

## **LEGENDS OF STEEL**

**NAME: MANOJ**

**RACE: HUMAN**

**LEVEL: 3**

**RANK: NOVICE**

AGILITY d8  
 SMARTS d4  
 SPIRIT d6  
 STRENGTH d8  
 VIGOR d10

PARRY 5  
 TOUGHNESS 9  
 CHARISMA 0  
 PACE 6

BOATING: -  
 CLIMBING: d8  
 FIGHTING: d8  
 GAMBLING: -  
 GUTS: d6  
 HEALING: -  
 INTIMIDATE: d6  
 INVESTIGATION: -  
 KNOW (): -  
 LOCKPICKING: -  
 NOTICE: d4

PERSUASION: -  
 REPAIR: -  
 RIDING: d6  
 SHOOTING: -  
 STEALTH: -  
 STREETWISE: -  
 SURVIVAL: -  
 SWIMMING: d6  
 TAUNT: -  
 THROWING: -  
 TRACKING: -

**EDGES**

- First Strike
- Frenzy
- Brawny
- Improved Frenzy

**HINDRANCES**

- Loyal
- Party Animal
- Enemy (Minor)
- Quirk (vows)

**XP:** 13

**ADVANCES**

- Vigor to d10
- Edge: Improved Frenzy

**NOTES**

Manoj is a warrior from Kumar, and has served as a mercenary there for a number of years. He worships Hala, the death goddess.



**WOUNDS**

-1    -2    -3    [INC]

**WEAPON**

Halberd

**DAMAGE**

Str+d8

**SPECIAL**

Reach 1, 2h

**ARMOR**

Head  
 Torso  
 Arms  
 Legs  
 Shield

**TYPE**

Leather  
 Leather  
 Leather

**BONUS**

+1  
 +1  
 +1

**TREASURE**

200 sp