Portrait

Identity

Name:	**Morgan Blackwood**
Title:	
Religion:	

Player Information

Player:	**Michael**
Campaign:	
Created On:	**Feb 24, 2025**

222 Points

Race:	**0**
Attributes:	**219**
Advantages:	**115**
Disadvantages:	**-140**
Quirks:	**-5**
Skills:	**33**
Spells:	**0**
Unspent:	**0**

Description

Race:	**Human**	Height:	**6'**	Hair:	**Brown/Black**
Gender:	**Male**	Weight:	**180 lb**	Eyes:	**Dark Gray**
Age:	**25**	Size:	**+0**	Skin:	**Caucasian**
Birthday:	**May 13**	TL:	**4**	Hand:	**Ambidextrous**

Attributes

Strength (ST):	**15**
Dexterity (DX):	**14**
Intelligence (IQ):	**14**
Health (HT):	**15**
Will:	**10**
Fright Check:	**12**
Basic Speed:	**8**
Basic Move:	**6**
Perception:	**10**
Vision:	**10**
Hearing:	**10**
Taste & Smell:	**10**
Touch:	**10**
thr: **1d+1** sw: **2d+1**	

Encumbrance, Move & Dodge

Level	Max Load	Move	Dodge
• None (0)	**45 lb**	**6**	**12**
Light (1)	**90 lb**	**4**	**11**
Medium (2)	**135 lb**	**3**	**10**
Heavy (3)	**270 lb**	**2**	**9**
X-Heavy (4)	**450 lb**	**1**	**8**

Lifting & Moving Things

Basic Lift:	**45 lb**
One-Handed Lift:	**90 lb**
Two-Handed Lift:	**360 lb**
Shove & Knock Over:	**540 lb**
Running Shove & Knock Over:	**1,080 lb**
Carry On Back:	**675 lb**
Shift Slightly:	**2,250 lb**

Hit Location

Roll	Where	-	DR
-	Eye	-9	0
3-4	Skull	-7	2
5	Face	-5	0
6-7	Right Leg	-2	2
8	Right Arm	-2	2
9-10	Torso	0	2
11	Groin	-3	2
12	Left Arm	-2	0
13-14	Left Leg	-2	2
15	Hand	-4	2
16	Foot	-4	2
17-18	Neck	-5	3
-	Vitals	-3	0

Fatigue/Hit Points

Current FP:	
Basic FP:	**13**
Tired:	**4**
Collapse:	**0**
Unconscious:	**-13**
Current HP:	
Basic HP:	**15**
Reeling:	**4**
Collapse:	**0**
Check #1:	**-15**
Check #2:	**-30**
Check #3:	**-45**
Check #4:	**-60**
Dead:	**-75**

Melee Weapons

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Cutlass	**Hilt punch**	0	0	No	1d+1 cr	C	
Cutlass	**Swung**	16	12	No	2d+5 cut	1	8
Cutlass	**Thrust**	16	12	No	1d+4 imp	1	8
Natural	**Kick**	12	No		1d+1 cr	C,1	
Natural	**Kick w/Boots**	12	No		1d+2 cr	C,1	
Natural	**Punch**	14	11		1d cr	C	

Ranged Weapons

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Dragoon Pistol, Light	**Shoot**	14	1	2d-1 pi+	45/490	1	1(20)	-4		9

Advantages & Disadvantages

Advantages & Disadvantages	Pts	Ref
Ally (Blackwood's Loyal Hound)	**4**	**B36**
Point total (25% of your starting points), +1; Appears constantly (No roll required), x4.		
Ambidexterity	**5**	**B39**
Appearance	**4**	**B21**
Attractive, +4.		
Charitable	**-22**	**B125**
CR: 9 (Resist Fairly Often).		
Chummy	**-5**	**B126**
React to others at +2; -1 to IQ-based skills when alone		
Code of Honor (Gentleman's)	**-10**	**B127**
Combat Reflexes	**15**	**B43**
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)		
Compulsive Gambling	**-5**	**B128**
CR: 12 (Resist Quite Often).		

