

MEGAN STEELION

2ND LEVEL WARLORD

UNICG, BRAVE, RELENTLESS, INSTIGATOR

MUS WARLORD lvl 1

+1 AG +1

COMMON +0

DEX HITELINGS +1

+0 LEADERSHIP +1

CON MELEE COMBAT +0

+2 RANGED COMBAT +0

UNARMED COMBAT +0

INT REACTIONS +1

+2 SENSE AMBUSH +1

SENSE MOTIVE +1

WIS SLIP-THRU +0

-2 PRIMADONNA x1

CHA SKILLS

+3 READ & WRITE +0

SPI

+3

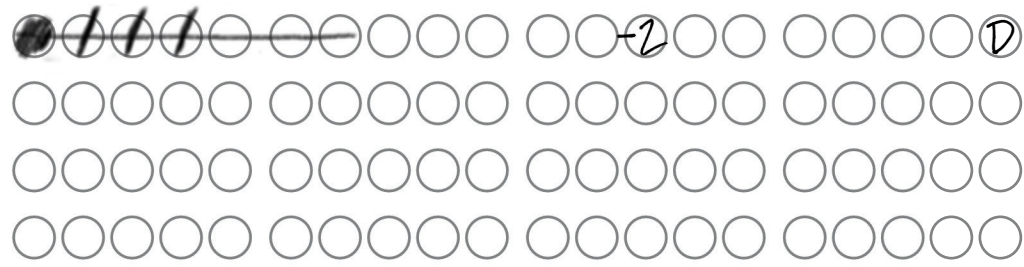
MAG

-3

LUC

+4

HP 18 GUARD 12/12 ARMOR 108 SHIELD 104



P1 S2 M3 B4 I6 STUN 4

MOVEMENT WALK 3 COMBAT +0

HINDERS PACKING -2

ATTACKS	HIT	DMG	ASPECTS	X
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SWORD	+1	108s		
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DAGGER	+1	104p	CLOSE, BAL	
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SHIELD	-1	108i	CLOSE	
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SHORT BOW	+1	106p	RNG M, 2HDS	
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12 ARROWS: 				
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PUNCH	+1	102+1B	CLOSE, BASTARD	
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KICK	+1	104+1i		
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RESTS ///

