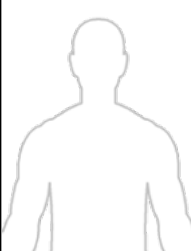


Portrait	Identity	Player Information	500 Points
	Name: <b>Alan Church</b>	Player: <b>Daan van Berkel</b>	Race: <b>0</b>
	Title: _____	Campaign: _____	Attributes: <b>0</b>
	Religion: _____	Created On: <b>Oct 13, 2015</b>	Advantages: <b>0</b>
	Description		Disadvantages: <b>0</b>
	Race: <b>Human</b>	Height: <b>5' 9"</b>	Hair: <b>Brown, Wavy, Long</b>
	Gender: <b>Male</b>	Weight: <b>154 lb</b>	Eyes: <b>Green</b>
	Age: <b>22</b>	Size: <b>+ 0</b>	Skin: <b>Pale</b>
	Birthday: <b>February 12</b>	TL: <b>4</b>	Hand: <b>Right</b>
			Spells: <b>0</b>
			Earned: <b>500</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>10</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>10</b>	• None (0) <b>20 lb</b> <b>5</b> <b>8</b>	- Eye - 9 <b>0</b>	Basic FP: <b>10</b>
Intelligence (IQ): <b>10</b>	Light (1) <b>40 lb</b> <b>4</b> <b>7</b>	3-4 Skull - 7 <b>2</b>	Tired: <b>3</b>
Health (HT): <b>10</b>	Medium (2) <b>60 lb</b> <b>3</b> <b>6</b>	5 Face - 5 <b>0</b>	Collapse: <b>0</b>
Will: <b>10</b>	Heavy (3) <b>120 lb</b> <b>2</b> <b>5</b>	6-7 R. Leg - 2 <b>0</b>	Unconscious: <b>- 10</b>
Fright Check: <b>10</b>	X-Heavy (4) <b>200 lb</b> <b>1</b> <b>4</b>	8 R. Arm - 2 <b>0</b>	Current HP: _____
Basic Speed: <b>5</b>	Lifting & Moving Things	9-10 Torso <b>0</b> <b>0</b>	Basic HP: <b>10</b>
Basic Move: <b>5</b>	Basic Lift: <b>20 lb</b>	11 Groin - 3 <b>0</b>	Reeling: <b>3</b>
Perception: <b>10</b>	One-Handed Lift: <b>40 lb</b>	12 L. Arm - 2 <b>0</b>	Collapse: <b>0</b>
Vision: <b>10</b>	Two-Handed Lift: <b>160 lb</b>	13-14 L. Leg - 2 <b>0</b>	Check #1: <b>- 10</b>
Hearing: <b>10</b>	Shove & Knock Over: <b>240 lb</b>	15 Hand - 4 <b>0</b>	Check #2: <b>- 20</b>
Taste & Smell: <b>10</b>	Running Shove & Knock Over: <b>480 lb</b>	16 Foot - 4 <b>0</b>	Check #3: <b>- 30</b>
Touch: <b>10</b>	Carry On Back: <b>300 lb</b>	17-18 Neck - 5 <b>0</b>	Check #4: <b>- 40</b>
thr: <b>1d-2</b> sw: <b>1d</b>	Shift Slightly: <b>1,000 lb</b>	- Vitals - 3 <b>0</b>	Dead: <b>- 50</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	8	No		1d-2 cr	C,1	
Natural	Kick w/Boots	8	No		1d-1 cr	C,1	
Natural	Punch	10	8		1d-3 cr	C	

Notes
<div></div>