

char

Name: Halakhavin  
 era: 2 bronze  
 starting class 1 fighter

|         |         |        |         |        |        |        |                           |                   |
|---------|---------|--------|---------|--------|--------|--------|---------------------------|-------------------|
| fighter | artisan | priest | warlock | wizard | mystic | savant | detective (fixemetahuman) | hacker (mech:new) |
|         | 5       |        |         |        |        |        |                           |                   |

XP: 1001 Je hebt 5 levels. Je hebt nog 499 xp nodig voor level 6.

race 8 truman human  
 background 0 0  
 bg for skillslot 0 0  
 upbringing 0 Upbringing + benefit/skill - disadvantages  
 sexe 1 man medium  
 voorkeur 9 none of your fuckin business  
 start campaigr 250322  
 first date in c 31 maart 1025 wealth start: 0  
 birthday 15 maart 1818  
 current date ###  
 leeftijd 18 2 Strong

HP: 35  
 AC: 10 no ranged AC no extra AC van Martial arts  
 [armor] 0 0

Encumbrance var / 32

Negate penalt 0  
 demigod-boos 0

(tribe size) 108

(tribal skills)

| ability scores |    | ability modifiers |    |
|----------------|----|-------------------|----|
| ST             | 19 | [str]             | 3  |
| DX             | 12 | [dex]             | 0  |
| CN             | 13 | [con]             | 1  |
| IN             | 11 | [int]             | 0  |
| WI             | 10 | [wis]             | 0  |
| CH             | 14 | [cha]             | 1  |
| PE             | 8  | [per]             | -1 |

| skillslots en skillpoints | in use | s i b W M c   |
|---------------------------|--------|---------------|
| natural                   | 10     | 10 0 0 0 0 0  |
| free/god/stres            | 2      | 2 0 - 0 0 0   |
| bought                    | 0      | 0 0 - 0 0 0   |
| magic                     | 0      | 0 0 - 0 0 0   |
| psionic                   | 0      | 0 0 - 0 0 0   |
| intrinsic                 | ∞-1    | 1 0 1 - 0 0 0 |
| item                      | 0      | 0 0 - 0 0 0   |
| van cyber                 | 0      | 0 0 - 0 0 0   |
| skill points              | 0      | 0 0 - 0 0 0   |
| gifts                     | 0      |               |
| meta skills               | 0      |               |
| harmonisation             | 0      |               |
| superpowers               | 0      |               |
|                           | 0      |               |
|                           | 0      |               |
| humanity/proc             | 29     |               |
| lifemark                  | 1      | 1             |

bogoplus overpower  
 bogopower: 3  
 kale toHit: 5

# skills en powers  
 6 skills  
 1 powerskill  
 2 weaponskills  
 1 martial arts skill (beetje weinig, hè...) no martial arts  
 no intrinsics  
 no prayers  
 no spells  
 no psi powers  
 no forces  
 no gifts  
 no fields  
 no prayer forc  
 no spell forces  
 no psi forces  
 no harmonisa  
 no super pow  
 no tracks

Je mag niet voor een superpower (abil 25) rollen...  
 Je mag in totaal 0x voor een superpower rollen op grond van 3+ harmonisations.  
 Je bent een 0.

| saves                   |   |
|-------------------------|---|
| fortitude               | 6 |
| reflex                  | 2 |
| will                    | 1 |
| vs fire (attacks)       |   |
| vs gaze (attacks)       |   |
| vs mind-affecting magic |   |
| vs sleep                |   |
| vs traps                |   |

|            | dam reductor | Kung fu | immune |
|------------|--------------|---------|--------|
| blunt      | 0            |         | 0      |
| piercing   | 0            |         |        |
| slashing   | 0            |         |        |
| acid       |              |         |        |
| cold       |              |         |        |
| heat       | 0            |         |        |
| irritating |              |         |        |
| lightning  |              |         |        |
| missile    |              |         |        |
| sonic      |              |         |        |
| strength   | 1            |         |        |
| subdual    | 0            |         | 0      |

| virtual ability scores | vability modifiers |          |
|------------------------|--------------------|----------|
| ST                     | 8                  | [str] -1 |
| DX                     | 5                  | [dex] -2 |
| CN                     | 6                  | [con] -2 |
| IN                     | 5                  | [int] -2 |
| WI                     | 5                  | [wis] -2 |
| CH                     | 6                  | [cha] -2 |
| PE                     | 4                  | [per] -2 |

char

Wealth lvl: 0 poor - Je hebt vrijwel niets. Maar daar ben je wel gelukkig mee!  
Je krijgt niets voor niets! Wat denk je well! De zon gaat niet voor niets op!

Remarks:  
Abil ST +1 (+1)

| lua age magic weapons | kind (Cat)            | main off | wp | accuracy (m) | speed | att/r | toHit      | dam   | charging | backstab /flanking | xinfo | notes                        |
|-----------------------|-----------------------|----------|----|--------------|-------|-------|------------|-------|----------|--------------------|-------|------------------------------|
| stone age maceLstaff  | maceLstaff (Mace cat) |          | sp | -            |       | 5 3/2 | 9 (no whw) | 1d8+8 |          |                    |       | blessed large stone age club |
| bronze age maceLstaff | maceLstaff (Mace cat) |          | sp | -            |       | 6 3/2 | 9 (no whw) | 1d6+8 |          |                    |       |                              |
| mw bronze age knife   | knife (knife cat)     |          | -  | S (15)       |       | 1 1   | 4 (no whw) | 1d3+4 |          |                    |       | Golden Tentacle Blade        |

| Kung Fu stijl | AKA   | skill1       | skill2 | speed | att/r | tohit | dam    | effects | method effects | best against | worst against |
|---------------|-------|--------------|--------|-------|-------|-------|--------|---------|----------------|--------------|---------------|
| no Kung Sang  | taunt | Intimidation |        | 2     | 1     | 8     | 1d2+0! | none... |                |              |               |

|                                     |         | char            |           |          |                 |         |  |
|-------------------------------------|---------|-----------------|-----------|----------|-----------------|---------|--|
| kind of armor                       | 0 basis | helm            | 1 helmet  | workshop | 0 not available |         |  |
| skills                              | slots   | check           | rol (std) | primes   | intinsics       | Mastery |  |
| Animal handling (goating)           | N       | wis+[cha]       |           | 11       | 11              |         |  |
| Boating                             | N       | per+[wis]       |           | 8        |                 |         |  |
| Endurance []                        | N       | con+[con]-[A]   |           | 14       |                 |         |  |
| Intimidation {pc(F)}                | N       | pc+[cha]/2      |           | +6       |                 |         |  |
| Language (common) (Larisch) <3> (f) | F(F)    | int-3(+3)       |           | 11       |                 |         |  |
| Leatherworker []                    | N       | con+[con]-[A]-π |           | 10       |                 |         |  |
| Mace                                | N       | -               |           | +5       |                 |         |  |
| Rope use                            | N       | dex+[str]       |           | 15       |                 |         |  |
| Weapon specialisation (maceLstaff)  | N       | -               |           | +5       |                 |         |  |