Portrait

ldentity							
Name:	Ray McGregor						
Title:							
Religion:	K-Theorist						

Player Information						
Player:	Daan van Berkel					
Campaign:						
Created On:	Jan 2, 2010					

Crea	ted On. Ja	111 2, 2	010
Descripti	on		
Height: 5' 1	0 "	Hair:	Bald
Weight: 155	lb	Eyes:	green
Size: + 0		Skin:	Tattooed
TL: 3		Hand:	Right

Dodge

24 lb 48 lb 192 lb 288 lb 576 lb 360 lb 1,200 lb

180 Points	
Race:	0
Attributes:	5 0
Advantages:	8 5
Disadvantages:	-40
Quirks:	- 5
Skills:	9 0
Spells:	0
Earned:	0
	Race: Attributes: Advantages: Disadvantages: Quirks: Skills: Spells:

Attributes		Encun	nbrance, Move	& Dodg	е
Strength (ST):	_ 11	Level	Max Load	Move	
Dexterity (DX):	11	None (0)	24 lb	5	
Intelligence (IQ):	11	• Light (1)	48 lb	4	
Health (HT):	1 0	Medium (2)	72 lb	3	
Will:	1 5	Heavy (3)	144 lb	2	
Fright Check:	17	X-Heavy (4)	240 lb	1	
Basic Speed:	5.25	Lif	ting & Moving	Things	
Basic Move:	5		Basic	Lift:	
Perception:	_ 11		One-Handed	Lift:	
Vision:	1.1		Two-Handed	Lift:	
Hearing:	1.1	Sho	ove & Knock O	ver:	
Taste & Smell:	1.1	Running Sho	ve & Knock O	ver:	
Touch:	1.1		Carry On B	ack:	
thr: 1d-1 sw: 1	d + 1		Shift Sligh	ntly:	1

Race: Human

Gender: Male

Age: 20

Birthday: March 27

ŀ	lí	Locatio	n		Fatigue/Hit Points
Roll		Where		DR	Current FP:
-		Eye	-9	0	Basic FP: 10
3-4		Skull	-7	2	Tired: 3
5		Face	-5	0	Collapse: 0
6-7	•	R. Leg	-2	0	Unconscious: -10
8		R. Arm	-2	0	Current HP:
9-10	0	Torso	0	0	Basic HP: 11
11		Groin	-3	0	
12		L. Arm	-2	0	Reeling: 3
13-1	4	L. Leg	-2	0	Collapse: 0
15		Hand	-4	0	Check #1: -11
16		Foot	-4	0	Check #2: -22
17-1	8	Neck	-5	0	Check #3: -33
	_	Vitals	-3	0	Check #4: -44
					Dead: -55
					Dead: -55

DR	Current FP:	
0	Basic FP:	1 0
2	Tired:	3
0	Collapse:	0
0	Unconscious:	-10
0	Current HP:	
0	Basic HP:	11
0	Reeling:	3
0	Collapse:	0
0	Check #1:	-11
0	Check #2:	-22
0	Check #3:	-33
0	Check #4:	-44
	Dead:	-55

