

Common Maneuvers

- **Wait.** Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.
- Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.
- **All-out Defense.** Move: 1 step. You forgo making an attack but get +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
- **Move-and-attack.** Body slam (E40) at full Brawling. Otherwise, Greataxe skill capped at 9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid Greataxe strikes, at skill-6.
- **All-out Attack.** Move: Up to half. May make two attacks at full skill, one strong attack at +2 damage. **No defense allowed.**
- **Feint.** Move: 1 step. Roll a Quick Contest of your sword v. theirs. Margin of success = subtracted from one attack made next round. Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

Notes.

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge

piercing (pi++) deals x2 against most targets (minimum 1).

- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.
- May retreat one step away from the attack while attempting a dodge to receive +2.

Speed-Range-Size Modifier

Mod	Linear yards	Mod	Linear yards
		-8	50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		

BARBARIAN Argua (Half-Ogre female)
 Size Humanoid (+0 mod)
 Base Speed 6.25 Move 6 yards (6)
 Strength(ST) 21 Dexterity(DX) 13
 IQ 9 Health(HT) 14
 Fatigue Points 14 Will 9
 Perception 12 Observation 11 Search 6
 Hit Points 21
 Damage Reduction 5 (armor, tough skin)
 Armor Lt. Leather Armor (18 lbs.)
 Dodge 9
 Encumbrance/Move Penalty 0
 Block No shield
 Parry 12 (Sword), 9 (Fists)
 Thrust / Swing 2d / 4d-1
 Reaction Mod -4 (Ugly, savage)
 Language Common.



"Pick Argua! Argua good at nature stuff! Argua bash doors, stomp monsters, an 'haul loots.' Argua look good too!"

All that for food and a fair shair of the shiny."

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	13	2d-1	c				
Kick	11	2d	c, 1				
Greataxe	20	4d+3 cut	1	+0	8	\$700	Fast draw(15)

Ranged	#	Damage	Acc	WT	Properties	Shots
Heavy Sling	13	4d+1 cr	1	1	Half 120 Max 210	1(2)

Treasure

1 sp, 7 cp

Advantages

High Pain Threshold
Suffer no shock penalty from receiving damage.

Lifting Strength - + 1
Bonus to strength for encumbrance and grappling.

Outdoorsman - 2

Receive a +2 bonus on Disguise(-Animals), Fishing, Mimicry(Animals Sounds), Naturalist, Survivalist, Tracking and Weather Sense.

Tough Skin - +4 DR

Weapon Bond ("Mr. Hackey")

- Everything must be Leopard Print.
- Everything!
- Flirts shamelessly
- "No problem too tough for muscles"
- Proud of her mother, the ogress.
- Speaks of her axe, Mr. Hackey, as a person.

Disadvantages

Appearance(Ugly)

-2 to reaction, -4 to sex appeal.

Gluttony (12)

Must roll 12 or less to refuse food and drink.

Gullibility(9)

Must roll 9 or less to not believe what-ever she is told.

Overconfidence-12

Must roll 12 or less to not simply want

to kick in the door and charge straight into battle.

Night Vision - 3

Reduce darkness penalties by up to 3.

Social Stigma (Savage)

Your family roots lie outside the bounds

of civilization and lawful society.

Sense of Duty (Adventuring

Companions)

You think of your adventuring party

like a family and feel honor bound to

protect and defend them.

Gear

Item	Location	WT	Cost
Personal ba-sics/clothing	Body	3	5
Bandoleer (Shaped rocks)	Body	1	60
Pouch	Body	.2	10
Rations (6 meals)			
Fishline and hook	Pouch	.1	50
Wineskin (1 gal)	Body	8	10

Skills

Dex-Based Skills

Stealth-13

Forced Entry-15

Climbing-12

Two-Handed Axe/Mace-18

Sling-13

Wrestling-14

IQ-Based Skills

Camouflage - 11 Outdoorsman. Use

natural materials to obscure.

Disguise (Animals) - 11 Outdoorsman.

Using furs and skins, you can attempt

to pass as an animal.

Mimicry (Animal Sounds) - 9

Outdoorsman.

Naturalist-9 Outdoorsman. Wilder-

ness lore.

Navigation-11 Outdoorsman. Find

location using landmarks.

Weather Sense-11. Outdoorsman.

Other Skills

Hiking-13

Running-13

Swimming-14

Intimidation-9

Survival(Forest)-13. Outdoorsman.

Forage for food and build shelter.

Fishing-14. Outdoorsman.

Tracking-13. Outdoorsman. Follow a

trail.

Observation-11.

Lifting-13. Spend FP to boost lift.

Random Hit # / Location
(Called Shot Penalty)

#7. Torso. (-0). No special damage

effects.

#3-4 Skull. (-7) Extra natural DR

+2. Wounding modifier x4 for cut,

cr, or imp damage types.

#5 Face (-5). Natural DR +2. Knock-

down rolls for major wounds are

at -5.

#6-7 R. Leg (-2). Check for Crippling

Wounds.

#8 R. Arm (-2). Check for Crippling

Wounds.

#9-10 Torso (-0). No special mods.

#11 Groin (-2). Male humanoid suf-

fer double the usual shock thresh-

old (max -8) from crush damage.

#12 L. Arm (-2). Check for Crippling

Wounds.

#13-14 L. Leg (-2). Check for Crip-

pling Wound.

#15 Hand (-4). Roll for which side.

#16 Foot (-4). Roll for which side.

#17-18. Neck (5). Wounding modi-

fier for penetrating crushing damage

(x1.5, min 1) for cutting x2. Anyone

killed by a neck injury is deemed

decapitated.

Eye (No random roll)(-9). Piercing

and impaling attacks only). Injury

over (target HP)/10 blinds the eye.

Wounding modifier x4 for cut or imp

damage types.