



# The Bodyguard

Characteristics	
STR	11
CON	11
SIZ	10
INT	14
POW	10
DEX	14
CHA	10

Attributes	
Combat actions	3
Damage modifier	None
Improvement Roll	0
Magic Points	10
Dedicated Pow	0
Movement	8
Strike Rank	12

Common Skills		
Athletics	STR+DEX	25%
Brawn	STR+SIZ	36%
Culture (Own)	INT x2	58%
Dance	DEX+CHA	24%
Drive	DEX+POW	24%
Evade	DEX x2	38%
Evaluate	INT+CHA	44%
First Aid	INT+DEX	48%
Influence	CHA x2	40%
Insight	INT+POW	44%
Lore (Regional)	INT x2	58%
Perception	INT+POW	54%
Persistence	POW x2	40%
Resilience	CON x2	42%
Ride	DEX+POW	24%
Sing	CHA+POW	20%
Sleight	DEX+CHA	24%
Stealth	DEX+INT	28%
Swim	STR+CON	22%
Unarmed	STR+DEX	40%
Common Magic	CHA+POW	40%

## Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	1 Trews
4-6	Left Leg	5	1 Trews
7-10	Abdomen	6	2 Leather coat
11-12	Chest	7	2 Leather coat
13-15	Right Arm	4	2 Leather coat
16-18	Left Arm	4	2 Leather coat
19-20	Head	5	2 Helmet

Combat and Advanced skills		
CC : Sword & Shield	STR+DEX	75%
RC : Crossbow	INT+CHA	58%
Courtesy	INT+CHA	34%
Lore (Tactics)	INT x2	58%
Lore / Craft (something)	INT x2	38%
Streetwise	POW+CHA	30%
Language (Native)	INT+CHA	74%

**Common Magic:** Bearing Witness 2, Heal 2, Detect enemy, Protection 1

## Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Longsword	M/L	L	1D8/1D10	6/12	Bleed, Impale, Sunder (2H)
L. crossbow	L	100 m	1D8	4/5	Impale
Heater shield	L	S	1D4	6/12	<i>parry ranged</i>

Equipment (Owner : *The Bodyguard*)

Item	Description	ENC
<i>Hard leather coat</i>	2 AP (Arms, Abdomen, Chest)	2
<i>Hard leather helmet</i>	2 AP (Head)	2
<i>Soft leather treds</i>	1 AP (Legs)	1
<i>2x First aid kit</i>		
<i>300 Sp</i>		