



Name: Rainald North-Hammer  
 Race: Human  
 Appearance: James Hetfield, bulked up

Player: DRL  
 Ht: 6'1" Wt: 15 Stn Age: 25  
 Spent: 241 Unspent: 2

CHARACTER SHEET

ST	16	[ 60]	HP	16	[ 0]	Basic Speed	6.5	[ 0]
DX	14	[ 80]	Will	12	[ 10]	Basic Move	6	[ 0]
IQ	10	[ 0]	Per	11	[ 5]	BL	51 lb	(ST×ST)/5
HT	12*	[ 20]	FP	13	[ 3]	Thr	1d+1	Sw 2d+2
TL	3	[ 0]	SM	+0				

\* Conditional: +1 from 'Fit'

Vision	11	Fright Check	16*	High Jump	2.17 ft
Hearing	11	Consciousness	13†	Money	-7815‡
Touch	11	Death Check	13†		
Taste/Smell	11	Broad Jump	3 yd		

\* Includes: +2 from 'Combat Reflexes', +2 from 'Fearlessness'

† Includes: +1 from 'Fit'

‡ Includes: +1500 from 'Money', +375 from 'Pick (Martel-de-Fer; Gramjarn)'

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	102 lb	408 lb	612 lb	765 lb	1.27 tn

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE

1	2-3	4-6	7
1d-3	1d-2	1d-1	1d

ENCUMBRANCE TABLE

Name	None	< Light >	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

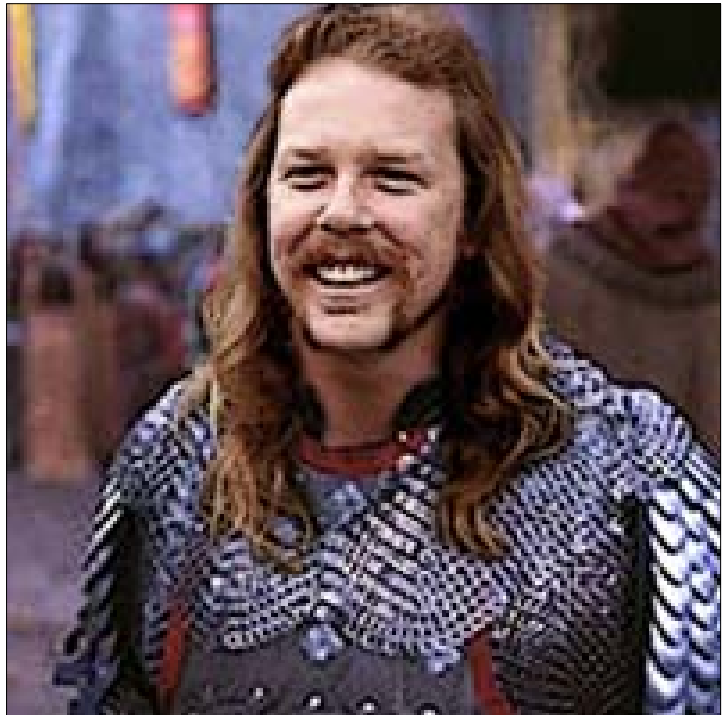
PARRY	PARRY	BLOCK	DODGE	OTHER
12*	11*	12*	9/10*	
Spear	DX	Shield (Buckler)	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	9	
Hands	6	
Legs	9	
Feet	6	

Bonus DR: 0  
 Bonus DB: 2

Notes:

\* Includes: +1 from 'Combat Reflexes'



HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
16	15	14	13	12	0
11	10	9	8	7	-5
6	5	4	3	2	-10
1					-15

REACTION MODIFIERS

Appearance: +0
Status: -1*
* Includes: -1 from 'Status'
Other: +0†
† Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Outdoorsman', +2 from 'Sense of Duty (Northlanders)' when in dangerous situations if Sense of Duty is known, -1 from 'Social Stigma (Barbarian)', -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Native	Pts
Nomad Lands (Native) {p. B23, BS183}	[ 0]
Non-native	Pts
Christian {p. B23, BS183}	[ 1]

