

Name: Pawn the Duelist

Hand to Hand Combat

Type: Expert

of Attacks: 3

Initiative: +1

Damage:

Strike: +5

Parry: +6

Dodge: +6

Spd.: 18x20 **Armor:** Feather leather
Perception: +2 **A.R.:** 14 **S.D.C.:** 40

Equipment:

Tanned feather leather jacket, tanned leather pants, WW1 military style boots, padded cream and white long sleeve undershirt armor (with a padded pawn on the back), white long johns armor, leather long rifle bandolier, sheaths, belt, belt pouch, backpack, waderskin, small sack, map case with paper and pen, flint and steel, manacles, and 2 rondel daggers.

Gauge radiation level gauntlets. They change colour when radiation is around.

EP: 75

Description, O.C.C. &

Special Abilities:

Pawn is a white male el. He is 5'-10", 153 lbs, has a slim athletic build, Caucasian white skin and "talon hands" (unusual textured skin with thick fingernails that slightly curl). His shoulder length wavy brown hair drapes to his shoulders and his dark intense eyes are like a bird of prey that are sharp at long distances. Pawn is a "Page" of the Livid Lords Society.

Hit Points: 42

S.D.C.: 40

Level: 4th

Experience Points: 10,000

Weapons S P Thr Damage #Att/R Ammo

Long rifle	+4(+5*)			6D6	2	50
Hand and a half "shock" sword	+7	+8	+1	2D6+3D6*	3	
Rondel daggers	+7	+8	+2	1D6	3	

Long rifle. It has a two part barrel that extends it to create a sniper rifle (aimed shot* bonus).

Hand and a half "shock" sword has a lightning bolt symbol on the pommel and does an extra 3D6* electrical damage.

3 magnetic egg timer grenades 2D4x10 damage.



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Psionics & Skills:

Psionics abilities: Resist fatigue (4), impervious to cold (2), speed reading (2), mind block (4).
heal self (6).

I.S.P.: 85

Psionics & Skills box to *cut and paste* and add to the main character sheet with a glue stick!