



**Spent: 873**  
**Unspent: 68**

<b>ST</b> 16 [ 60]	<b>HP</b> 16 [ 0]	<b>Basic Speed</b> 7 [ 0]
<b>DX</b> 14 [ 80]	<b>Will</b> 14 <sup>[2]</sup> [ 0]	<b>Basic Move</b> 7 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 11 [ -5]	<b>BL</b> 51 lb <small>(ST×ST)/5</small>
<b>HT</b> 14 <sup>[1]</sup> [ 40]	<b>FP</b> 14 [ 0]	<b>Thr</b> 1d+1 <b>Sw</b> 2d+2
[1] Cond. +1 from 'Fit'		[2] +2 from 'Imisen'

Vision	12 <sup>[1]</sup>	Fright Check	16 <sup>[2]</sup>	Broad Jump	3.67 yd
Hearing	11	Consciousness	17 <sup>[3]</sup>	Money	88 <sup>[4]</sup>
Touch	11	Death Check	17 <sup>[5]</sup>	Initiative (1d3+)	9 <sup>[6]</sup>
Taste/Smell	11	High Jump	2.67 ft		
[1] +1 from 'Acute Vision'		[3] +2 from 'Hard to Subdue', +1 from 'Fit'		[5] +2 from 'Hard to Kill', +1 from 'Fit'	
[2] +2 from 'Combat Reflexes'		[4] +1000 from 'Money'		[6] +1 from 'Tactics'	

**FP**      **0 FP**

} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PARRY 13 <sup>[1]</sup>		PARRY 17 <sup>[1]</sup>		BLOCK 10 <sup>[2]</sup>		DODGE 10/11 <sup>[3]</sup>		OTHER	
DX		Aggressive Parry (Karate)		DX		Light			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+4 <sup>[4]</sup>	0	2	_____	Groin	0+4 <sup>[4]</sup>	0	–	_____
Neck	0+4 <sup>[4]</sup>	0	–	_____	Arms	0+4 <sup>[4]</sup>	0	9	_____
Skull	2+4 <sup>[4]</sup>	0	–	_____	Hands	0+4 <sup>[4]</sup>	0	6	_____
Face	0+4 <sup>[4]</sup>	0	–	_____	Legs	0+4 <sup>[4]</sup>	0	9	_____
Torso	0+4 <sup>[4]</sup>	0	–	_____	Feet	0+4 <sup>[4]</sup>	0	6	_____

[1] +2 from 'Enhanced Parry (all parries)', +1 from 'Combat Reflexes'

[2] +1 from 'Enhanced Block', +1 from 'Combat Reflexes'

[3] +1 from 'Combat Reflexes'

[4] +4 from 'Damage Resistance'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift <sup>[1]</sup>	2-Hand Lift <sup>[2]</sup>	Shove / Over <sup>[3]</sup>	Carry on Back <sup>[4]</sup>	Shift Slightly
Basic	102 lb	408 lb	612 lb	765 lb	1.27 tn
<div>[1] Takes 2 seconds to complete</div> <div>[2] Takes 4 seconds to complete</div>			<div>[3] Double with a running start</div> <div>[4] Lose 1 FP/sec while over X-Hvy enc.</div>		

JUMP TABLE							
Mvmt.	Rest	1	2	3	4	5	6+
High	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.78 yd
Broad	3.67 yd	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.33 yd

