

Warrior (Stock)

by Jace on 02/17/2011

Portrait	Team Identity
Race: <u>Human</u> Sex: <u>M</u> Points: <u>32/32</u> 1: <u> </u> 2: <u> </u> 3: <u> </u> 4: <u> </u> 5: <u> </u> (Base)Nat/ Adj /Alt	
ST: <u>(8)</u> <u>12</u> / <u>12</u>	Hits: <u> </u> Fat: <u> </u> SB: <u> </u>
DX: <u>(8)</u> <u>10</u> / <u>9</u> / <u>10</u>	XP: <u> </u> Needed: <u>125</u>
IQ: <u>(8)</u> <u>10</u> / <u>10</u>	
MA: <u>(10)</u> <u>11</u> / <u>12</u> 1 hex for mental abilities; 1/2 MA for other actions	
Native Abilities: <u> </u> N/A	

Wt	ST	DC1	Dam	#	Weapon/Missile	Special	Loc
In action phase, roll 3d6 vs Dx to hit, then roll Dam.							
2.5	12	7	2d6	1	Broadsword		HLD
.2		3.5	d6	2	Dirk	Dx+1 Thrown	B1

Wt #	Weapon	Poison	Applied	Wt #	Grenade	Damage	Loc
May be applied before entering room				Contact: one enemy, two rounds			
Poison is used up on first hit				Gas: target & surrounding hexes			
—	1	+d6	poison	—	1	Contact	d8 & d4 B2
—	1	+d6	poison	—	1	Gas	d8 & d4 B3

Wt	DX	Hit	MA	Armor/Shld	Loc	Wt	Mundane Item	Loc
		<u>+1</u>	<u>+1</u>	<u>Phys. Fit.</u>	—	.5	Adventurer's Belt	WRN
<u>10</u>	<u>-1</u>	<u>+1</u>	—	<u>Lrg Shield</u>	—	2	Backpack	WRN
		<u>+1*</u>	—	<u>Backpack</u>	—	3	Labyrinth Kit	BP

IIQ Ability	Fat Roll Details
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Note Ability Details as IIQ changes.

<u>2</u>	<u>Sword</u>	_____	_____	<u>Able to wield 1&2-handed swords.</u>
<u>2</u>	<u>Leadership</u>	_____	_____	<u>Add 2 to initiative roll</u>
<u>2</u>	<u>Armor</u>	_____	_____	<u>Create/repair armor; skin dragons</u>
<u>2</u>	<u>Phys. Fitness</u>	_____	_____	<u>-1 Damage;+1 MA;Climb rope 1m/turn</u>

Languages:

* only when hit from a rear hex

Archer (Stock)

by Jace on 02/17/2011

Portrait	Team Identity				
Race: <u>Halfling</u> Sex: M Points: <u>30</u> / <u>30</u> 1: _____ 2: _____ 3: _____ 4: _____ 5: _____ (Base) Nat/ Adj /Alt					
ST: (8) <u>10</u> / <u>10</u>		Hits: _____		Fat: _____ SB: _____	
DX: (8) <u>12</u> / <u>11</u> / <u>15</u>		XP: _____		Needed: <u>125</u>	
IQ: (8) <u>8</u> / <u>8</u>					
MA: (10) <u>10</u> / <u>10</u> 1 hex for mental abilities; 1/2 MA for other actions					
Native Abilities: Dx+3/Dam+1 w/ missile weapons					

Wt	ST	DCI	Dam	#	Weapon/Missile	Special	Loc
In action phase, roll 3d6 vs Dx to hit, then roll Dam.							
2	10	3.5	d6+1		Horse Bow		HLD
			20		Piercing Arrows		

Wt	DX	Hit	MA	Armor/Shld	Loc	Wt	Mundane	Item	Loc
7	-1	+1		Cloth	Armor	.5	Adventurer's	Belt	WRN

IIQ Ability	Fat Roll Details
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Note Ability Details as IIQ changes.

<u>2</u>	<u>Drawn Bows</u>	_____	_____	<u>Dx+1 with drawn bows</u>
<u>2</u>	<u>Animal Handler</u>	_____	_____	_____
<u>2</u>	<u>Stealth</u>	_____	_____	<u>one less die to notice anything</u>
				<u>pick locks with Pick-vs-IQ roll</u>
				<u>two less dice to detect traps</u>
				<u>one less die to avoid traps</u>
				<u>4vIQ to see through invisibility</u>

Languages:

Pet	St	Dx	IQ	MA	Ht	Dam	Hits	Fat	Cost	XP	Nxt
<i>This section for use with Animal Handler ability only.</i>											
Raven	2	14	6	4/14	0	d4-1			\$20/wk		100

small size puts attacker at Dx-6 when in flight

Jewels	d20*10	Notes:
Bars	100:1	
Gold	10:1	
Silver	1:1	
Copper	1:10	
Bank	80 Silver	

Jewels	d20*10	Notes:
Bars	100:1	
Gold	10:1	
Silver	1:1	
Copper	1:10	
Bank	44 Silver	