LANGUAGES

Name	Spoken	Written	Pts
English (Default from Northlander) {p. B24, BS33}	Accented	-	[ 1]
Northland (Native) {p. B24}	Native	-	[ 0]

TEMPLATES AND META-TRAITS

Name	Pts
Hammer-and-Shield Fighting (Martial Arts) {p. MA199}	[ 0]
Spear Fighting - Viking Spear Fighting (Martial Arts) {p. MA197}	[ 0]

ADVANTAGES				SKILLS (continued)			
Name		Pts		Name	Level	Relative	Pts
Combat Reflexes {p. B43}		[ 15 ]		Axe/Mace {p. B208}	17*	DX+3	[ 20 ]
Fearlessness 2 {p. B55}		[ 4 ]		Parry: 12			
Fit {p. B55}		[ 5 ]		Hook (Axe/Mace) {p. MA74}	13	def+1	[ 2 ]
High Pain Threshold {p. B59}		[ 10 ]		Sweep (Axe/Mace) {p. MA81, B232}	15	def+1	[ 2 ]
Roll to ignore pain: 15 (Will+3)				Boating/TL3 (Sailboat) {p. B180}	14	DX+0	[ 2 ]
Outdoorsman 1 {p. B90}		[ 10 ]		Boating/TL3 (Unpowered) {p. B180}	13	DX-1	[ 1 ]
Signature Gear 1 (Martel-de-fer) {p. B85}		[ 1 ]		Bow {p. B182}	13	DX-1	[ 1 ]
				Brawling {p. B182}	15	DX+1	[ 2 ]
				Parry: 11			
				Broadsword {p. B208}	13	DX-1	[ 1 ]
				Parry: 10			
				Carousing {p. B183}	14	HT+2	[ 4 ]
				Fishing {p. B195}	12†	Per+1	[ 1 ]
				Forced Entry {p. B196}	14	DX+0	[ 1 ]
				Hiking {p. B200}	12	HT+0	[ 2 ]
				Intimidation {p. B202}	13	Will+1	[ 4 ]
				Knife {p. B208}	15	DX+1	[ 4 ]
				Parry: 10			
				Fast-Draw (Knife) {p. B194}	15‡	DX+1	[ 1 ]
				Reverse Grip (Knife) {p. MA78}	10	def+1	[ 1 ]
				Navigation/TL3 (Land) {p. B211}	10†	IQ+0	[ 1 ]
				Navigation/TL3 (Sea) {p. B211}	10†	IQ+0	[ 1 ]
				Occultism {p. B212}	5	IQ-5	[ 0 ]
				Riding (Equines) {p. B217}	13§	DX-1	[ 1 ]
				Savoir-Faire (High Society) {p. B218}	10	IQ+0	[ 1 ]
				Shield (Buckler) {p. B220}	16	DX+2	[ 4 ]
				Block: 12			
				Armed Grapple (Shield (Buckler)) {p. MA67}	14	def+0	[ 0 ]
				Dual-Weapon Attack (Shield (Buckler)) {p. MA83, B230}	12	def+0	[ 0 ]
				Feint (Shield (Buckler)) {p. MA73, B231}	16	def+0	[ 0 ]
				Spear {p. B208}	16	DX+2	[ 11 ]
				Parry: 12			
				Armed Grapple (Spear) {p. MA67}	14	def+0	[ 0 ]
				Disarming (Spear) {p. MA70, B230}	16	def+0	[ 0 ]
				Dual-Weapon Attack (Spear) {p. MA83, B230}	12	def+0	[ 0 ]
				Feint (Spear) {p. MA73, B231}	16	def+0	[ 0 ]
				Retain Weapon (Spear) {p. MA78, B232}	16	def+0	[ 0 ]
				Reverse Grip (Spear) {p. MA78}	11	def+1	[ 1 ]
				Staff {p. B208}	14	DX+0	[ 0 ]
				Parry: 13			
				Sweep (Spear) {p. MA81, B232}	13	def+0	[ 0 ]
				Targeted Attack (Spear Thrust/Face) {p. MA68}	12	def+1	[ 2 ]
				Targeted Attack (Spear Thrust/Neck) {p. MA68}	11	def+0	[ 0 ]
				Targeted Attack (Spear Thrust/Vitals) {p. MA68}	13	def+0	[ 0 ]
				Stealth {p. B222}	13	DX-1	[ 1 ]
				Survival (Desert) {p. B223}	12†	Per+1	[ 2 ]
				Survival (Mountain) {p. B223}	11†	Per+0	[ 1 ]
				Survival (Plains) {p. B223}	8	Per-3	[ 0 ]
				Survival (Woodlands) {p. B223}	12†	Per+1	[ 2 ]
				Tactics {p. B224}	10	IQ+0	[ 4 ]
				Thrown Weapon (Spear) {p. B226}	15	DX+1	[ 2 ]
				Tracking {p. B226}	12†	Per+1	[ 2 ]
				Wrestling {p. B228}	14	DX+0	[ 2 ]
				Parry: 11			
				* Conditional: +1 from 'Weapon Bond (Gramjarn)'		† Includes: +1 from 'Combat Reflexes'	
				† Includes: +1 from 'Outdoorsman'		§ Conditional: +1 from 'Stirrups' when controlling animal	

