

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.** Shield slam (E40) at full skill. Otherwise, broadsword skill capped at 9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid sword 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 | | |

HOLY WARRIOR Samar Alqatil (Human female)

Size Humanoid (+0 mod)

Base Speed 6 Move 3 yards (6)

Strength(ST) 13 Dexterity(DX) 13

IQ 12 Health(HT) 13

Fatigue Points 13 Will 13

Perception 12 Observation 11 Search 7

Hit Points 13 Damage Reduction 4

Armor Segmented Plate Armor

Encumbrance/Move Penalty -3

Dodge 8 Block 15 (shield)

Parry 14 (Broadsword)

Thrust / Swing 1d+1 / 2d+1

Reaction Mod +0

Language Common.



"I would be happy to join any undertaking that promises to put Evil to the sword. Contrary to rumor, my order is not one to pass judgment on others. Do what ye will in exchange for one oath: should we happen upon demons, we attack and offer no quarter."

| Current HP | Current FP |
|------------|------------|
| | |

| Melee | # | Damage | Reach | Parry | WT | Cost | Properties |
|--------------------|----|----------------------|-------|-------|----|------|------------|
| Fist | 15 | 1d cr | c | | | | |
| Kick | 13 | 1d+1 cr | c, 1 | | | | |
| Broadsword | 16 | 2d+2 cut or 1d+3 imp | 1 | 0 | 3 | 600 | |
| Med. Shield (Bash) | 16 | 1d+1 cr | 1 | DB +2 | 15 | 60 | |

| Ranged | # | Damage | Acc | WT | Properties | Shots |
|--------|---|--------|-----|----|------------|-------|
| | | | | | | |

Treasure

2 sp, 13 cp

Advantages

- Loves a good time.
- Tells people of her angelic heroism.
- Tells people of her ancestry

Born War Leader - 2
 Bonus to Leadership, Connaissanceur(Weapons), Savoir-Faire, Strategy, & Tactics

Combat Reflexes

Bonus +1 to active defense and fast draw, +2 to fright check, +6 to wake/recover from stun.

Enhanced Block - 1 (Bonus to block)

Heroic Might +1d

Once per game session, you may draw on your faith to boost your ST (and with it, damage, HP and lifting ST) by 1d for 3d s.

Higher Purpose - 3 (Slay Demons)

+1 bonus on to-hit, damage rolls, defense and resistance against demons.

Holiness -2

Innate Holy power.

Resist Evil - 1

+1 bonus to resistance rolls v truly evil foes.

Rest in Pieces

Those slain by your sword can not be reanimated.

Personality Quirks

- Loves shields and their lore.
- Gleeefully fanatic.
- Loves kids. Recounts tales of

Disadvantages

Compulsive Generosity(12)
 Roll 12 or less to ignore a call for aid or a handout from charity or the less fortunate.

Fanaticism

Your faith and belief comes before wealth, party, or self-preservation.

Sense of Duty (Adventuring Companions, Good)

You think of your adventuring party, as well as the forces of Good, like a family and feel honor bound to protect and defend them.

Overconfidence (12)

Must roll 12 or less to not simply want to kick in the door and charge straight into battle.

Gear

| Item | Location | WT | Cost |
|---------------------------|----------|-----|------|
| Personal basics/ clothing | Body | 3 | 5 |
| Holy symbol | Pouch | .25 | 1 |
| 2xPouch | Body | .4 | 20 |
| Rations (6 meals) | | 3 | 12 |
| Canteen (1 Qt.) | Body | 8 | 10 |

Other Skills

Hiking-12
 Intimidation-13
 Esoteric Medicine(Holy) - 10 Treat wounds, diseases, and poisons. Requires an area of sanctity.
 Exorcism-14 Rid areas or people of evil spirits.

Skills

Dex-Based Skills

Brawling-15

Broadsword-16

Fast Draw (Sword)-14

Riding (Horse)-12

Shield-16

Stealth-12 (Encumbrance applies)

Wrestling-14

IQ-Based Skills

Theology(Holy)-10

Hidden Lore (Demons)-12

Leadership-12. Born War Leader. Direct NPC actions.

Psychology (Demons)-12

Physiology (Demons)-12

Religious Ritual (Holy)-10

Strategy-12. Born War Leader. Discern enemy motivations

Tactics-11 Born War Leader. Gain the high ground in combat.