



The Flameguard

Characteristics	
STR	11
CON	11
SIZ	10
INT	13
POW	12
DEX	13
CHA	10

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

Common Skills

Common Skills		
Athletics	STR+DEX	29%
Brawn	STR+SIZ	36%
Culture (Own)	INT x2	56%
Dance	DEX+CHA	23%
Drive	DEX+POW	25%
Evade	DEX x2	46%
Evaluate	INT+CHA	43%
First Aid	INT+DEX	46%
Influence	CHA x2	40%
Insight	INT+POW	40%
Lore (Regional)	INT x2	56%
Perception	INT+POW	40%
Persistence	POW x2	39%
Resilience	CON x2	42%
Ride	DEX+POW	25%
Sing	CHA+POW	22%
Sleight	DEX+CHA	23%
Stealth	DEX+INT	26%
Swim	STR+CON	22%
Unarmed	STR+DEX	24%
Common Magic	CHA+POW	52%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	0
4-6	Left Leg	5	0
7-10	Abdomen	6	3 Ringmail
11-12	Chest	7	3 Ringmail
13-15	Right Arm	4	3 Ringmail
16-18	Left Arm	4	3 Ringmail
19-20	Head	5	2 Hard leather

Combat and Advanced skills

CC : Sword & Shield	STR+DEX	64%
CC : Spear & Shield	DEX+DEX	56%
RC : Spear (throw)	DEX+DEX	36%
Courtesy	INT+CHA	33%
Lore (Cleansing Flame)	INT+POW	40%
Lore (Tactics)	INT x2	51%
Streetwise	POW+CHA	22%
Meditation	POW x2	39%
Language (Native)	INT+CHA	73%

Common Magic: Fireblade, Dragon's Breath, Cauterise 1

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Longsword	M/L	L	1D8/1D10	6/12	Bleed, Impale, Sunder (2H only)
Short spear	M	L	1D8+1	4/5	Impale, <i>throw</i> , <i>set vs. charge</i>
Heater shield	L	S	1D4	6/12	<i>parry ranged</i>