SLAM TABLE				
Mvmt.	1	2-3	4-6	7-8
Dmg.	1d-3	1d-2	1d-1	1d



<b>Appearance: -1</b> -1 from 'Appearance (Tough Skin)'
<b>Status: +1</b> +1 from 'Seeker Rank (Covenant of the Endless River)'
<b>Other: +0</b> Cond. +2 from 'Inner Balance' when Pacifists, ascetics, and those who practice "soft" or "internal" martial-arts styles, Cond. -2 from 'Discipline of Faith (Mysticism)' when not a devout co-religionist, Cond. +1 from 'Flagrant Aura' when a wizard is impressed, Cond. -1 from 'Flagrant Aura' when a wizard regards you as sloppy or undisciplined, Cond. +1 from 'Clerical Investment', Cond. +2 from 'Sense of Duty (Monks)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Reputation (Einsatzflechte: Operation Maske Runter)', Cond. +1 from 'Reputation (Can party as hard as Arrodo)', Cond. +2 from 'Born War-Leader' when Military officers, tribal war-leaders, soldiers and other professional warriors

<b>Native</b>	<b>Pts</b>
C: Werlforstanning (Native)	[ 0
<b>Non-native</b>	<b>Pts</b>
C: Oljin	[ 1
	[
	[

Native	Spoken	Written	Pts
L: Werlanik (Native)	Native	Native	[ 0
Non-native	Spoken	Written	Pts
L: Arraw	Broken	–	[ 1
L: Oljipunnu	Native	Native	[ 6
L: Taiji	Broken	–	[ 1
			[

Name	Pts
Covenant of the Endless River - Initiated Seeker	[ 16
Covenant of the Endless River - Seeker (Quaestor)	[ 44
Imisésn	[ 20
Imisésn - Werlani	[ 5
Karhemma - Pylae Seekers	[ 0

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		215
Advantages, Perks		445
Disadvantages, Quirks		-80
Skills, Techniques		293
Total Points Spent:		873
Unspent Points:		68

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Wing Chun (Martial Arts)	[ 0 ]

  

ADVANTAGES	
Name	Pts
Absolute Timing	[ 2 ]
Acute Vision 1	[ 2 ]
Roll to see: 12 (Vision)	
Ambidexterity	[ 5 ]
Born War-Leader 2	[ 10 ]
Clerical Investment	[ 5 ]
Combat Reflexes	[ 15 ]
Damage Resistance 4 (Tough Skin, -40%)	[ 12 ]
Detect (Magic; Occasional; Chi, -10%)	[ 9 ]
Roll to Perceive: 11 (Per), Roll to Analyze: 12 (IQ)	
Enhanced Block 1	[ 5 ]
Enhanced Parry 2 (all parries)	[ 20 ]
Fit	[ 5 ]
Hard to Kill 2	[ 4 ]
Hard to Subdue 2	[ 4 ]
High Pain Threshold	[ 10 ]
Roll to ignore pain: 17 (Will+3)	
Imbue 1 (Chi, -10%; Limited Skill Access (Two Skills), -60%)	[ 3 ]
Inner Balance 2	[ 30 ]
Legal Enforcement Powers 3 (Mage Guild Seekers: International, Covert Ops, License to Kill; Informal, -50%)	[ 8 ]
Legal Immunity 3 (Informal, -50%)	[ 8 ]
Magic Resistance 4 (Improved, +150%)	[ 20 ]
Magic Resistance*DISABLED* 1 (Improved, +150%)	[ 5 ]
Mana Damper 2 (Area Effect (4 yd), +150%; Switchable, +100%; Backlash: IQ Penalty (+1), -10%; Chi, -10%; Costs Fatigue (per minute) (+1), -5%; Requires Will Roll, -5%; Takes Extra Time (+2), -20%)	[ 60 ]
Notes:	
Roll to Primary: 18 (Mind Block), Roll to activate: 14 (Will)	
Modular Abilities (Spirit Ancestor Inspiration; Hypnotic Trance Only, -30%; Limited Use (1/day), -40%; Nuisance Effect: No memory of skill use, -10%; Spirit Power, -5%; Racial Memory Skill - Primary (+8), +38; Racial Memory Skill - Secondary (+4), +22; Racial Memory Skill - Tertiary (+2), +14)	[ 15 ]
Racial Memory (own past lives; Passive; Immersive, +50%; Spirit Power, -5%)	[ 22 ]
Usernotes: Racial Memory (Active) cf. Psychometry	
Roll to Remember: 12 (IQ)	
Reputation +1 (Can party as hard as Arrodó; All the time, *1; Small class, *1/3)	[ 1 ]
Reputation +1 (Einsatzflechte: Operation Maske Runter; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST, -30%; All the time, *1; Small class, *1/3)	[ 1 ]
Seeker Rank (Covenant of the Endless River; 2 - Apprentice)	[ 10 ]
Spirit Powers 1 (Ahnenschatten)	[ 5 ]
Trained By A Master	[ 30 ]
True Faith	[ 15 ]
Weapon Master (All Weapons; all muscle powered weapons)	[ 45 ]
	[ ]
	[ ]
	[ ]

