



NAME:

Saxon the Bold

WILLPOWER POINTS

9

HIT POINTS

17

DEATH ROLLS

SUCCESSSES
FAILURESARMOR RATING
4

ARMOR Chainmail

BANE ON SNEAKING ☒
EVADE ☒ ACROBATICS ☐

KIN:

Mallard

AGE:

Adult

PROFESSION:

Fighter



WEAKNESS Foolhardy

- | | | |
|--|--|--|
| <input type="checkbox"/> 14 AXES (STR) | <input type="checkbox"/> 5 ACROBATICS (AGL) | <input type="checkbox"/> 5 LANGUAGES (INT) |
| <input type="checkbox"/> 5 BOWS (AGL) | <input type="checkbox"/> 10 AWARENESS (INT) | <input type="checkbox"/> 5 LEGENDS (INT) |
| <input type="checkbox"/> 14 BRAWLING (STR) | <input type="checkbox"/> 5 BARTERING (CHA) | <input type="checkbox"/> 5 PERFORMANCE (CHA) |
| <input type="checkbox"/> 5 CROSSBOWS (AGL) | <input type="checkbox"/> 10 BEAST LORE (INT) | <input type="checkbox"/> 5 PERSUASION (CHA) |
| <input type="checkbox"/> 14 HAMMERS (STR) | <input type="checkbox"/> 5 BLUFFING (CHA) | <input type="checkbox"/> 5 RIDING (AGL) |
| <input type="checkbox"/> 5 KNIVES (AGL) | <input type="checkbox"/> 10 BUSHCRAFT (INT) | <input type="checkbox"/> 5 SEAMANSHIP (INT) |
| <input type="checkbox"/> 5 SLINGS (AGL) | <input type="checkbox"/> 7 CRAFTING (STR) | <input type="checkbox"/> 5 SLEIGHT OF HAND (AGL) |
| <input type="checkbox"/> 14 SPEARS (STR) | <input type="checkbox"/> 10 EVADE (AGL) | <input type="checkbox"/> 5 SNEAKING (AGL) |
| <input type="checkbox"/> 5 STAVES (AGL) | <input type="checkbox"/> 5 HEALING (INT) | <input type="checkbox"/> 10 SPOT HIDDEN (INT) |
| <input type="checkbox"/> 14 SWORDS (STR) | <input type="checkbox"/> 5 HUNTING/FISHING (AGL) | <input type="checkbox"/> 5 SWIMMING (AGL) |

WEAPONS

GRIP

RANGE

DAMAGE

DUR.

FEATURES

Greatsword	2H	2m	2D10	15	Pierce, Slash
Handaxe	1H	18m	2D6	9	Topple, Slash, Throw
Handaxe	1H	18m	2D6	9	Topple, Slash, Throw

ARMOR RATING
4

HELMET

BANE ON AWARENESS ☐
RANGED ATTACKS ☐

DURABILITY

SHIELD

ROUND ☐ REST
STRETCH ☐

ABILITIES & SPELLS

Ill-Tempered: 3wp, Boon to non-int Skill, get Angry.

Webbed Feet: Boon to swim, full speed in water.

Berserker: 3wp, Become Angry. Gain a boon

to all fight rolls, must keep fighting until all

opponents are down or you reach OHP.

Can't parry or dodge.

Become Exhausted after the fight

SECONDARY SKILLS

DAMAGE BON. STR +D6

DAMAGE BON. AGL +D4

MOVEMENT 10

ENCUMBRANCE LIMIT

INVENTORY 9

- Backpack
- 4x Field Ration
- Sleeping furs
- Pope, hemp 10m
- Flint & tinder
- Torch
-
-
-
-
-

MEMENTO

A griffin feather

TINY OBJECTS

COPPER SILVER GOLD