Skills

Skills	SL	RSL	Pts	Ref
Armoury/TL4 (Body Armor)	13	IQ-1	1	**B178**
Armoury/TL4 (Small Arms)	13	IQ-1	1	**B178**
Boating/TL4 (Unpowered)	13	DX-1	1	**B180**
Brawling	14	DX+0	1	**B182**
Climbing	13	DX-1	1	**B183**
Gambling	14	IQ+0	2	**B197**
Guns/TL4 (Pistol)	14	DX+0	1	**B198**
Holdout	17	IQ+3	1	**B200**
Leadership	13	IQ-1	1	**B204**
Literature	12	IQ-2	1	**B205**
Naturalist (Earthlike)	12	IQ-2	1	**B211**
Dual-Weapon Attack (Saber)	14	-2	3	**B230,MA83**
Default: Saber - 4				

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Advantages & Disadvantages	Pts	Ref
Curious	-5	**B129**
CR: 12 (Resist Quite Often).		
Dislikes Being Called a cheater	-1	**B164**
Distinctive Features	-1	**B165**
Enemy (Family of a slain man)	-30	**B135**
Appears fairly often (9-), x1; Large/Powerful Group, -30; Hunter, x1.		
Gluttony	-5	**B137**
CR: 12 (Resist Quite Often).		
Language: English	-1	**B24**
Native, -6; Spoken (Native), +3; Written (Accented), +2.		
Luck, Ridiculous	48	**B66**
Requires Code of Honor, -10%; Requires Sense of Duty, -10%.		
Usable once per 10 minutes of play		
Naval Training	1	**MA50**
You may ignore -2 to attacks and -1 to defend from bad footing due to naval vessels movement.		
Like dogs	-1	**B164**
Nightmares	-5	**B144**
CR: 12 (Resist Quite Often).		
Proud	-1	**B164**
Rapid Healing	5	**B79**
Reputation 2	-3	**B26**
People Affected (Aristocracy and the Wealthy), x0.5; Recognized sometimes (10-), x0.5.		
Sense of Duty	-10	**B153**
Crew and Companions, -10.		
Social Stigma (Disowned, Outcast)	-10	**B155**
-2 Reaction		
Pacifism: Cannot Harm Innocents	-10	**B148**
Truthfulness	-5	**B159**
CR: 12 (Resist Quite Often).		
Weapon Adaptation (Broadsword to Saber)	1	**MA52**
Let you use one class of weapons with a different skill.		
Weapon Adaptation (Rapier to saber)	1	**MA52**
Let you use one class of weapons with a different skill.		
Weapon Adaptation (Shortsword to saber)	1	**MA52**
Let you use one class of weapons with a different skill.		
Weapon Master (One Handed Swords)	30	**B99**
Small class, +30.		
Xenophilia	-15	**B162**
CR: 9 (Resist Fairly Often), +3 Fright Check Bonus.		

Skills	SL	RSL	Pts	Ref
Riding (Equine)	13	DX-1	1	**B217**
Savoir-Faire (High Society)	14	IQ+0	1	**B218**
Saber	16	DX+2	8	**B208**
Savoir-Faire (Military)	14	IQ+0	1	**B218**
Seamanship/TL4	14	IQ+0	1	**B185**
Streetwise	13	IQ-1	1	**B223**
Swimming	15	HT+0	1	**B224**
Tactics	12	IQ-2	1	**B224**
Throwing Art	12	DX-2	1	**B226**
Animal Handling (Dogs)	13	IQ-1	1	**B175**
Stealth	13	DX-1	1	**B222**

#	?	Equipment (23 lb; $1,948.75)	$	W	Σ $	Σ W	Ref
1	E	**Leather Pouch, 1 cup**	0.75	0.1 lb	8.75	0.5 lb	**LT34**
		DR 2					
10	E	**Dragon Pistol, Light Bullet**	0.8	0.04 lb	8	0.4 lb	**LT94**
1	E	**Gun-Cleaning Kit**	20	0 lb	20	0 lb	**LT96**
1	E	**Bullet-Molding Gear**	50	0 lb	50	0 lb	**LT96**

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#	?	Equipment (23 lb; $1,948.75)	$	W	Σ $	Σ W	Ref
2	E	**Dragoon Pistol, Light**	140	3 lb	280	6 lb	LT93
1	E	**Leather Gloves**	30	0 lb	30	0 lb	B284
1	E	**Clothing, Summer, Freeman (Status 0)**	60	1 lb	60	1 lb	LT97
2	E	**Cutlass**	500	2 lb	1,000	4 lb	LT56
1	E	**Coat, Long, Heavy** Leather of Quality	450	10 lb	450	10 lb	LT99
1	E	**Boots, Light Leather** Don: 6 secs; Holdout: -1; Flexible and susceptible to blunt trauma (p. B379); +1 DR vs. cutting.	50	1.5 lb	50	1.5 lb	LTIA16

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