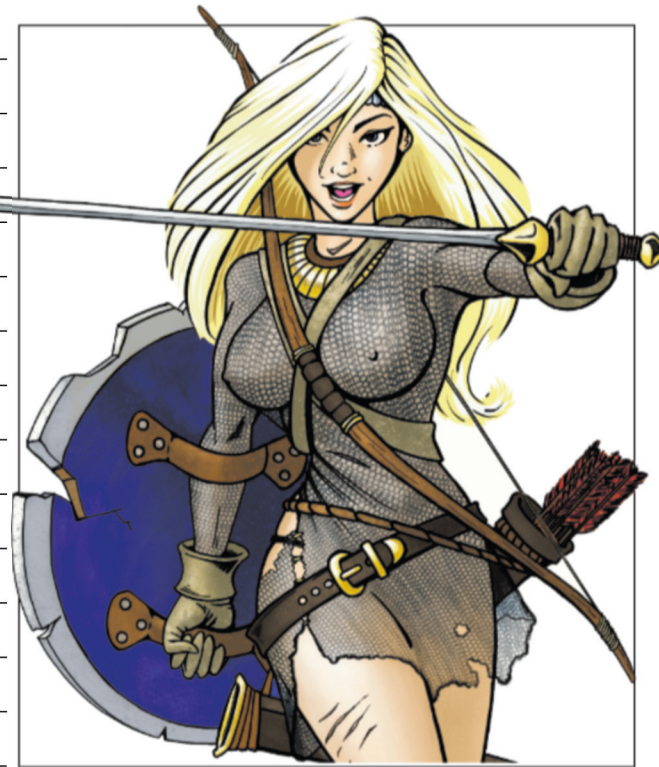
SIZE MEDIUM, GUARD +2 VS LARGE

EQUIPMENT	WT	Pack	Aspects
SWORD	3		
DAGGER	1		
CHAIN HAUBERK	12		A7 W6
MEDIUM SHIELD	8		S6
HELMET	2		A2 W3
CLOAK		3	W8
LEATHER BOOTS	3		W3
HEAVY GLOVES	2		W3
MONEY POUCH	.1		
SIGNAL WHISTLE	.1		
BACKPACK		2	
LEATHER SACK		.5	
FLINT & TINDER		.5	
WHET STONE		.5	
DRY RATIONS		7	
WATERSKIN		8	
SHORT BOW	4		
QUIVER & 12 ARROWS	4.4		
4 TORCHES		8	DUR 1 HOUR
FAT	4		
COINS	1		8 IP 2 SP
Totals	44	+29	= 73
Pack -2 45	Lugg -2 90	Trudge -4 135	Strain -6 180
Body 110	Climate WARM	Warmth 15 / 23	Adj. TEMPERATE

Unspent XP 17

Spent XP

WARLORD 2500
READ & WRITE 600



CAMPAIGN

Total XP 3100 DATE CREATED 7/23/20

EQUIPMENT	WT	Pack	Aspects
BRIGANDINE	20		A8 W10
HELMET	2		A2 W3
SWORD	3		
SPEAR	6		
KNIFE	1		
MEDIUM SHIELD	8		S8
LEATHER BOOTS	3		W3
HEAVY GLOVES	2		W3
MONEY POUCH	.1		
20 IRONS	2		
BACKPACK		2	
CLOAK		3	W8
LEATHER SACK		.5	
FLINT & KINDER		.5	
3 TORCHES		6	LIGHT 2, DUR 1 HR
7 DRY RATIONS		7	
WATERSKIN		8	
WHETSTONE		.5	
FAT	5		

Totals		$52 + 27 = 79$	
Pack -2 55	Lugg -2 110	Trudge -4 165	Strain -6 220
Body 195	Climate TEMP	Warmth 19	Adj. COLD

[illegible]

Spent XP		GORT IS ABOUT AS BASIC AS IT GETS.
FIGHTER	2000	HE'S A BIT BLAND, BUT NOT A BAD STARTING CHARACTER.

CAMPAIGN	
Total XP	2000
DATE CREATED	8/15/25

EQUIPMENT	WT	Pack	Aspects
BATTLE AXE	6		
BRIGANDINE	20		A8 W10
SMALL SHIELD	6		S4
HELMET	2		A2 W3
KNIFE	1		
LEATHER BOOTS	3		W3
HEAVY GLOVES	2		W3
MONEY POUCH	.1		
20 IRONS	2		
BACKPACK		2	
LEATHER SACK		.5	
FLINT & TINDER		.5	
10 CANDLES		1	
7 DRY RATIONS		7	
BEEFSKIN		8	
WHETSTONE		.5	
FAT	5		
Totals	$47 + 19 = 66$		
Pack -2 55	Lugg -2 110	Trudge -4 165	Strain -6 220
Body 220	Climate TEMP	Warmth 19	Adj. COLD

[illegible]

CGANG, WILEY, OPPORTUNISTIC, SCHEMING

		lvl
MUS	DWARF	1
+2	DWARVISH	+0
	DWARVISH LOTRE	+0
DEX	MELEE COMBAT	+1
+1	UNARMED COMBAT	+1
	UNDERGROUND SURVIVAL	+1
CON	TOXIC RESISTANCE	x4
+2	NIGHTVISION	x1
INT	THIEF	1
+1	AG	+1
	BLACK MARKETTING	+1
WIS	COMMON	+0
+2	DETECT HIDDEN	+1
	EAVESDROP	+1
CHA	ESCAPE BONDS	+1
+1	HIDE & SNEAK	+1
	PICK LOCK	+1
SPI	PICK POCKET	+1
+3	SLIP THRU	+1
	THIEVES CANT	+0
MAG	TRAPS	+1
-1		
LUC		
-2		

HP 23 **GUARD** 13/16 **ARMOR** 104

A 4x16 grid of circles. The first row has a handwritten '-2' above the 14th circle. The second row has a handwritten 'D' above the 4th circle.

