

Portrait	Identity	Player Information	500 Points
	Name: Charles Corday	Player: dvberkel	Race: 0
	Title: _____	Campaign: Shepherds	Attributes: 100
	Religion: _____	Created On: Mar 28, 2017	Advantages: 380
			Disadvantages: -40
Description			Quirks: 0
Race: Human	Height: 5' 11"	Hair: Brown, Curly, Long	Skills: 61
Gender: Male	Weight: 160 lb	Eyes: Green	Spells: 0
Age: 37	Size: +0	Skin: White	Earned: -1
Birthday: 6 May	TL: 3	Hand: Ambidextrous	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 8	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 12	None (0) 13 lb 8 12	- Eye -9 0	Basic FP: 10
Intelligence (IQ): 14	• Light (1) 26 lb 6 11	3-4 Skull -7 2	Tired: 3
Health (HT): 10	Medium (2) 39 lb 4 10	5 Face -5 0	Collapse: 0
Will: 19	Heavy (3) 78 lb 3 9	6-7 R. Leg -2 0	Unconscious: -10
Fright Check: 21	X-Heavy (4) 130 lb 1 8	8 R. Arm -2 0	Current HP: _____
Basic Speed: 6	Lifting & Moving Things		Basic HP: 13
Basic Move: 8	Basic Lift: 13 lb		Reeling: 4
Perception: 18	One-Handed Lift: 26 lb		Collapse: 0
Vision: 18	Two-Handed Lift: 104 lb		Check #1: -13
Hearing: 18	Shove & Knock Over: 156 lb		Check #2: -26
Taste & Smell: 18	Running Shove & Knock Over: 312 lb		Check #3: -39
Touch: 18	Carry On Back: 195 lb		Check #4: -52
thr: 1d-3 sw: 1d-2	Shift Slightly: 650 lb		Dead: -65

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Advantages	380		▼ Assassin				
Ambidexterity	5	B39	Acting	13	IQ-1	1	B174
Breath-Holding 5	10	B41	Default: Public Speaking - 5				
Catfall	10	B41	Climbing	16	DX+5	1	B183
Charisma 3	15	B41	Detect Lies	16	Per-2	1	B187
+1/level to Influence rolls			Disguise/TL3	11	IQ-3	1	B187
Combat Reflexes	15	B43	Default: Makeup/TL3 - 3				
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)			Escape	20	DX+8	1	B192
Discriminatory Hearing	15	B49	Filch	13	DX+1	4	B195
Discriminatory Smell	15	B49	Holdout	13	IQ-1	1	B200
Discriminatory Taste	10	B49	Interrogation	15	IQ+1	1	B202
Enhanced Block	5	B51	Default: Intimidation - 3				
Enhanced Dodge	15	B51	Intimidation	18	Will-1	1	B202
Enhanced Parry (All parries) 5	50	B51	Knot-Tying	12	DX+0	1	B203
Extra Attack 1	25	B53	Default: Climbing - 4				
Extra Hit Points 5	10	B16	Lockpicking/TL3	13	IQ-1	1	B206
Fit	5	B55	Makeup/TL3	14	IQ+0	1	B206
+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)			Observation	17	Per-1	1	B211
Flexibility (Double-Jointed)	15	B56	Pickpocket	11	DX-1	2	B213
Hard to Kill 5	10	B58	Default: Filch - 5				
Hard to Subdue 5	10	B59	Poisons/TL3	12	IQ-2	1	B214
High Pain Threshold	10	B59	Search	17	Per-1	1	B219
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture			Sleight of Hand	11	DX-1	2	B221
Increased Basic Move 2	10	B17	Default: Filch - 5				
Increased Basic Speed 2	10	B17	Slip Handcuffs (Escape)	16	-4	2	B233
Increased Perception 4	20	B16	Default: Escape - 5				
			Streetwise	13	IQ-1	1	B223
			Tracking	17	Per-1	1	B226
			▼ General				
			Captivate	17	Will-2	1	B191
			Skill	11	DX-1	1	
			Diplomacy	12	IQ-2	1	B187

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Increased Will 5	25	B16	Leadership	16	IQ+2	1	B204
Luck, Extraordinary Usable once per 30 minutes of play	30	B66	Persuade	17	Will-2	1	B191
Night Vision 5	5	B71	Public Speaking	16	IQ+2	1	B216
Perfect Balance	15	B74	Running	10	HT+0	2	B218
Rapid Healing	5	B79	Suggest	17	Will-2	1	B191
Slippery 5	10	B85	▼ Melee				
▼ Disadvantages	-40		Blowpipe	11	DX-1	2	B180
Callous	-5	B125	Boxing	11	DX-1	1	B182
Gluttony CR: 12 (Resist Quite Often).	-5	B137	Cloak	11	DX-1	1	B184
Insomniac (Mild) GM secretly rolls 3d for the number of days between episodes	-10	B140	Crossbow	13	DX+1	2	B186
Kleptomania CR: 12 (Resist Quite Often).	-15	B141	Disarming (Knife) Default: Knife	14	+1	2	B230
Skinny -2 ST vs. knockback	-5	B18	Fast-Draw (Knife)	13	DX+1	1	B194
			Feint (Knife) Default: Knife	13	+0	1	B231
			Garrote	13	DX+1	2	B197
			Ground Fighting (Knife) Default: Knife - 4	12	-1	4	B231
			Judo Allows parrying two different attacks per turn, one with each hand.	10	DX-1	2	B203
			Knife	13	DX+1	2	B208
			Rapier	12	DX+0	2	B208
			Thrown Weapon (Dart)	13	DX+1	2	B226
			Thrown Weapon (Knife)	13	DX+1	2	B226

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Garrote		13	No	No	see B405	C	
Large Knife	Swung	13	11	No	1d-4 cut	C,1	6
Large Knife	Thrust	13	11	No	1d-3 imp	C	6
Light Cloak		11	No	11	-	-	-
Natural	Kick	10	No		1d-3 cr	C,1	
Natural	Kick w/Boots	10	No		1d-2 cr	C,1	
Natural	Punch	12	12		1d-4 cr	C	
Rapier	Thrust	11	12F	No	1d-2 imp	1,2	9
Small Knife	Swung	13	11	No	1d-5 cut	C,1	5
Small Knife	Thrust	13	11	No	1d-4 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Blowpipe		11	1	1d-3 pi-	32	1	1(2)	-6		2
Crossbow (ST10)		11	4	1d+2 imp	200/250	1	1(4)	-6		10†
Large Knife	Thrown	13	+0	1d-3 imp	6/12	1	T(1)	-2		6
Light Cloak	Thrown	11	+1	Special	2	1	T(1)	-4		5
Small Knife	Thrown	13	+0	1d-4 imp	4/8	1	T(1)	-1		5

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

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