


Portrait	Identity	Player Information	412 Points										
	Name: Ray McGregor	Player: Daan van Berkel	Attributes: 210										
	Title:	Campaign:	Advantages: 85										
	Religion: K-Theorist	Created On: Jan 2, 2010	Disadvantages: -55										
	Description		Quirks: -5										
	Race: Human	Height: 5' 10"	Hair: Bald										
	Gender: Male	Weight: 155 lb	Eyes: Green										
	Age: 20	Size: + 0	Skin: Tattooed										
	Birthday: March 27	TL: 3	Hand: Right										
			Earned: 32										
Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points				
Strength (ST): 17	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:				
Dexterity (DX): 15	• None (0)	58 lb	7	14	-	Eye	-9	5	Basic FP:	14			
Intelligence (IQ): 11	Light (1)	116 lb	5	13	3-4	Skull	-7	8	Tired:	4			
Health (HT): 14	Medium (2)	174 lb	4	12	5	Face	-5	6	Collapse:	0			
Will: 15	Heavy (3)	348 lb	2	11	6-7	R. Leg	-2	6	Unconscious:	-14			
Fright Check: 17	X-Heavy (4)	580 lb	1	10	8	R. Arm	-2	6	Current HP:				
Basic Speed: 7.25	Lifting & Moving Things				9-10	Torso	0	6	Basic HP:	17			
Basic Move: 7	Basic Lift: 58 lb				11	Groin	-3	6	Reeling:	5			
Perception: 11	One-Handed Lift: 116 lb				12	L. Arm	-2	6	Collapse:	0			
Vision: 11	Two-Handed Lift: 464 lb				13-14	L. Leg	-2	6	Check #1:	-17			
Hearing: 11	Shove & Knock Over: 696 lb				15	Hand	-4	6	Check #2:	-34			
Taste & Smell: 11	Running Shove & Knock Over: 1,392 lb				16	Foot	-4	6	Check #3:	-51			
Touch: 11	Carry On Back: 870 lb				17-18	Neck	-5	6	Check #4:	-68			
thr: 1d+2 sw: 3d-1	Shift Slightly: 2,900 lb				-	Vitals	-3	6	Dead:	-85			
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▽ Advantages						Animal Handling (Equines)				10	IQ-1	1	B175
Combat Reflexes				15	B43	Artist (Body Art)				11	IQ-2	1	B179
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)						Artist (Calligraphy)				12	IQ-1	2	B179
Danger Sense				15	B47	Artist (Drawing)				11	IQ-2	1	B179
Fit				5	B55	Artist (Needlecraft)				12	IQ-1	2	B179
+1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)						Artist (Sculpting)				14	IQ+1	8	B179
High Pain Threshold				10	B59	Artist (Woodworking)				12	IQ-1	2	B179
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture						Axe/Mace				14	DX-1	1	B208
Increased Will 4				20	B16	Bow				17	DX+2	8	B182
Talent (Gifted Artist) 4				20	B90	Boxing				15	DX+0	2	B182
▽ Disadvantages						Broadsword				20	DX+5	20	B208
Compulsive Vowing				-5	B129	Climbing				20	DX+0	2	B183
CR: 12 (Quite Often).						Diagnosis/TL3				12	IQ+1	8	B187
Disciplines of Faith (Iconography)				-10	B132	Fast-Draw (Arrow)				13	DX+0	1	B194
Manic-Depressive				-20	B143	Fast-Draw (Knife)				13	DX+0	1	B194
Religion				-5	B29	Fast-Draw (Sword)				13	DX+0	1	B194
Replaces Status, +5 (levels only). Religious: Disciple						First Aid/TL3				13	IQ+2	4	B195
Social Stigma (Excommunicated)				-5	B155	Hiking				13	HT-1	1	B200
-3 Reaction						Knife				15	DX+0	1	B208
Vow (Protect All Works of Art)				-10	B161	Leadership				13	IQ+2	8	B204
▽ Ghoul				27		Leatherworking				16	DX+0	1	B205
▽ Advantages						Masonry				14	IQ+3	8	B207
Claws, Sharp (Hands)				5	B42	Parry Missile-Weapons				14	DX-1	2	B212
Only pay for hands or feet, not both						Riding (Equine)				14	DX-1	1	B217
Cast Iron Stomach				15	CI51	Running				13	HT-1	1	B218
Damage Resistance 1				5	B47	Shield (Shield)				18	DX+3	8	B220
Dark Vision				25	B47	Shortsword				18	DX+3	0	B209
						Singing				14	HT+0	1	B220
						Stealth				16	DX-1	1	B222
						Strategy (Land)				11	IQ+0	4	B222
						Swimming				14	HT+0	1	B224
						Tactics				11	IQ+0	4	B224
						Teaching				11	IQ+0	2	B224