P1 S2 M3 B4 I6 STUN 5

MOVEMENT WALK 3

COMBAT +2

HINDERS

ATTACKS	HIT	DMG	ASPECTS	X
2 SHORT SWORDS	+3	106+1s	CLOSE	
DAGGER	+3	104+1P	CLOSE, BAL	
PUNCH	+3	104B	CLOSE, BASTARD	
KICK	+3	106i		

RESTS

SIZE MEDIUM, GUARD + 2 VS LARGE

EQUIPMENT	WT	Pack	Aspects
2 SHORT SWORDS	4		
DAGGER	1		
LEATHER ARMOR	10		A4 W8
CLOAK	3		W8
LEATHER BOOTS	3		W3
HEAVY GLOVES	2		W3
LOCK PICK SET	1		
MONEY POUCH	.1		
20 IRONS	2		
5 SILVER	0.5		
BACKPACK		2	
LEATHER SACK		.5	
FLINT & TINDER		.5	
7 DRY RATIONS		7	
BEEFSKIN		8	
WHETSTONE		.5	
HOODED LANTERN		3	LIGHT 2 DUR 12 HTZ
FLASK OIL		1	FRAGILE
FAT	10		W1
Totals	36 + 22 = 58		
Pack -2 50	Lugg -2 100	Trudge -4 150	Strain -6 200
Body 180	Climate TEMP	Warmth 15 / 23	Adj. COLD

[illegible]

CG, GUTSY, ECCENTRIC, INVENTIVE

[illegible]

P1	S2	M3	B4	I6	STUN	2
MOVEMENT						WALK 4
HINDERS						LUGGING - 2
						COMBAT +1

ATTACKS	HIT	DMG	ASPECTS	X
ARCANE LASSO	+5	-	REACH 6, DEF MUS OR SPI, DUTZ CONC	2
FLAME BLAST	+5	1D10B	CONE 3, 2HDS, FIRE	2
FLOATING DISC	+6	-	100 LBS PS, SUP, DUTZ 1 DAY	1
MAGIC MISSILE	+6	1D6S	RNG 10	1
FORCE ARMOR	+4		ARMOR 4 PS, SEP, SUP, ENC	3
GRANT STRENGTH	+6		RNG 10, MUSCLE +4 PS SEP, SUP, DUTZ-ENC	1
KALEIDOSCOPIC IMAGE	+5		DUTZ-ENC	2
LIGHT	+6		RNG 10, LIGHT 2 PS, SUP, DEF AG, DUTZ-ENC	1
KNIFE	+1	1D2S	CLOSE	
PUNCH	+1	1B	CLOSE, BASTARD	
KICK	+1	1D2+1		

RESTS

SIZE MEDIUM, GUARD + 2 VS LARGE

EQUIPMENT	WT	Pack	Aspects
KNIFE	1		
HEAVY CLOTHING	8		A3 W10
GLOVES	.5		W1
SOFT LEATHER BOOTS	2		W2
MONEY POUCH	.1		
10 IRONS	1		
SUNGOOGLES	.5		
FAT	3		
BACKPACK		2	
LEATHER SACK		.5	
WRITING KIT		3	
SPELLBOOK		4	20 SPELL LEVELS
7 DRY RATIONS		7	
WATERSKIN		8	
Totals	$16 + 24 = 40$		
Pack -2 25	Lugg -2 50	Trudge -4 75	Strain -6 100
Body 105	Climate WARM	Warmth 13	Adj. TEMP

[illegible]

CG/CN, BRAVE, CUNNING, STUBBORN

lvl 5

+5

+0

+5

+5

+5

+7

+5

+5

$$\underline{\times 1}$$
$$\times 4$$
 $+3$

+1

ARMOR 104

SIZE SMALL: MASS 0.8, DMG 0.8, DIS 1, HIDE +2, GUARDED +2 VS MED

[illegible][illegible]