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	[ 181 ]
Advantages, Perks	[ 58 ]
Disadvantages, Quirks	[ -86 ]
Skills, Techniques	[ 88 ]
<b>Total Points Spent:</b>	<b>241</b>
<b>Unspent Points:</b>	<b>2</b>

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	10	1d+1 imp	-	13 yd / 24 yd	1	T(1)	6	-2	-	4	
Spear	15	2d imp	2	16 yd / 24 yd	1	T(1)	9	-3	-	4	

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Brawling: Kick w/Boots	13	-	1d+2 cr	C,1	-	-	
Brawling: Punch w/Gauntlets	15	11	1d+1 cr	C	-	-	
Large Knife: swing	15	10	2d cut	C,1	6	4	
Large Knife: thrust	15	10	1d+1 imp	C	6	4	[1]
Medium Buckler	16	-	1d+1 cr	1	8	4	[2,3,4]
Pick (Martel-de-Fer; Gramjarn): Pick	18	13U	3d imp	1	11	4	[2]
Pick (Martel-de-Fer; Gramjarn): Hammer	18	13U	2d+3 cr	1	11	4	
Pick (Martel-de-Fer; Gramjarn): Spear	18	13U	2d imp	1	11	4	
Pick (Martel-de-Fer; Gramjarn): Pummel	15	-	1d-5 cr	C	1	4	
Spear: one-handed thrust	16	12	1d+3 imp	1*	9	4	[1]
Spear: two-handed thrust	16	12	2d imp	1,2*	9†	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Armored Surcoat <small>Usenotes: Torso+Thigh+Knee, Covers Leg on 4-6 Location: torso, groin, legs</small>	281.25	22.5 lb
1	Backpack, Small {p. B288} <small>Description: TL:1 Notes: Holds 40 lbs. of gear.</small>	3878	33.39 lb
1	Canteen {p. DF23} <small>Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).</small>	10	3 lb
1	Fishhooks & Line (Clunky) {p. B288} <small>Description: TL:0 Notes: Basic gear for Fishing skill, needs a pole.</small>	25	-
1	Flint {p. LT35} <small>Description: A piece of flint, plus a bit of metal or mineral against which it can strike a spark. Makes a loud noise, which can ruin concealment attempts! Base fire-starting time: 30 seconds</small>	2	3.2 oz
1	Personal Basics {p. B288} <small>Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.</small>	5	1 lb
1	Pouch {p. B288} <small>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</small>	3491	2.94 lb
113	Coin: Copper Farthing {p. BS44}	113	2.26 lb
16	Coin: Gold Mark {p. BS44}	3200	8.19 oz
42	Coin: Silver Penny {p. BS44}	168	2.69 oz
20	Rations {p. B288} <small>Description: TL:0 Notes: One meal of dried meat, cheese, etc.</small>	40	10 lb
1	Sleeping Fur {p. B288} <small>Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.</small>	50	8 lb
1	Whetstone {p. DF1:24} <small>Description: For sharpening weapons</small>	5	1 lb
1	Wineskin {p. B288} <small>Description: TL:0 Notes: Holds 1 gallon of liquid.</small>	10	4 oz
1	Winter Clothes {p. B266} <small>Description: As Ordinary Clothes, but heavier. Includes a hat or hood, boots, and (at TL6 or less) furs. 30% of cost of living: 4lbs.</small>	180	4 lb
1	Boots {p. B284} <small>Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet</small>	80	3 lb
