



The Primitive

Characteristics	
STR	13
CON	12
SIZ	13
INT	10
POW	9
DEX	16
CHA	7

Attributes	
Combat actions	3
Damage modifier	+1d2
Improvement Roll	0
Magic Points	9
Dedicated Pow	0
Movement	8
Strike Rank	13

Common Skills		
Athletics	STR+DEX	54%
Brawn	STR+SIZ	36%
Culture (Own)	INT x2	50%
Dance	DEX+CHA	23%
Drive	DEX+POW	25%
Evade	DEX x2	52%
Evaluate	INT+CHA	17%
First Aid	INT+DEX	26%
Influence	CHA x2	14%
Insight	INT+POW	19%
Lore (Regional)	INT x2	60%
Perception	INT+POW	44%
Persistence	POW x2	38%
Resilience	CON x2	59%
Ride	DEX+POW	25%
Sing	CHA+POW	16%
Sleight	DEX+CHA	23%
Stealth	DEX+INT	51%
Swim	STR+CON	25%
Unarmed	STR+DEX	39%
Common Magic	CHA+POW	36%

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	1 Leather
11-12	Chest	7	1 Leather
13-15	Right Arm	4	0
16-18	Left Arm	4	0
19-20	Head	5	0

Combat and Advanced skills		
CC : Spear & Shield	DEX+DEX	69%
RC : Spear (throw)	DEX+DEX	72%
Survival	POW+CON	51%
Track	INT+CON	62%
Craft	DEX+INT	36%
Language (Native)	INT+CHA	67%

Common Magic: Bladesharp 2, Cauterise 2, Clear path, Endurance

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Short spear	M	L	1D8+1	4/5	Impale, throw, set vs. charge
buckler	M	S	1D3	6/8	

