences

Elves	Dwarves	Halflings	Humans
Dislike	Prefer	Like	Tolerate

### Alignment

**Lawful Neutral.** These characters believe that the fabric of the social order overrides all other ethical or individual concerns. Laws, traditions, codes of honor and leadership must be followed unquestionably.

### Quirks & Flaws

**Absent-Minded.** Characters with this quirk don't necessarily have a hard time remembering things – if we meant to infer that this quirk was full-blown Alzheimer's we would have just called it that. Rather, absent-minded individuals have problems remembering specific details. Their mind wanders or they become hyper-focused on some project to the exclusion of nearly everything else. Absent-minded individuals have some common pitfalls. Following verbal directions is particularly difficult as is remembering names. Maintaining a journal or "to-do" list is not an option. These sorts of people simply cannot sufficiently focus on such boring mundane tasks to rigorously maintain it – at best they end up with a slipshod and incomplete record of dubious value. Fighters are perhaps the least plagued by this malady. After all, they have only a few simple tools of the trade and no one is going to forget to bring his sword. Remembering to fill his waterskin, though, could be problematic – especially after spending a few days mastering that new combat maneuver. It's probably best not to leave them in charge without adequate support staff. Mages are the stereotype for absent-mindedness and for good reason. They DO have a lot of niddling details to remember and often suffer from forgetting material components or failing to

**Facial Scar.** Facial Scar. Something awful happened to this character that left him with a hideous and prominent scar that he cannot conceal. Such a character suffers -1 to his Looks attribute.

**Hard of Hearing.** This flaw is milder than deafness. Such a person simply has a hard time hearing, but is able to hear some things. People are forced to repeat themselves several times when trying to communicate with a hearing impaired character. The hard of hearing character has trouble in a crowded, noisy place, being unable to pick out the conversation of a friend from the din of the crowd. In the heat of battle, such impairment might prove fatal. During key times such as this, the GM may require the character to make an Intelligence check to see if he was able to pick up the intended communication.

### Siblings

1. older argumentative brother
  2. older sister, natural relationship
  3. older sister, natural relationship
  4. dead older sister
  5. older sister, bitter enemy
  6. younger brother, bitter enemy
  7. younger sister, natural relationship
  8. dead younger sister
- owed 6sp, 2cp, 5bp by Bellipar the painter

## Level Up

### Fighter Advancement Table

Level	Hit Die (d10)	Attack Bonus	Speed	Initiative
1	1	0	0	0
2	1 + re-roll	+1	0	0
3	2	+1	0	0
4	2 + re-roll	+2	0	0
5	3	+2	-1	0
6	3 + re-roll	+3	-1	-1
7	4	+3	-1	-1
8	4 + re-roll	+4	-1	-1
9	5	+4	-2	-1
10	5 + re-roll	+5	-2	-1

**Proficiencies.** They may purchase all weapon proficiencies at 1/2 BP cost (Fighter)

**Purchasing Other Skills:** May purchase Mastery Die rolls in Appraisal (Armor & Weaponry) for 1/2 BP cost (fighter)

Gets 2 rolls of mastery die per purchase of military: leadership, military: operations & military: small units tactics skills (myrmidon)

Purchase the following for -1 BP, advanced armor repair, basic armor repair, expert armor repair, armorer, blacksmithing, bowyer/ fletcher, cartography: hasty mapping, cartography: overland, construction: defense works, construction: fortifications, construction: hasty defense works, construction: siege works, heraldry, leatherworking, nautical navigation, reading/ writing, seamanship, tracking, weaponsmithing (myrmidon)

**Talents:** May purchase the following Talents at 50% BP cost

Attack Bonus, Damage Bonus, Parry Bonus, or Swiftblade (only for axes or warhammers) (dwarf)

Can purchase blind fighting for 6BP (myrmidon)