PERKS	
Name	Pts
Autotrance	[ 1 ]
Special Setup (Karate Parry > Arm Lock)	[ 1 ]
Style Familiarity (Karhemma - KEF Seeker Style)	[ 1 ]
Style Familiarity (Wing Chun)	[ 1 ]
Technique Adaptation (Counterattack)	[ 1 ]
Weapon Adaptation (Smallsword to Shortsword)	[ 1 ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES	
Name	Pts
Appearance (Tough Skin; Unattractive)	[ -4 ]
Charitable (12 or less, *1)	[ -15 ]
Code of Honor (Xia)	[ -10 ]
Destiny (Will allow a demon into the Pylae; Major)	[ -10 ]
Discipline of Faith (Mysticism)	[ -10 ]

DISADVANTAGES (continued)	
Name	Pts
Duty (Covenant of the Endless River; 9 or less (fairly often); Extremely Hazardous, -5)	[ -10 ]
Flagrant Aura (+0 to detect)	[ -1 ]
Guilt Complex	[ -5 ]
NO Magic Resistance	[ -5 ]
Sense of Duty (Monks; Small Group)	[ -5 ]
Wealth (Struggling)	[ -10 ]
	[ ]
	[ ]
	[ ]

QUIRKS	
Name	Pts
Unused Quirk 5	[ -1 ]
My ancient sword is superior to all modern craftsmanship!	[ -1 ]
Prone to seeing non-theological problems from a theological angle	[ -1 ]
Souls are more important than bodies	[ -1 ]
Try to find the balance of Amalay and Okun in everything	[ -1 ]
	[ ]
	[ ]
	[ ]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	15	DX+1	[ 8 ]
Archaeology	10	IQ-2	[ 1 ]
Architecture/TL3	12	IQ+0	[ 2 ]
Area Knowledge (Ost-Eluvien)	12	IQ+0	[ 1 ]
Armoury/TL3 (Body Armor)	11	IQ-1	[ 1 ]
Armoury/TL3 (Melee Weapons)	11	IQ-1	[ 1 ]
Armoury/TL3 (Missile Weapons)	11	IQ-1	[ 1 ]
Artist (Calligraphy)	10	IQ-2	[ 1 ]
Artist (Illumination)	10	IQ-2	[ 1 ]
Autohypnosis	14	Will+0	[ 1 ]
+2 from 'Inner Balance'			
Axe/Mace	13	DX-1	[ 1 ]
Parry: 12			
Blind Fighting	11	Per+0	[ 2 ]
+2 from 'Inner Balance'			
Body Control	13	HT-1	[ 1 ]
+2 from 'Inner Balance'			
Body Language (Arrodo)	12	Per+1	[ 1 ]
+2 from 'Inner Balance'			
Body Language (Imiséen)	13	Per+2	[ 2 ]
+2 from 'Inner Balance'			
Body Sense	15	DX+1	[ 1 ]
