

B'Gor, Priest of Agrik (Bounty Hunter Thug)

Value	Characteristic	Points
15	STR	5
11	DEX	3
10	CON	0
10	BODY	0
8	INT	-2
8	EGO	-4
13	PRE	3
8	COM	-1
6	PD	3
2	ED	0
3	SPD	9
5	REC	0
20	END	0
28	STUN	5
	Total	21

Points	Skills, Talents, Perks	Roll
2	Area Knowledge ; Melderyn	11-
6	+2 level w/Tight Group ; War Hammer / Shield	
2	Knowledge Skill ; Agrik Religion	11-
2	Knowledge Skill ; Mages	11-
3	Oratory	12-
2	Professional Skill ; Agrik Priest	11-
2	Professional Skill ; Bounty Hunter	11-
1	Riding	8-
3	Streetwise	12-
3	Survival	11-
2	Common Melee Weapons	
1	Weaponsmith; Weapon Category: Muscle-powered Weapons	8-
29	Total Skills, Talents, Perks	

Cost	Equipment
0	Brigandine (Coverage: Full, PD 4, ED 4); Weight: 10
0	Normal Shield (DCV +2); Weight: 4; STR Min: 13

0	War Hammer (1d6+1K, OCV: -1); DC: 4; STUNx: +1; STR Min: 8; Weight: 0 ; 1½ Handed
0	Total Equipment (14 kg)

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 21 + 29 = 50 75 = 0 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
4	4	3	0	10/4	6/4	4, 8, 12