MANFRED

7TH LEVEL FIGHTER

NG, FRIENDLY, FORTHRIGHT, COCKY

MUS FIGHTER

lvl 6

+8

AG

+6

COMMON

+0

DEX

INTIMIDATE

+6

+5

MELEE COMBAT

+6

CON

UNARMED COMBAT

+3

+6

SLIP-THRU

+6

SECOND WIND

x1

INT

-1

WIS

-1

CHA

+1

SPI

+3

MAG

+1

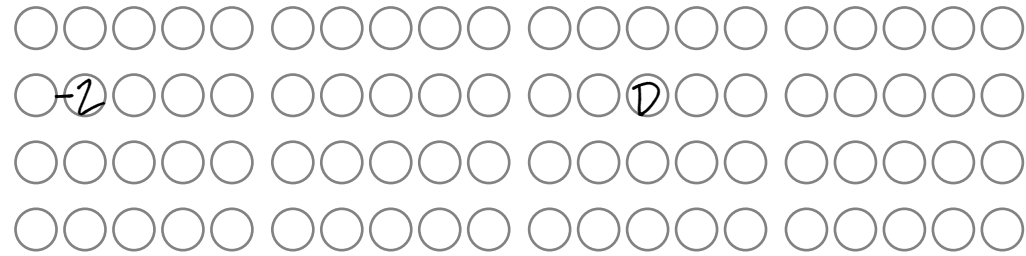
LUC

+2

HP 31

GUARD 18/10

ARMOR 104



P1

S2

M3

B4

I6

STUN 6

MOVEMENT WALK 7

COMBAT +2

HINDERS

ATTACKS

HIT

DMG

ASPECTS

X

GREAT SWORD

+8

10/0,6s

2HDS

KNIFE

+8

108s

CLOSE

PUNCH

+5

106+1B

CLOSE, BASTARD

KICK

+5

108+1i

RESTS

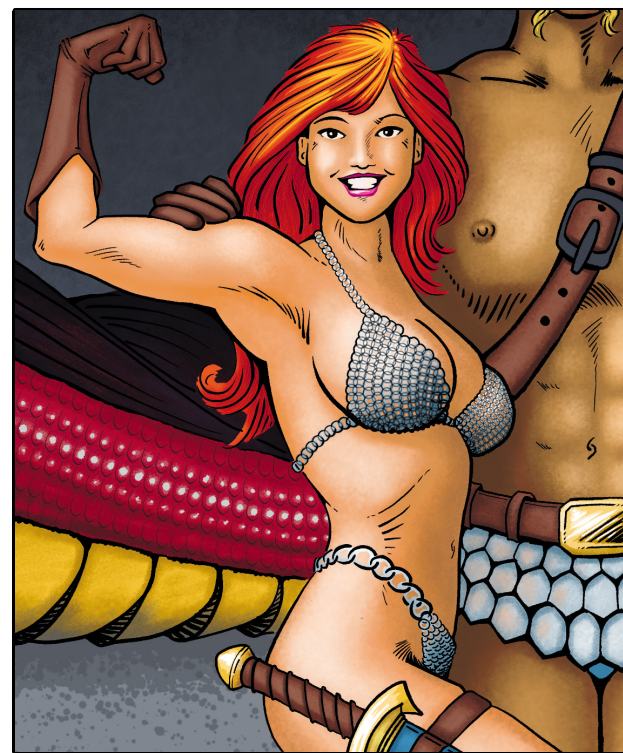
SIZE MEDIUM, GUARD +2 VS LARGE

EQUIPMENT	WT	Pack	Aspects
GLAIVE	10		
CHAINMAIL BIKINI	3		A2 W1
2 SHORT SWORDS	4		
LEATHER BOOTS	3		
HEAVY GLOVES	2		
CLOAK	3		W8
MONEY POUCH	.1		
10 IRON	1		
5 GOLD	0.5		
5 SILVER	0.5		
FAT	4		
BACKPACK		2	
LEATHER SACK		.5	
FLINT & TINDER		.5	
7 DRY RATIONS		7	
WATERSKIN		8	
WHETSTONE		.5	
3 TORCHES		6	
Totals	31 + 24 = 55		
Pack -2 65	Lugg -2 130	Trudge -4 195	Strain -6 260
Body 175	Climate TEMP	Warmth 118	Adj. TEMP

Unspent XP

Spent XP

FIGHTER 6 64,000
 MUSCLE +3 8,000
 DEXTERITY +6 64,000
 CONSTITUTE +3 8,000



ADMITTEDLY, JULIA'S CHARACTER IS
 MANFRED'S CHARACTER WITH THE
 MUSCLE AND DEXTERITY SWITCHED AS
 WELL AS A DIFFERENT CHOICE OF
 WEAPONS. I WANTED TO SEE WHAT
 KIND OF DIFFERENCE IT WOULD MAKE.

DO NOT DO THIS!
 AT LEAST NOT WITHOUT YOUR DM'S
 PERMISSION. I AM THE GAME
 DESIGNER, I CAN DO ANYTHING.
 MUHA-HAHHAHAHAHAHAHAHAHA!

CAMPAIGN

Total XP 144,000

DATE CREATED 8/10/20