+2 from 'Inner Balance'			
Breaking Blow	10	IQ-2	[ 1 ]
Breath Control	16	HT+2	[ 4 ]
+2 from 'Inner Balance'			
Broadsword	18	DX+4	[ 16 ]
Parry: 15			
Climbing	14	DX+0	[ 2 ]
Cooking	11	IQ-1	[ 1 ]
Diplomacy	11	IQ-1	[ 2 ]
Esoteric Medicine (Werlforstanning)	12	Per+1	[ 8 ]
Exorcism	13	Will-1	[ 2 ]
Cond. -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith			
Expert Skill (Thanatology)	11	IQ-1	[ 2 ]
Fast-Draw (Knife)	15	DX+1	[ 1 ]
+1 from 'Combat Reflexes'			
Fast-Draw (Sword)	15	DX+1	[ 1 ]
+1 from 'Combat Reflexes'			
First Aid/TL3 (Arrodo)	13	IQ+1	[ 1 ]
Cond. +1 from 'First Aid Kit'			
First Aid/TL3 (Imiséen)	13	IQ+1	[ 1 ]
Cond. +1 from 'First Aid Kit'			
Fishing	11	Per+0	[ 1 ]
Flying Leap	12	IQ+0	[ 4 ]
Forced Entry	16	DX+2	[ 4 ]
Gardening	12	IQ+0	[ 1 ]
Geology/TL3 (Earthlike)	11	IQ-1	[ 2 ]
Gesture	12	IQ+0	[ 1 ]
Hazardous Materials/TL3 (Alchemical)	11	IQ-1	[ 1 ]
Hazardous Materials/TL3 (Magical)	12	IQ+0	[ 2 ]
Herb Lore/TL3	10	IQ-2	[ 2 ]
Hidden Lore (Demon Lore)	14	IQ+2	[ 8 ]
Hidden Lore (Faeries)	11	IQ-1	[ 1 ]
Hidden Lore (Hidden Styles)	11	IQ-1	[ 1 ]
Hidden Lore (Necromancy)	11	IQ-1	[ 1 ]
Hiking	13	HT-1	[ 1 ]
History (Occultism)	10	IQ-2	[ 1 ]
Hypnotic Hands	10	IQ-2	[ 1 ]
Hypnotism (Imiséen)	14	IQ+2	[ 12 ]
Immovable Stance	16	DX+2	[ 4 ]
+2 from 'Inner Balance'			
Intimidation	13	Will-1	[ 1 ]
Cond. -1 from 'Reputation (Einsatzflechte: Operation Maske Runter)' when your reputation works against you, Cond. -1 from 'Reputation (Can party as hard as Arrodo)' when your reputation works against you			
Judo	19	DX+5	[ 24 ]
Parry: 15			
Jumping	14	DX+0	[ 1 ]
Karate	18	DX+4	[ 20 ]
Parry: 15			
Kiai	14	HT+0	[ 4 ]
Knife	14	DX+0	[ 1 ]
Parry: 12			
Knot-Tying	14	DX+0	[ 1 ]
Law (Konvent)	10	IQ-2	[ 1 ]
Leadership	16	IQ+4	[ 8 ]
+2 from 'Born War-Leader'			
Leatherworking	14	DX+0	[ 1 ]
Meditation	15	Will+1	[ 2 ]
+2 from 'Inner Balance'			