1	Cavalry Horse (On Loan) {p. B459} <small>Description: 1,400lbs. ST:22 DX:9 IQ:3 HT:11 Will:11 Per:12 Speed:5 Dodge:9 Move:8 SM:+1 (3 hexes) Traits:Combat Reflexes, Domestic Animal, Enhanced Move 1 (Ground Speed 16), Hooves, Peripheral Vision, Quadruped, Weak Bite. Skills:Brawling-10, Mount-12. Notes: A light warhorse. Usenotes: +2 Lifting ST</small>	4440	50 lb
1	Bit & Bridle {p. B289} <small>Description: TL:1 Notes: +2 to control horse, or +3 if using both hands.</small>	35	3 lb
1	Horseshoes {p. B289} <small>Description: TL:3 Notes: Shod horses get +2 HT on any rolls for stamina on long rides. Per set.</small>	50	4 lb
1	Saddle & Tack {p. B289} <small>Description: TL:2 Notes: Basic equipment for Riding skill.</small>	150	15 lb
2	Spear (Spare)	80	8 lb
1	Stirrups {p. B289} <small>Description: TL:3 Notes: Make it easy to mount a horse and give +1 to control mount. Required to use Lance skill. With ordinary saddle.</small>	125	20 lb

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Large Knife {p. B272, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]</small>	40	1 lb
1	Light Cloak/TL1 (Desert) (Cheap) {p. LT75} <small>Description: TL:1 LC:4, Dam:spec. ACC:1 Range:2/ ROF:1 Shots:T(1) ST:5 Bulk:-4 Rcl-Skill:Cloak, DX-5, Net-4, Shield-4 Notes: [4]</small>	8	2 lb
1	Mail, Heavy/TL2 (Arms, Hands, Legs, Torso) (Cheap) {p. LT100-110} <small>Description: TL:2 DR:5/3* Locations: Arms, Hands, Legs, Torso Notes:[5] Second DR value vs. crushing. Location: Arms, Hands, Legs, Torso</small>	1248	46.8 lb
1	Medium Buckler {p. B273, B287} <small>Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:4 HP:19 Skill:Shield (Buckler) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics.</small>	60	14 lb
1	Guige {p. LTC2:20} <small>Description: A neck strap is a very common shield attachment. It takes some of the shield's weight off the arm while wielding it, and enables the owner to sling his shield on his back when not using it. As long as the shield is slung on the body, the guige lets the carrier apply his shield's DB to defense rolls against attacks on the covered hit location. For other rules, see Advanced Guige Use (LTC2 p. 19).</small>	0	-
1	Pick (Martel-de-Fer; Gramjarn) (Hilt Punch; Signature Gear; Hammer; Spear; Fine Quality; Weapon Bond (Perk)) {p. B271} <small>Description: TL:3 LC:4, Dam:sw+1 imp Reach:1 Parry:0U ST:10 Skill:Axe/Mace Notes: [2] May get stuck; see Picks (p. B405).</small>	375	4 lb
1	Plate, Light/TL4 (Pot Helm) {p. LT100-110} <small>Description: TL:4 DR:3 Locations: Skull Usenotes: Protects Face on 4/6 Location: Skull, Face (3/6), Face (1/6)</small>	240	1.92 lb
1	Spear (Remove Attack Mode (Woomera)) {p. B273, B276, F141} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.], [Mode Woomera Dam:sw+3 imp Acc:2 Range:ST*1.5/ST*2 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower]</small>	40	4 lb

