

Cherafir City Guards

Value	Characteristic	Points
13	STR	3
14	DEX	12
10	CON	0
10	BODY	0
8	INT	-2
8	EGO	-4
10	PRE	0
8	COM	-1
5	PD	2
2	ED	0
3	SPD	6
5	REC	0
20	END	0
22	STUN	0
	Total	16

Points	Powers	END
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
2	Total Powers	

Points	Skills, Talents, Perks	Roll
2	Common Melee Weapons	
1	Bows	
3	+1 level w/Sword	
2	Local Police Powers	
1	Bureaucratics	8-
2	City Knowledge: Cherafir	11-
3	Professional Skill: City Guard	12-
1	Riding	8-
1	Streetwise	8-
1	Weaponsmith; Weapon Category: Muscle-powered Weapons	8-
17	Total Skills, Talents, Perks	

Cost	Equipment
0	Broad Sword (1d6+1K, OCV: +1); DC: 4; STUNx: 0; STR Min: 13; Weight: 0
0	Brigandine (Coverage: Full, PD 4, ED 4); Weight: 10
0	Generic Equipment: Horn (1kg)
0	Total Equipment (11 kg)

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 16 + 19 = 35 75 = 0 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
5	5	3	0	9/4	6/4	4, 8, 12

Notes: Vach (Sgt)

Keram (Prv)

Ranth (Prv)

Bia Kular (Prv)