Advantages & Disadvantages	Pts	Ref
Flexibility (Double-Jointed)	15	B56
Increased Health 1	10	B14
Increased Strength 3	30	B14
Silence 1	5	B85
Super Climbing 1 Climbing Move: Bokito	3	B89
Unaging	15	B95
▼ Disadvantages		
Appearance Hideous, -16.	-16	B21
Decreased Intelligence 1	-20	B15
Dependency (The dead?) Rarity: Common, -10; Illegal, -5.	-15	B130
Disturbing Voice	-10	B132
Ham-Fisted	-5	B138
Odious Personal Habit Eat the dead; -3 Reaction	-15	B22
Unhealing (Partial)	-20	B160
▼ Quirks		
Like To Discuss Religion	-1	B164
Like To Tattoo Everybody	-1	B164
Vow Pray to moon for Skimr	-1	B165
Vow Take care of Ollie	-1	B165
Vow Wear Ornis amulet	-1	B165

Skills	SL	RSL	Pts	Ref
Theology (General)	11	IQ+0	4	B226
Thrown Weapon (Axe/Mace)	15	DX+0	1	B226
Thrown Weapon (Knife)	15	DX+0	1	B226
Tracking	11	Per+0	2	B226
Wrestling	14	DX-1	1	B228

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Axe	Swung	14	14U	No	3d+1 cut	1	11
Broadsword Very Fine	Swung	20	17	No	3d+2 cut	1	10
Broadsword Very Fine	Thrust	20	17	No	1d+5 cr	1	10
Claws, Sharp (Hands) Only pay for hands or feet, not both	Slash	15	14	No	1d+1 cut	C	
Dancing Shield		18	No	16	1d+2 cr	1	0
Large Knife Fine	Swung	15	13	No	3d-2 cut	C,1	6
Large Knife Fine	Thrust	15	13	No	1d+3 imp	C	6
Magic Cloak		0	No	0	-	-	-
Natural	Kick	13	No		1d+2 cr	C,1	
Natural	Kick w/Boots	13	No		1d+3 cr	C,1	
Natural	Punch	15	14		1d+1 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Large Knife Fine	Thrown	15	+ 0	1d+2 imp	13/25	1	T(1)	-2		6
Magic Cloak	Thrown	14	+ 1	Special	2	1	T(1)	-4		5

Equipment (39 lb; \$3,550)	?	#	\$	Lb	\$	Lb	Ref
Broadsword Very Fine	E	1	2,400	2	2,400	2	B271
Axe	E	1	50	4	50	4	B271
Scale Armor Enchanted Lighten, Defense	E	1	1,000	22	1,000	22	B283
Large Knife Fine	E	1	40	1	40	1	B272
Dancing Shield	E	1	40	8	40	8	B287
Magic Cloak	E	1	20	2	20	2	B287

Equipment (39 lb; \$3,550)		?	#	\$	Lb	\$	L b	Ref
Craft Ring #16		E	1	0	0	0	0	
Teleport Disc #24		E	1	0	0	0	0	
Box Ring #25		E	1	0	0	0	0	

Notes