

# HELLFROST

ANARI APPRENTICE HEAHWISARD

HERO \_\_\_\_\_

RACE Human (Anari)

CHARISMA  MOD

PACE  MOD

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

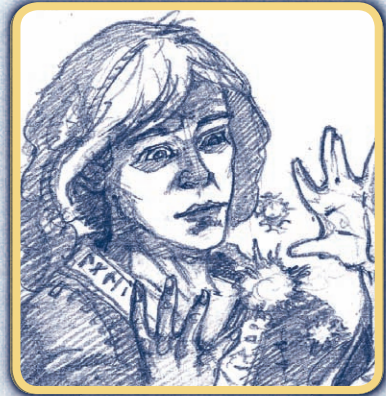
VIGOR

## PARRY

MOD

## TOUGHNESS

MOD



## SKILLS

Fighting

Guts

Heahwisardry

Intimidation

Investigation

Knowledge (Arcana)

Riding

Streetwise

\_\_\_\_\_

\_\_\_\_\_

LANGUAGES: Anari, Classical Anari, Saxa, Trader

## GEAR

winter clothing, furs

1,350 gs

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TOTAL WT CARRIED

WEIGHT LIMIT

ENCUMBRANCE PENALTY

## SPELLS

armor

deflection

bolt

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

Wizard's staff

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## HINDRANCES

Apprentice (Minor)

Arrogant  
(Minor: treats non-nobles as scum)

## EDGES

Arcane Background  
(Magic: Heahwisardry)  
Noble

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

## GLORY

20

40

60

80

100

120

140

# HELLFROST

ANARI ARCANOLOGIST

HERO \_\_\_\_\_

RACE Human (Anari)

CHARISMA  MOD

PACE  MOD

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

VIGOR

## PARRY

MOD

## TOUGHNESS

MOD



## SKILLS

- |  |  |
|--|--|
| <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Fighting</u>             | <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Knowledge (Religion)</u> |
| <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Investigation</u>        | <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Knowledge (Riddles)</u>  |
| <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Knowledge (Arcana)</u>   | <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Notice</u>               |
| <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Knowledge (Folklore)</u> | <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Streetwise</u>           |
| <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> <u>Knowledge (History)</u>  | <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> <input type="text" value="10"/> <input type="text" value="12"/> _____                       |

LANGUAGES: Anari, Auld Saxa, Classical Anari, Selari, Vindari

## GEAR

Leather suit (+1)  
20 sheets of parchment  
writing equipment  
waterproof satchel  
furs

winter clothing  
190 gs remaining

TOTAL WT CARRIED  WEIGHT LIMIT  ENCUMBRANCE PENALTY

## SPELLS

COST RANGE DAMAGE/EFFECT DURATION


## WEAPONS

RANGE ROF DAMAGE AP WT

Staff (Str+d4, +1 Parry, Reach 1, 2 hands)

## HINDRANCES

Elderly  
Orders (Reliquary)  
Vow (Minor: keep relics from the masses)

## EDGES

Connection (Reliquary)  
Reliquary (Arcanologist)  
Scholar (Arcana & History)

5  
10  
15  
20  
25  
30  
35  
40  
45  
50  
55  
60  
65  
70  
75  
80  
85  
90  
95  
100  
105  
110

## GLORY

20  
40  
60  
80  
100  
120  
140

# HELLFROST

ENGRO THIEF

HERO \_\_\_\_\_

RACE Engro

CHARISMA -2

PACE 6

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

d8 AGILITY

d6 SMARTS

d6 STRENGTH

d6 SPIRIT

d6 VIGOR

## PARRY

4

## TOUGHNESS

5



## SKILLS

4 6 8 10 12 Climbing

4 6 8 10 12 Fighting

4 6 8 10 12 Guts

4 6 8 10 12 Lockpicking

4 6 8 10 12 Notice

4 6 8 10 12 Stealth

4 6 8 10 12 Streetwise

4 6 8 10 12 Throwing

4 6 8 10 12

4 6 8 10 12

LANGUAGES: Engrosi, Fingerspeak, Trader

## GEAR

Leather suit (+1)