LOAD-OUTS		
Qty	Minimal	Weight
1	Boots <small>Location: feet</small>	3 lb
1	Large Knife	1 lb
1	Medium Buckler	14 lb
1	Guige	-
1	Pick (Martel-de-Fer; Gramjarn)	4 lb

LOAD-OUTS (continued)		Totals:	22 lb
Qty	No Mail or Pack		Weight
1	Armored Surcoat <small>Location: torso, groin, legs</small>		22.5 lb
1	Boots <small>Location: feet</small>		3 lb
1	Large Knife		1 lb
1	Medium Buckler		14 lb
1	Guige		–
1	Pick (Martel-de-Fer; Gramjarn)		4 lb
1	Plate, Light/TL4 (Pot Helm) <small>Location: Skull, Face (3/6), Face (1/6)</small>		1.92 lb
1	Spear		4 lb
		<b>Totals:</b>	<b>50.42 lb</b>
Qty	« No Pack »		Weight
1	Armored Surcoat <small>Location: torso, groin, legs</small>		22.5 lb
1	Boots <small>Location: feet</small>		3 lb
1	Large Knife		1 lb
1	Mail, Heavy/TL2 (Arms, Hands, Legs, Torso) <small>Location: Arms, Hands, Legs, Torso</small>		46.8 lb
1	Medium Buckler		14 lb
1	Guige		–
1	Pick (Martel-de-Fer; Gramjarn)		4 lb
1	Plate, Light/TL4 (Pot Helm) <small>Location: Skull, Face (3/6), Face (1/6)</small>		1.92 lb
1	Spear		4 lb
		<b>Totals:</b>	<b>97.22 lb</b>
Qty	No Surcoat or Pack		Weight
1	Boots <small>Location: feet</small>		3 lb
1	Large Knife		1 lb
1	Mail, Heavy/TL2 (Arms, Hands, Legs, Torso) <small>Location: Arms, Hands, Legs, Torso</small>		46.8 lb
1	Medium Buckler		14 lb
1	Guige		–
1	Pick (Martel-de-Fer; Gramjarn)		4 lb
1	Plate, Light/TL4 (Pot Helm) <small>Location: Skull, Face (3/6), Face (1/6)</small>		1.92 lb
1	Spear		4 lb
		<b>Totals:</b>	<b>74.72 lb</b>
Qty	Standard		Weight
1	Armored Surcoat <small>Location: torso, groin, legs</small>		22.5 lb
1	Backpack, Small		33.39 lb
1	Canteen		3 lb
1	Fishhooks & Line		–
1	Flint		3.2 oz
1	Personal Basics		1 lb
1	Pouch		2.94 lb
113	Coin: Copper Farthing		2.26 lb
16	Coin: Gold Mark		8.19 oz
42	Coin: Silver Penny		2.69 oz
20	Rations		10 lb
1	Sleeping Fur		8 lb
1	Whetstone		1 lb
1	Wineskin		4 oz
1	Winter Clothes		4 lb
1	Boots <small>Location: feet</small>		3 lb
1	Large Knife		1 lb
1	Mail, Heavy/TL2 (Arms, Hands, Legs, Torso) <small>Location: Arms, Hands, Legs, Torso</small>		46.8 lb
1	Medium Buckler		14 lb
1	Guige		–
1	Pick (Martel-de-Fer; Gramjarn)		4 lb
1	Plate, Light/TL4 (Pot Helm) <small>Location: Skull, Face (3/6), Face (1/6)</small>		1.92 lb
1	Spear		4 lb

LOAD-OUTS (continued)	Totals:	130.61 lb
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