

## Thom 'the Butcher'

**Name** Thom  
**Descriptor** is a Rugged  
**Type** Glaive who  
**Focus** Controls Beasts  
**Background** Inborn Traits

Tier	Effort
3.1	2

XP	
Spent	Total
40	43

Armor
2

Recovery
1d6+1

	MIGHT	SPEED	INTELLECT
<i>Pool</i>	20	13	9
<i>Edge</i>	3	1	0

### SPECIAL ABILITIES

T	Practiced in Armor	Page 29
Glaives can wear armor for long periods of time without tiring and can compensate for slowed reactions for wearing armor. You can wear any kind of armor. You reduce the Might cost per hour for wearing armor and the Speed Pool reduction for wearing armor by 2. Enabler.		

T	Practiced with All Weapons	Page 29
You can use any weapon. Enabler.		

T	Skill With Attacks	Page 30
You are trained in attacks using <i>heavy bladed</i> weapons. Enabler.		

T	Expert Cypher Use	Page 30
You can bear three cyphers at a time.		

T	Skill With Attacks	Page 30
You are trained in attacks using <i>medium ranged</i> weapons. Enabler.		

F	Beast Companion	Page 56
A level 2 creature of your size or smaller accompanies you and follows your instructions. You and the GM must work out the details of your creature, and you probably make rolls for it in combat or when it takes actions. The beast companion acts on your turn. As a level 2 creature, it has a <b>target number of 6 and a health of 6 and it inflicts 2 points of damage</b> . Its movement is based on its creature type (avian, swimmer and so on). If your beast companion dies, you can hunt in the wild for 1d6 days to find a new companion. Enabler.		

F	Soothe The Savage (2 Intellect Points)	Page 56
You calm a nonhuman beast within 30 feet (9 m.). You must speak to it (although it doesn't need to understand your words), and it must see you. It remains calm for one minute or for as long as you focus all your attention on it. The GM has final say over what counts as a nonhuman beast, but unless some kind of deception is at work, you should know whether you can affect a creature before you attempt to use this ability on it. Aliens, extradimensional entities, very intelligent creatures, and automatons never count. Action.		

F	Communication (2 Intellect Points)	Page 56
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You can convey the basic concept to a creature that normally can't speak or understand speech. The creature can also give you a very basic answer to a simple question. Enabler.

**F** Mount

*Page 56*

A level 3 creature serves you as a mount and follows your instructions. While you're mounted on it, the creature can move and you can attack on your turn, or it can attack foes when you do. You and the GM must work out the details of the creature, and you'll probably make rolls for it in combat or when it takes actions. The mount acts on your turn. If your mount dies, you can hunt in the wild for 3d6 days to find a new one. Enabler.

## FIGHTING MOVES

**T** Pierce (1 Speed point)

*Page 29*

This is a well-aimed, penetrating ranged attack. You make an attack and inflict **1 additional point of damage** if your weapon has a sharp point. Action.

**T** Thrust (1 Might point)

*Page 29*

This is a powerful melee stab. You make an attack and inflict **1 additional point of damage** if your weapon has a sharp edge or point. Action.

**T** Chop (2 Might points)

*Page 30*

This is a heavy, powerful slice with a bladed weapon, probably overhand. You must grip your weapon with two hands to chop. When making this attack, you take a -1 penalty to the attack roll, and you inflict 3 additional points of damage. Action.

**T** Skill with Defense

*Page 30*

You are trained in Speed defense tasks.

**T** Trick Shot (2 Speed points)

*Page 30*

As part of the same action, you make a ranged attack against two targets that are within immediate range of each other. Make a separate attack roll against each target. The difficulty of each attack roll is increased by one step. Action.

**T** Slice (2 Speed points)

*Page 30*

This is a quick attack with a bladed or pointed weapon that is hard to defend against. The difficulty of the attack roll is decreased by one step. If the attack is successful, it deals 1 less point of damage than normal. Action.

## INABILITY

**D** Preferring Animals to People

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You have no social graces and prefer animals to people. The difficulty of any task involving charm, persuasion, etiquette, or deception is increased by one step.

**Retaliation Nodule (Level 3)**

For the next 28 hours, anyone striking the armor the nodule is attached to triggers a small burst of electricity that inflicts 1 point of damage (no action or roll required)

**Pill (Level 5)**

Knocks the imbiber unconscious for one hour (or until vigorously awoken)

**Pushpull Beam (Level 7)**

*Sir Arthour's Guide, p81*

Usable: Handheld Device

Effect: This device emits a beam up to long range. The user chooses whether the beam will push or pull. Either way, an unsecured object or creature will be moved a long distance toward or away from the device with the strength of ten humans. The beam lasts for one round.

## CONNECTIONS

**F Uneases My Creatures**

*Page 49*

Ryder Lukask (Xavier) disturbs your creatures in a way that you can't explain. You know that you must keep your animals away from him if possible, or you might lose control of them.

**O Disturbs Daina's Machines**

I seems to have a terrible relationship with machines—or at least the machines that Daina communicates with. If I'm next to a machine that she interact with in a friendly manner, that machine is treated in all ways as being one level lower than normal (unless doing so benefits me or her, in which case the level does not change).

## ATTACKS &amp; DEFENCES

Weapon	Mod	Dmg
Greataxe	0	6
Knife	0	2
Bow	0	4

Defence type	Mod
Speed	-1
Might	0
Intellect	0

## SKILLS

Type	Mod
Climbing	-2
Jumping	-1
Running	-1
Swimming	-1
Hunting	-2
Training (Animals)	-1
Riding (Animals)	-1
Placating (Animals)	-1
Identifying (Plants)	-1
Using (Plants)	-1
Balancing	-2
Charm	+1
Persuasion	+1
Etiquette	+1
Deception	+1

## EQUIPMENT

50 extra feet (15m) of rope	D
Four Days of Rations	D
Bow (Medium Weapon, Long Range)	D
Clothing	T
Greataxe (Heavy Weapon)	T
Knife (Weapon)	T
Beastskin (Medium Armor)	T
Explorer's Pack	T
50 feet (15m) of rope	
3 days rations	
3 spikes	
Hammer	
Warm Clothes	
Sturdy Boots	
3 Torches	
2 Minor Glowglobes	
2 Cyphers	T
1 Oddity	T
4 Shins	T
12 ammunition	T
Three Days of Rations for Companion	F
Harness/Collar for companion	F