67 gs remaining

furs

lockpicks

pipe, pipeleaf (10 smokes)

climbing gear

TOTAL WT CARRIED



WEIGHT LIMIT



ENCUMBRANCE PENALTY



## SPELLS

COST

RANGE

DAMAGE/EFFECT

DURATION

	COST	RANGE	DAMAGE/EFFECT	DURATION

## WEAPONS

RANGE

ROF

DAMAGE

AP

WT

4 x throwing knives 3/6/12, Str+d4

## HINDRANCES

Curious, Greedy (Minor), Outsider, Quirk (always smokes after a fight)

Small

## EDGES

Guild Thief (Stealth)

Luck

Sneaky, Spirited

Thief

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

## GLORY

20

40

60

80

100

120

140

5 10 15 20

# HELLFROST

FROST DWARF RUNE MAGE HEALER

HERO \_\_\_\_\_

RACE Frost Dwarf

CHARISMA  MOD

PACE  MOD

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

AGILITY

SMARTS

STRENGTH

SPIRIT

VIGOR

## PARRY

MOD

## TOUGHNESS

MOD



## SKILLS

Healing

Survival

Healing-Rune

Throwing

Knowledge (Arcana)

Fighting

Notice

LANGUAGES: Dwarven, Frosttongue, Giant, Trader

## GEAR

Chain shirt (+2)

medium shield (+1 Parry)

healer's bag, furs

TOTAL WT CARRIED



WEIGHT LIMIT



ENCUMBRANCE PENALTY



## SPELLS

COST	RANGE	DAMAGE/EFFECT	DURATION
		Healing-Rune (boost/lower trait (Healing & Vigor only), healing, succor)	

## WEAPONS

RANGE	ROF	DAMAGE	AP	WT
		Str+d6		Reach 1

## HINDRANCES

Heat Lethargy

Insular

Slow

## EDGES

Arcane Background (Rune

Magic), Low Light Vision,

Mountain Born, Runic Insight

(Healing-Rune), Tough,

Winter Soul

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

## GLORY

20

40

60

80

100

120

140

# HELLFROST

FROSTBORN FIRE ELEMENTALIST

HERO \_\_\_\_\_

RACE Frostborn

CHARISMA -3 MOD

PACE 6 MOD

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

d6 AGILITY

d8 SMARTS

d6 STRENGTH

d6 SPIRIT

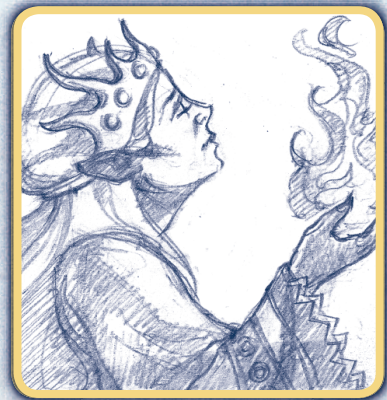
d6 VIGOR

## PARRY

6 MOD

## TOUGHNESS

6 MOD 1



## SKILLS

<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Elementalism	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Survival
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Fighting	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Hrimwisardry	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Knowledge (Arcana)	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> Notice	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____

LANGUAGES: Auld Saxa, Classical Anari, Frosttongue, Saxa

## GEAR

Leather suit (+1)	_____
medium shield (+1 Parry)	_____
furs (150 gs remaining)	_____
_____	_____
_____	_____

TOTAL WT CARRIED   WEIGHT LIMIT   ENCUMBRANCE PENALTY  

## SPELLS

	COST	RANGE	DAMAGE/EFFECT	DURATION
frostborn spell: <i>armor</i> (icy skin)	_____	_____	_____	_____
frostborn spell: <i>environmental protection</i> (against cold only)	_____	_____	_____	_____
frostborn spell: <i>smite</i> (icicles grow from hands or a held weapon)	_____	_____	_____	_____
frostborn spell: <i>speed</i> (ice-shod feet)	_____	_____	_____	_____
elementalist spell: (Fire or heat trappings) <i>burst, deflection, smite</i>	_____	_____	_____	_____