SKILLS (continued)			
Name	Level	Relative	Pts
Mental Strength	16	Will+2	[ 1 ]
+2 from 'Inner Balance'			
Mind Block	18	Will+4	[ 8 ]
+2 from 'Inner Balance'			
Naturalist (Pylae)	10	IQ-2	[ 1 ]
Navigation/TL3 (Land)	11	IQ-1	[ 1 ]
Navigation/TL3 (Underground)	11	IQ-1	[ 1 ]
Observation	12	Per+1	[ 2 ]
+1 from 'Acute Vision', Cond. +2 from 'Detect (Magic)' when intentionally seeking anything you can detect			
Occultism	12	IQ+0	[ 2 ]
Parry Missile Weapons	13	DX-1	[ 2 ]
Parry: 12			
Power Blow	12	Will-2	[ 1 ]
Pressure Points (Imiséen)	16	IQ+4	[ 20 ]
Pressure Secrets (Imiséen)	12	IQ+0	[ 8 ]
Public Speaking (Storytelling)	12	IQ+0	[ 1 ]
Push	12	DX-2	[ 1 ]
Rapier	14	DX+0	[ 1 ]
Parry: 13			
Religious Ritual (Rites of Amalay & Okun)	11	IQ-1	[ 2 ]
Research/TL3	12	IQ+0	[ 2 ]
Riding (Birds)	13	DX-1	[ 1 ]
Riding (Lizards)	13	DX-1	[ 1 ]
Shield (Shield)	17	DX+3	[ 8 ]
Block: 13			
Shortsword	16	DX+2	[ 1 ]
Parry: 14			
Smith/TL3 (Iron)	11	IQ-1	[ 1 ]
Soldier/TL3	12	IQ+0	[ 2 ]
Staff	15	DX+1	[ 4 ]
Parry: 15			
Stealth	13	DX-1	[ 1 ]
Tactics	17	IQ+5	[ 16 ]
+2 from 'Born War-Leader'			
Teaching	12	IQ+0	[ 2 ]
Thaumatology	12	IQ+0	[ 8 ]
Theology (Amalay and Okun)	11	IQ-1	[ 2 ]
Throwing	13	DX-1	[ 1 ]
Throwing Art	12	DX-2	[ 1 ]
Traps/TL3	11	IQ-1	[ 1 ]
Two-Handed Sword	16	DX+2	[ 8 ]
Parry: 14			
Wrestling	15	DX+1	[ 4 ]
Parry: 13			
Writing	12	IQ+0	[ 2 ]

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics)	13	def+4	[ 4 ]
Aggressive Parry (Karate)	14	def+0	[ 0 ]
Parry: 17			
Arm Lock (Judo)	19	def+0	[ 0 ]
Back Kick (Karate)	14	def+0	[ 0 ]
Binding (Judo)	19	def+0	[ 0 ]
Breakfall (Judo)	19	def+0	[ 0 ]
Choke Hold (Wrestling)	12	def+0	[ 0 ]
Counterattack (Karate)	13	def+0	[ 0 ]
Elbow Strike (Karate)	17	def+1	[ 1 ]
Evade (Acrobatics)	15	def+0	[ 0 ]
Feint (Karate)	18	def+0	[ 0 ]
Hammer Fist (Karate)	17	def+0	[ 0 ]
Hand-Clap Parry (Karate)	14	def+4	[ 5 ]
Parry: 17			
Handcuffing (Judo)	18	def+0	[ 0 ]
Head Butt (Karate)	17	def+0	[ 0 ]
Head Lock (Wrestling)	12	def+0	[ 0 ]
Jam (Karate)	14	def+0	[ 0 ]
Parry: 17			
Judo Throw (Judo)	19	def+0	[ 0 ]
Kicking (Karate)	18	def+2	[ 3 ]
Knee Strike (Karate)	17	def+0	[ 0 ]
Leg Grapple (Wrestling)	15	def+0	[ 0 ]
Lethal Strike (Karate)	16	def+0	[ 0 ]

[illegible]

