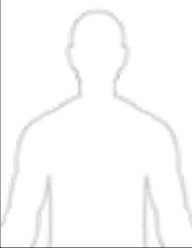


Portrait	Identity	Player Information	187 Points																																																												
	Name: <b>Charles Corday</b>	Player: <b>dvberkel</b>	Race: <b>0</b>																																																												
	Title: _____	Campaign: <b>Shepherds</b>	Attributes: <b>0</b>																																																												
	Religion: _____	Created On: <b>Mar 28, 2017</b>	Advantages: <b>166</b>																																																												
	Description		Disadvantages: <b>-40</b>																																																												
	Race: <b>Human</b>	Height: <b>5' 11"</b>	Hair: <b>Brown, Curly, Long</b>																																																												
	Gender: <b>Male</b>	Weight: <b>160 lb</b>	Eyes: <b>Green</b>																																																												
	Age: <b>37</b>	Size: <b>+ 0</b>	Skin: <b>White</b>																																																												
	Birthday: <b>6 May</b>	TL: <b>3</b>	Hand: <b>Ambidextrous</b>																																																												
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Ambidexterity		5	B39																																																												
Charisma 3 +1/level to Influence rolls		15	B41																																																												
Combat Reflexes 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)		15	B43																																																												
Enhanced Block		5	B51																																																												
Enhanced Dodge		15	B51																																																												
Enhanced Parry (All parries) 1		10	B51																																																												
Extra Hit Points 1		2	B16																																																												
Fit +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)		5	B55																																																												
Flexibility (Double-Jointed)		15	B56																																																												
Hard to Kill 1		2	B58																																																												
Hard to Subdue 1		2	B59																																																												
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture		10	B59																																																												
Increased Basic Move		0	B17																																																												
Increased Basic Speed		0	B17																																																												
Increased Perception 1		5	B16																																																												
Increased Will 3		15	B16																																																												
Luck Usable once per hour of play		15	B66																																																												
Night Vision 5		5	B71																																																												
Perfect Balance		15	B74																																																												
Slippery 5		10	B85																																																												
Skills		SL	RSL																																																												
▼ Assassin																																																															
Acting		11	IQ-1																																																												
Default: Public Speaking - 5																																																															
Climbing		14	DX+5																																																												
Detect Lies		11	Per-2																																																												
Disguise/TL3		9	IQ-3																																																												
Default: Makeup/TL3 - 3																																																															
Escape		18	DX+8																																																												
Filch		11	DX+1																																																												
Holdout		11	IQ-1																																																												
Interrogation		12	IQ+0																																																												
Default: Intimidation - 3																																																															
Intimidation		14	Will-1																																																												
Knot-Tying		10	DX+0																																																												
Default: Climbing - 4																																																															
Lockpicking/TL3		11	IQ-1																																																												
Makeup/TL3		12	IQ+0																																																												
Observation		12	Per-1																																																												
Pickpocket		9	DX-1																																																												
Default: Filch - 5																																																															
Poisons/TL3		10	IQ-2																																																												
Search		12	Per-1																																																												
Sleight of Hand		9	DX-1																																																												
Default: Filch - 5																																																															
Slip Handcuffs (Escape)		14	-4																																																												
Default: Escape - 5																																																															
Streetwise		11	IQ-1																																																												
Tracking		12	Per-1																																																												
▼ General																																																															
Captivate		13	Will-2																																																												
Skill		9	DX-1																																																												
Diplomacy		10	IQ-2																																																												

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Disadvantages</b>	<b>-40</b>		<b>Leadership</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B204</b>
<b>Callous</b>	<b>-5</b>	<b>B125</b>	<b>Persuade</b>	<b>13</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>
<b>Gluttony</b> CR: 12 (Resist Quite Often).	<b>-5</b>	<b>B137</b>	<b>Public Speaking</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B216</b>
<b>Insomniac (Mild)</b> GM secretly rolls 3d for the number of days between episodes	<b>-10</b>	<b>B140</b>	<b>Running</b>	<b>9</b>	<b>HT+0</b>	<b>2</b>	<b>B218</b>
<b>Kleptomania</b> CR: 12 (Resist Quite Often).	<b>-15</b>	<b>B141</b>	<b>Suggest</b>	<b>13</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>
<b>Skinny</b> -2 ST vs. knockback	<b>-5</b>	<b>B18</b>	<b>Melee</b>				
			<b>Blowpipe</b>	<b>9</b>	<b>DX-1</b>	<b>2</b>	<b>B180</b>
			<b>Boxing</b>	<b>9</b>	<b>DX-1</b>	<b>1</b>	<b>B182</b>
			<b>Cloak</b>	<b>9</b>	<b>DX-1</b>	<b>1</b>	<b>B184</b>
			<b>Crossbow</b>	<b>11</b>	<b>DX+1</b>	<b>2</b>	<b>B186</b>
			<b>Disarming (Knife)</b> Default: Knife	<b>12</b>	<b>+1</b>	<b>2</b>	<b>B230</b>
			<b>Fast-Draw (Knife)</b>	<b>11</b>	<b>DX+1</b>	<b>1</b>	<b>B194</b>
			<b>Feint (Knife)</b> Default: Knife	<b>11</b>	<b>+0</b>	<b>1</b>	<b>B231</b>
			<b>Garrote</b>	<b>11</b>	<b>DX+1</b>	<b>2</b>	<b>B197</b>
			<b>Ground Fighting (Knife)</b> Default: Knife - 4	<b>10</b>	<b>-1</b>	<b>4</b>	<b>B231</b>
			<b>Judo</b> Allows parrying two different attacks per turn, one with each hand.	<b>8</b>	<b>DX-1</b>	<b>2</b>	<b>B203</b>
			<b>Knife</b>	<b>11</b>	<b>DX+1</b>	<b>2</b>	<b>B208</b>
			<b>Rapier</b>	<b>10</b>	<b>DX+0</b>	<b>2</b>	<b>B208</b>
			<b>Thrown Weapon (Dart)</b>	<b>11</b>	<b>DX+1</b>	<b>2</b>	<b>B226</b>
			<b>Thrown Weapon (Knife)</b>	<b>11</b>	<b>DX+1</b>	<b>2</b>	<b>B226</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Garrote</b>		<b>11</b>	<b>No</b>	<b>No</b>	<b>see B405</b>	<b>C</b>	
<b>Large Knife</b>	<b>Swung</b>	<b>11</b>	<b>10</b>	<b>No</b>	<b>1d-4 cut</b>	<b>C,1</b>	<b>6</b>
<b>Large Knife</b>	<b>Thrust</b>	<b>11</b>	<b>10</b>	<b>No</b>	<b>1d-3 imp</b>	<b>C</b>	<b>6</b>
<b>Light Cloak</b>		<b>10</b>	<b>No</b>	<b>10</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Natural</b>	<b>Kick</b>	<b>8</b>	<b>No</b>		<b>1d-3 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>8</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>10</b>	<b>11</b>		<b>1d-4 cr</b>	<b>C</b>	
<b>Rapier</b>	<b>Thrust</b>	<b>8</b>	<b>11F</b>	<b>No</b>	<b>1d-2 imp</b>	<b>1,2</b>	<b>9</b>
<b>Small Knife</b>	<b>Swung</b>	<b>11</b>	<b>10</b>	<b>No</b>	<b>1d-5 cut</b>	<b>C,1</b>	<b>5</b>
<b>Small Knife</b>	<b>Thrust</b>	<b>11</b>	<b>10</b>	<b>No</b>	<b>1d-4 imp</b>	<b>C</b>	<b>5</b>