## WEAPONS

	RANGE	ROF	DAMAGE	AP	WT
Axe	_____	_____	Str+d6	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## HINDRANCES

Habit (minor: keeps secrets), Heat Lethargy, Loyal, Outsider, Vow (Major: discover if cold is the fifth element)

## EDGES

Arcane Background (Magic: Elementalism), Frigid Form, Winter Soul

5
10
15
S20
25
30
35
V40
45
50
55
H60
65
70
75
L80
90
100
110

## GLORY

20
40
60
80
100
120
140

○ ○ ○ ○ ○ 5 ○ ○ ○ ○ ○ 10 ○ ○ ○ ○ ○ 15 ○ ○ ○ ○ ○ 20

# HELLFROST

SAXA LEADER OF MEN

HERO \_\_\_\_\_

RACE Human (Saxa)

CHARISMA 0 MOD

PACE 6 MOD

WOUNDS  
-1 -2 -3

INC

FATIGUE  
-2 -1

## ATTRIBUTES

d6 AGILITY

d8 SMARTS

d6 STRENGTH

d6 SPIRIT

d6 VIGOR

## PARRY

6 MOD

## TOUGHNESS

7 2 MOD



## SKILLS

<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Fighting</u>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Riding</u>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Intimidation</u>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Shooting</u>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Knowledge (Battle)</u>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Survival</u>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Notice</u>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> <u>Persuasion</u>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">6</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">12</span> _____

LANGUAGES: Battletongue, Orcish, Saxa, Trader

## GEAR

Chain shirt (+2) \_\_\_\_\_

medium shield (+1 Parry) \_\_\_\_\_

furs (no money) \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TOTAL WT CARRIED



WEIGHT LIMIT



ENCUMBRANCE PENALTY



## SPELLS

COST	RANGE	DAMAGE/EFFECT	DURATION
------	-------	---------------	----------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## WEAPONS

RANGE	ROF	DAMAGE	AP	WT
-------	-----	--------	----	----

Short Sword				
_____	_____	Str+d6	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## HINDRANCES