MELEE ATTACKS						
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Aggressive Parry (Karate)	14	17	1d-1 cr	C	–	
Bite	14	–	1d cr	C	–	
Elbow Strike (Karate)	17	–	1d+2 cr	C	–	
Hammer Fist (Karate)	17	–	1d+1 cr	C	–	
Head Butt (Karate)	17	–	1d cr	C	–	
Karate: Punch	18	15	1d+2 cr	C	–	
Karate: Kick	18	–	1d+3 cr	C,1	–	
Knee Strike (Karate)	17	–	1d+3 cr	C	–	
Neck Snap (ST)	16	–	2d+2 cr	C	–	
Push Kick (Karate)	15	–	1d+3 x2 nw dkb	C,1	–	
Stamp Kick (Karate)	15	–	2d cr	C,1	–	
Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Jian (Uraltes Erbschwert von Tso tang; Break+2): Broadsword swing	18	15	3d+2 cut	1	10	
Jian (Uraltes Erbschwert von Tso tang; Break+2): Broadsword thrust	18	15	2d imp	1,2	10	
Jian (Uraltes Erbschwert von Tso tang; Break+2): Rapier swing	14	13F	2d+2 cut	1	10	
Jian (Uraltes Erbschwert von Tso tang; Break+2): Rapier thrust	14	13F	1d+2 imp	1,2	10	
Large Knife: swing	14	12	2d cut	C,1	6	
Large Knife: thrust	14	12	1d+1 imp	C	6	[1]
Large Shield	17	–	1d+3 cr	1	–	[2,4]
Quarterstaff: staff swing	16	16	4d+1 cr	1,2	7†	
Quarterstaff: staff thrust	16	16	2d+1 cr	1,2	7†	
Quarterstaff: sword swing	17	14	4d+1 cr	1,2	9†	
Quarterstaff: sword thrust	17	14	2d cr	2	9†	
Small Knife (cheap, Break+2): swing	14	12	2d-2 cut	C,1	5	
Small Knife (cheap, Break+2): thrust	14	12	1d imp	C	5	[1]
Name	Skill	Parry	Damage	Reach	ST	Notes
<p><b>Parry "F"</b>: The weapon is a <i>fencing weapon</i> (see: <i>Fencing Weapons</i>, p. B404).</p> <p><b>ST "†"</b>: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes <i>unready</i> after you attack with it. If you have at least <i>twice</i> the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it <i>always</i> requires two hands, regardless of ST.</p>						

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Large Knife	–	1d+1 imp	–	13 yd / 24 yd	1	–	6	-2	–	
Small Knife (cheap, Break+2)	–	1d imp	-1	8 yd / 16 yd	1	–	5	-1	–	

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi
See also: <i>Size and Speed/Range Table</i> , p. B550.					

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals <sup>[2]</sup>	-3
5	Face	-5(f)/-7(b)	–	Eye <sup>[3]</sup>	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest <sup>[1]</sup>	–	–	Jaw	-6
11	Abdomen <sup>[1]</sup>	-1	–	Spine <sup>[4]</sup>	-8
12	Left Arm	-2	–	Limb Vein/Artery <sup>[5]</sup>	-5
13–14	Left Leg	-2	–	Neck Vein/Artery <sup>[5]</sup>	-8
15	Hand	-4	–	Arm/Leg Joint <sup>[6]</sup>	-5
16	Foot	-4	–	Hand/Foot Joint <sup>[6]</sup>	-7
17–18	Neck	-5	–	Groin	-3
<p>[1] If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead</p> <p>[2] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks</p> <p>[3] Only targetable by impaling, piercing, and tight-beam burning attacks</p> <p>[4] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks</p> <p>[5] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks</p> <p>[6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks</p> <p>See also: <i>Hit Location</i>, p. B398, <i>Human and Humanoid Hit Location Table</i>, p. B552, <i>New Hit Locations</i>, p. MA137, and <i>Hit Locations</i>, p. LT100.</p>					

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit <sup>[1]</sup>	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			
[1] Only targetable by impaling attacks; critical hit cripples arm					
See also: <i>Harsh Realism – Armor Gaps</i> , p. LT100.					