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
₩ Advantages	8 5		Animal Handling (Equines)	1 0	IQ-1	1	B175
Combat Reflexes	15	B43	Artist (Body Art)	1 3	IQ+2	1	B179
Never freeze; +6 on all IQ rolls to			Default: Artist (Drawing) - 4				
wake up or to recover from surprise			Artist (Calligraphy)	1 3	IQ+2	1	B179
or mental stun; Your side gets +1 to initiative rolls (+2 if you're the			Artist (Drawing)	1 5	IQ+4	4	B179
leader)			Default: Artist (Calligraphy) - 2				
Danger Sense	15	B47	Artist (Sculpting)	1 3	IQ+2	1	
Fit	5	B55	Artist (Woodworking)	1 3	IQ+2	1	B179
+1 to all HT rolls to stay conscious,			Axe/Mace	1 0	DX-1	1	B208
avoid death, resist disease, resist poison; recover FP at twice the			Bow	1 2	DX+1	4	B182
normal rate (but not FP spent for			Boxing	11	D X + 0	2	B182
spells or psi powers)			Broadsword	1 5	DX+4	1 6	B208
High Pain Threshold Never suffer shock penalties when	10	B59	Climbing	1 0	DX+0	2	B183
injured; +3 on all HT rolls to avoid			Diagnosis/TL3	11	IQ+0	4	B187
knockdown and stunning; +3 to			Fast-Draw (Arrow)	1 2	DX+1	1	B194
resist torture		D.10	Fast-Draw (Knife)	1 2	DX+1	1	B194
Increased Will 4	2 0	B16	Fast-Draw (Sword)	1 2	DX+1	1	B194
Talent (Gifted Artist) 4 Reaction Bonus (Buyers and Critics),	20	B90,PU3:10	First Aid/TL3	1 2	IQ+1	2	B195
+0%.			Hiking	9	HT-1	1	B200
₩ Disdvantages	-40		Leadership	12	IQ+1	4	B204
Amnesia (Partial)	-10	B123	Leatherworking	15	DX+4		
Compulsive Vowing	- 5	B129	Masonry	11	IQ+0	1	B207
CR: 12 (Resist Quite Often).			Parry Missile-Weapons	11	DX+0		B212
Disciplines of Faith	-10	B132	Riding (Equine)	11	DX+0	2	B217
(Iconagraphy)			Running	10		2	
Social Stigma	- 5	B155	Seamanship/TL3	11	IQ+0		
(Excommunicated) -3 Reaction					DX+2		B103
Vow (Protect All Works of	-10	B161	Shield (Shield)				
Art)	. 3	5.01	Shortsword Default: Broadsword - 2	13	DX+2	U	B209
Major, -10.			Singing	11	HT+1	2	B220
Quirks	- 5		Stealth	11			B222
			Steattii	1 1	D A + 1	4	BZZZ
		Day Ma	0				

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Like To Discuss Religion	- 1	B164	Strategy (Land)	1 0	IQ-1	2	B222
Like To tattoo Everybody	- 1	B164	Strategy (Naval)	1 0	IQ-1	2	B222
Vow	- 1	B165	Swimming	1 0	HT+2	4	B224
Pray to moon for Skimr			Tactics	1 0	IQ-1	2	B224
Vow Slay Treacherous Ollie	- 1	B165	Teaching	11	IQ+0	2	B224
Vow	- 1	B165	Theology (General)	1 0	IQ-1	2	B226
Wear Ornis Amulet			Thrown Weapon (Axe/Mace)	11	DX+0	1	B226
			Thrown Weapon (Knife)	11	DX+0	1	B226
			Tracking	1 2	Per+1	4	B226
			Wrestling	1 0	DX-1	1	B228

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Broadsword	Swung	1 5	14	No	1d+2 cut	1	10
Broadsword	Thrust	1 5	1 4	No	1d cr	1	1 0
Large Knife	Swung	7	9	No	1d-1 cut	C,1	6
Large Knife	Thrust	7	9	No	1d-1 imp	С	6
Large Shield	Shield Bash	1 3	No	1 3	1d-1 cr	1	0
Natural	Kick	9	No		1d-1 cr	C,1	
Natural	Kick w/Boots	9	No		1d cr	C,1	
Natural	Punch	11	1 2		1d-2 cr	С	

Ranged Weapons	Usage	LvI	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Large Knife	Thrown	11	+ 0	1d-1 imp	8/16	1	T(1)	- 2		6

Equipment (29 lb; \$630)	?	#	\$	W	\$	W	Ref
Broadsword	Ε	1	500	3 lb	500	3 lb	B271
Large Knife	Е	1	4 0	1 lb	4 0	1 lb	B272
Large Shield	Е	1	9 0	25 lb	9 0	25 lb	B287

Notes