NAME Lirg Bar-Kurtfak

Race/Type: Bruff
Sex/Age: Male 38
Hometown: Bruff Homelands

STR	21	Incontestable
SIZ	14	5'4" 190 (178)
CON	18	Hearty
DEX	11	below average
INT	15	Bright
MPT	19	Plentiful
APP	11	Ordinary
LUK	14	above average

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GATEWAR — BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA

Another fine product from Escape Ventures, Inc.

CHARACTER PROFILE 5.1

WEAPONS SKILLS

Weapon (BC)	Attack	Critical	Special	Fumble	Damage	Parry	DA	L/R/2H	Att Cat	WA
Great Hammer	❑ 104	05	16	00	2d6	❑ 83	22	2H	V	69
Spear	❑ 76	04	11	99	1d10	❑ 29	04	R	II	79
Medium Shield	❑ 26	01	04	96	1d6	❑ 71	15	L	V	55
	❑					❑				
	❑					❑				
	❑					❑				
Spear, thrown	❑ 68	03	10	98	1d10	❑ 29	04	R	I	40

Missile Weapon: Spear — Range: Short 5 — Medium 10 — Long 15

MENTAL SKILLS

	S	F
Hearing (25)	❑ 58	❑
Identify Alien (15)	❑ 46	❑
Identify Vinyan (25)	❑ 81	❑
Interracial Relations		
Vinyan Common (25)	❑ 64	❑
Bruff	❑ 72	❑
Gudd	❑ 11	❑
	❑	❑
Know Alien Legends (15)	❑ 39	❑
Know Vinyan Legends (20)	❑ 51	❑
Oration (15)	❑ 33	❑
Read/Write (10)	❑ 28	❑
Smell/Taste (25)	❑ 27	❑
Touch (25)	❑ 30	❑
Vision (25)	❑ 72	❑

KNOWN SPELLS

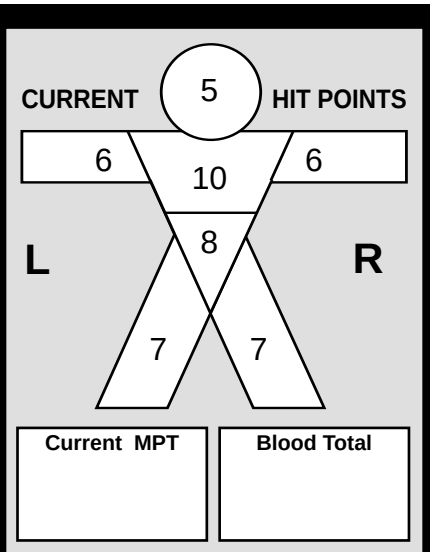
		Type/Cost
A)	Armor	V
B)	Dispel Magic	V
C)	Ghost Missile	V
D)	Heal	V
E)	Lightness/Heaviness	V
F)	Night Sight	1
G)	Simple Illusion	2
H)	Spring	V

PHYSICAL SKILLS

Bash (15)	❑ 41 ❑
Climbing (30)	❑ 46 ❑
Dodge (30-SIZ)	❑ 23 ❑
Grapple (15)	❑ 51 ❑
Jumping (35)	❑ 51 ❑
Hide (30-SIZ)	❑ 41 ❑
Manipulate Mechanism (20)	❑ 31 ❑
Quiet Movement (30-SIZ)	❑ 47(35) ❑
Riding (25)	❑ 24 ❑
Swimming (25)	❑ 32 ❑
Trip (15)	❑ 26 ❑

MISCELLANEOUS ABILITIES

Att Cat Modifier	0
Balance	58
Combat Bonus Damage	+1d6
Fame Rating	75
Ingenious Idea	04
Perception	52
Poison Resistance(PR) and Drinking Capacity	46
Strength Capacity	534
Surprise Reaction	42
Tote Capacity	320
Weapon Ability	81



HIT LOCATIONS

(1d100)	Location	DA	HP	WT
91-00	Head	(6)	5	*
71-90	Chest	(6)	10	*
55-70	Abdomen	(6)	8	*
43-54	Right Arm	(6)	6	*
31-42	Left Arm	(6)	6	*
16-30	Right Leg	(6)	7	*
01-15	Left Leg	(6)	7	*

Blood Total ⇨ 48 — Pass out 36 — Die 24

SPECIAL WEAPON ABILITIES

	Attack	Parry
01-19	Normal	Normal
20-39	Pulled Blows/ Cover	Fast Draw/ Postpone Parry
40-59	Attacking with Two Weapons Simultaneously	Parry with Two Weapons Simultaneously
60-79	**Disarm**	**Pin**
80-99	**Aimed Blows**	**Glancing/MissileParry**
00+	**Split Attacks**	**Split Parries**

01-59 at normal % • 60-00+ at 1/2 % • All suffer 1/2 penalty per level defficient

CHARACTER ENHANCEMENT

Bravery	77	Brave
Handedness	38	Right
Interests		none
Materialism	68	normal
Mental Quirks		Autophobia, minor
Morality	17	Lusty

PROFESSIONAL SKILLS

	BC	WAGE
Craftsman	❑ 54	❑ 3d4
Merchant	❑ 77	❑ 4d10
Miner	❑ 61	❑ 2d10
	❑	❑

WEALTH

Total Credits ⇨ 116

EQUIPMENT LIST

	RP	WT
Fat		12
Plate Mail* (full suit)	1330	67
Great Hammer	125	10
6 Spears	180	24
Medium Shield	50	8
Clothes	60	5
Backpack	08	2
Blanket	10	2
Bedroll	15	4
Cooking Gear	20	5
2 Waterskins	6	11
Vinyan Survival Guide	100	1

Total Weight Carried ⇨ 151

Quiet Movement Adjustment –1/4

Melee Movement — Round — [Action 1, Action 2]

Unencumbered	6 "	[3 ", 3 "]
Encumbered	5 "	[2 ", 3 "]

Daily Travel Rate: = 30 miles/day

Combat Factor (CF) 111

SPELL DURATION AND FATIGUE COUNTDOWN

(Mark off rounds) (Mark letter of Spell or Fatigue on round it expires)

01 ❑ 02 ❑ 03 ❑ 04 ❑ 05 ❑ 06 ❑ 07 ❑ 08 ❑ 09 ❑ 10 ❑ 11 ❑ 12 ❑ 13 ❑ 14 ❑ 15 ❑ 16 ❑ 17 ❑ 18 ❑ 19 ❑ 20 ❑ 21 ❑ 22 ❑ 23 ❑