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page

EQUIPMENT				
Qty	Item	Cost	Weight	
1	<b>Backpack, Small Canvas (TL3) {p. B288}</b> Per Unit - Cost: 40, Weight: 12 oz Contents - Cost: 150, Weight: 24.25 lb Description: TL:3 Notes: 1 cu. ft., Holds 15 lbs of gear.	190	25 lb	
1	<b>Blanket (TL1) {p. B288}</b> Description: TL:1 Notes: A warm sleeping blanket.	20	4 lb	
1	<b>Bottle, Ceramic (TL1) {p. B288}</b> Per Unit - Cost: 3, Weight: 1 lb Contents - Weight: 2 lb Description: TL:1 Notes: Holds 1 quart of liquid.	3	3 lb	
1	<b>Water (per quart; TL0) {p. B288}</b> Description: TL:0	0	2 lb	
1	<b>Climbing Gear (TL2) {p. B288}</b> Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb	
1	<b>First Aid Kit (TLVar.) {p. B289}</b> Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb	
1	<b>Fishhooks &amp; Line (TL0) {p. B288}</b> Description: TL:0 Notes: Basic gear for Fishing, 30' of line, needs pole.	2	—	
2	<b>Rope, 3/4" (per 10 yards; TL1) {p. B288}</b> Per Unit - Cost: 25, Weight: 5 lb Description: TL:1 Notes: Supports 1,100 lbs.	50	10 lb	
3	<b>Torch (TL0) {p. B288}</b> Per Unit - Cost: 1, Weight: 4 oz Description: TL:0 Notes: Burns for 1hr.	3	12 oz	
1	<b>Traveler's Rations (TL0) {p. B288}</b> Description: TL:0 Notes: One meal of dried meat, cheese, etc.	2	8 oz	
1	<b>Complete Wardrobe (Status -1; TL0) {p. B266}</b> Description: Includes one to four sets of ordinary clothes, plus nightclothes, one set each of formal wear and winter clothes, and usually at least one outfit (lab coat, uniform, gym clothes, etc.) appropriate to your job or hobbies. 100% of cost of living; 20+lbs.	300	16 lb	
1	<b>Purse (TL0) {p. B288}</b> Per Unit - Cost: 10 Contents - Cost: 16, Weight: 2.35 lb Description: TL:0 Notes: Holds 3 lbs.	26	2.35 lb	
1	<b>Personal Basics (TL0) {p. B288}</b> Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb	
1	<b>Tinderbox (TL2) {p. nil}</b> Description: TL:1 Notes: Holds tinder for assisting in lighting a fire.	5	5.6 oz	
1	<b>Whetstone (TL1) {p. B289}</b> Description: TL:1 Notes: For sharpening tools and weapons.	6	1 lb	
1	<b>Weapons</b> Contents - Cost: 496, Weight: 34.5 lb	496	34.5 lb	
1	<b>Jian (Uraltes Erbschwert von Tso tang; Break+2; TL3; Cheap Quality; Weapon Master Damage Bonus) {p. MA227, MA229}</b> Description: TL:3 LC:4 [Mode:broadsword swing Damage:sw cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:broadsword thrust Damage:thr+1 imp Reach:1,2 Parry:0 ST:10 Skill:Broadsword], [Mode:rapier swing Damage:sw cut Reach:1 Parry:0F ST:10 Skill:Rapier], [Mode:rapier thrust Damage:thr+1 imp Reach:1,2 Parry:0F ST:10 Skill:Rapier]	280	3 lb	
1	<b>Large Knife (TL0; Weapon Master Damage Bonus) {p. B272, B276}</b> 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)] Notes:   [1]	40	1 lb	
1	<b>Large Shield (TL1; Weapon Master Damage Bonus) {p. B273, B287}</b> Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] 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. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]	90	25 lb	
1	<b>Quarterstaff (TL0; Fine (Balance); Weapon Master Damage Bonus) {p. B273, B274}</b> Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	50	4 lb	
3	<b>Small Knife (cheap, Break+2; TL0; Cheap Quality; Weapon Master Damage Bonus) {p. B272, B276}</b> Per Unit - Cost: 12, Weight: 8 oz Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife] Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes:   [1]	36	1.5 lb	