Cautious \_\_\_\_\_

Vengeful (Major) \_\_\_\_\_

Loyal \_\_\_\_\_

## EDGES

Command \_\_\_\_\_

Command Presence \_\_\_\_\_

5 \_\_\_\_\_

10 \_\_\_\_\_

15 \_\_\_\_\_

**S20** \_\_\_\_\_

25 \_\_\_\_\_

30 \_\_\_\_\_

35 \_\_\_\_\_

**V40** \_\_\_\_\_

45 \_\_\_\_\_

50 \_\_\_\_\_

55 \_\_\_\_\_

**H60** \_\_\_\_\_

65 \_\_\_\_\_

70 \_\_\_\_\_

75 \_\_\_\_\_

**L80** \_\_\_\_\_

90 \_\_\_\_\_

100 \_\_\_\_\_

110 \_\_\_\_\_

## GLORY

20 \_\_\_\_\_

40 \_\_\_\_\_

60 \_\_\_\_\_

80 \_\_\_\_\_

100 \_\_\_\_\_

120 \_\_\_\_\_

140 \_\_\_\_\_

5 10 15 20

# HELLFROST

TAIGA ELF PALADIN OF EOSTRE ANIMALMOTHER

HERO \_\_\_\_\_

RACE Taiga Elf

CHARISMA **-2**

PACE **6**

WOUNDS  
-1 -2 -3

**INC**

FATIGUE  
-2 -1

## ATTRIBUTES

**d6** AGILITY

**d8** SMARTS

**d4** STRENGTH

**d8** SPIRIT

**d6** VIGOR

## PARRY

**6**

## TOUGHNESS

**6** **1**



## SKILLS

**4** **6** **8** **10** **12** Climbing

**4** **6** **8** **10** **12** Faith

**4** **6** **8** **10** **12** Fighting

**4** **6** **8** **10** **12** Knowledge (Alchemy)

**4** **6** **8** **10** **12** Notice

**4** **6** **8** **10** **12** Shooting

**4** **6** **8** **10** **12** Survival

**4** **6** **8** **10** **12** \_\_\_\_\_

**4** **6** **8** **10** **12** \_\_\_\_\_

**4** **6** **8** **10** **12** \_\_\_\_\_

LANGUAGES: Beastspeech, Frosttongue, Taiga Elven, Trader

## GEAR

Leather shirt (+1) \_\_\_\_\_

60 gs remaining \_\_\_\_\_

medium shield (+1 Parry) \_\_\_\_\_

20 arrows \_\_\_\_\_

quiver, furs, \_\_\_\_\_

herbalist kit \_\_\_\_\_

TOTAL WT CARRIED

WEIGHT LIMIT

ENCUMBRANCE PENALTY

## SPELLS

COST

RANGE

DAMAGE/EFFECT

DURATION

*beast friend, environmental protection*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WEAPONS

RANGE

ROF

DAMAGE

AP

WT

Short spear

Str+d6

Reach 1

Bow

12/24/48

2d6

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## HINDRANCES

All Thumbs, God Cursed (Thrym), Heat Lethargy, Insular, Loyal, Outsider (to his own people)

## EDGES

Agile, Arcane Background (Miracles), Forest Born, Hedge Magic, Low Light Vision, Natural Realms, Winter Soul

5  
10  
15  
**S20**  
25  
30  
35  
**V40**  
45  
50  
55  
**H60**  
65  
70  
75  
**L80**  
90  
100  
110

## GLORY

20  
40  
60  
80  
100  
120  
140

○ ○ ○ ○ ○ **5** ○ ○ ○ ○ ○ **10** ○ ○ ○ ○ ○ **15** ○ ○ ○ ○ ○ **20**

# HELLFROST

TUOMI HEARTH KNIGHT

**HERO** \_\_\_\_\_

**RACE** Human (Tuomi)

**CHARISMA** 0 MOD **PACE** 6 MOD

**WOUNDS** -1 -2 -3 **INC** **FATIGUE** -2 -1

**SKILLS**

4 6 (8) 10 12 <b>Fighting</b>	4 6 (8) 10 12 <b>Survival</b>
4 6 8 10 12 <b>Guts</b>	(4) 6 8 10 12 <b>Throwing</b>
(4) 6 8 10 12 <b>Intimidation</b>	4 6 8 10 12 _____
4 (6) 8 10 12 <b>Notice</b>	4 6 8 10 12 _____
4 (6) 8 10 12 <b>Riding</b>	4 6 8 10 12 _____

**LANGUAGES:** Orcish, Trader, Tuomi

**GEAR**

Chain shirt (+2) \_\_\_\_\_  
 Medium shield (+1 Parry) \_\_\_\_\_  
 Furs (no money) \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**TOTAL WT CARRIED**   **WEIGHT LIMIT**   **ENCUMBRANCE PENALTY**  

**SPELLS**

**COST**            **RANGE**            **DAMAGE/EFFECT**            **DURATION**


**WEAPONS**            **RANGE**            **ROF**            **DAMAGE**            **AP**            **WT**

Hand Axe            \_\_\_\_\_            \_\_\_\_\_            Str+d6            \_\_\_\_\_            \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

○ ○ ○ ○ ○ **5** ○ ○ ○ ○ ○ **10** ○ ○ ○ ○ ○ **15** ○ ○ ○ ○ ○ **20**

**ATTRIBUTES**

d6 **AGILITY**  
 d6 **SMARTS**  
 d6 **STRENGTH**  
 d8 **SPIRIT**  
 d8 **VIGOR**

**PARRY**

7 MOD

**TOUGHNESS**

8 MOD 2



**HINDRANCES**

Heroic, Orders (Hearth Knights), Stubborn, Vengeful (Minor)

**EDGES**

Connections (Hearth Knight),  
Hearth Knight

5  
10  
15  
**S20**  
25  
30  
35  
**V40**  
45  
50  
55  
**H60**  
65  
70  
75  
**L80**  
90  
100  
110

**GLORY**

20  
40  
60  
80  
100  
120  
140