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Blowpipe</b>		<b>9</b>	<b>1</b>	<b>1d-3 pi-</b>	<b>28</b>	<b>1</b>	<b>1(2)</b>	<b>-6</b>		<b>2</b>
<b>Crossbow (ST10)</b>		<b>8</b>	<b>4</b>	<b>1d+2 imp</b>	<b>200/250</b>	<b>1</b>	<b>1(4)</b>	<b>-6</b>		<b>10†</b>
<b>Large Knife</b>	<b>Thrown</b>	<b>11</b>	<b>+0</b>	<b>1d-3 imp</b>	<b>5/10</b>	<b>1</b>	<b>T(1)</b>	<b>-2</b>		<b>6</b>
<b>Light Cloak</b>	<b>Thrown</b>	<b>9</b>	<b>+1</b>	<b>Special</b>	<b>2</b>	<b>1</b>	<b>T(1)</b>	<b>-4</b>		<b>5</b>
<b>Small Knife</b>	<b>Thrown</b>	<b>11</b>	<b>+0</b>	<b>1d-4 imp</b>	<b>3/7</b>	<b>1</b>	<b>T(1)</b>	<b>-1</b>		<b>5</b>

Equipment (17.312 lb; \$1,497.1)	?	#	\$	W	\$	W	Ref
<b>Backpack, Small</b>	<b>E</b>	<b>1</b>	<b>60</b>	<b>3 lb</b>	<b>710</b>	<b>4.002 lb</b>	<b>B288</b>
<b>5 pt Powerstone (charge: 5)</b>	<b>E</b>	<b>1</b>	<b>595</b>	<b>0.002 lb</b>	<b>595</b>	<b>0.002 lb</b>	<b>M20</b>
<b>Invisibillity Ring</b>	<b>E</b>	<b>1</b>	<b>0</b>	<b>0 lb</b>	<b>0</b>	<b>0 lb</b>	
<b>Teleport Ring</b>	<b>E</b>	<b>1</b>	<b>0</b>	<b>0 lb</b>	<b>0</b>	<b>0 lb</b>	
<b>Magelock Ring</b>	<b>E</b>	<b>1</b>	<b>0</b>	<b>0 lb</b>	<b>0</b>	<b>0 lb</b>	
<b>Lockpicks</b> Basic equipment for Lockpicking skill	<b>E</b>	<b>1</b>	<b>50</b>	<b>0 lb</b>	<b>50</b>	<b>0 lb</b>	<b>B289</b>
<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	<b>E</b>	<b>1</b>	<b>5</b>	<b>1 lb</b>	<b>5</b>	<b>1 lb</b>	<b>B288</b>
<b>Blowpipe</b>	<b>E</b>	<b>1</b>	<b>30</b>	<b>1 lb</b>	<b>30</b>	<b>1 lb</b>	<b>B275</b>

Equipment (17.312 lb; \$1,497.1)	?	#	\$	W	\$	W	Ref
Blowpipe Darts	E	1	0.1	0.05 lb	0.1	0.05 lb	B276
Crossbow (ST10)	E	1	165	6 lb	165	6 lb	B276
Garrote	E	1	2	0.01 lb	2	0.01 lb	B272
Large Knife	E	1	40	1 lb	40	1 lb	B272
Light Cloak	E	1	20	2 lb	20	2 lb	B287
Rapier	E	1	500	2.75 lb	500	2.75 lb	B273
Small Knife	E	1	30	0.5 lb	30	0.5 lb	B272

Notes