


Portrait	Identity	Player Information	283 Points										
	Name: Kevin Heist	Player: dvberkel	Race: 0										
	Title:	Campaign:	Attributes: 210										
	Religion:	Created On: Sep 18, 2014	Advantages: 75										
			Disadvantages: -70										
Description													
Race: Human	Height: 5' 8"	Hair: Blond, Curly, Medium	Quirks: 0										
Gender: Male	Weight: 150 lb	Eyes: Purple	Skills: 52										
Age: 20	Size: + 0	Skin: Dark	Spells: 0										
Birthday: November 15	TL: 4	Hand: Right	Earned: 16										
Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points				
Strength (ST): 12	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: 14				
Dexterity (DX): 15	None (0)	29 lb	6	10	-	Eye	-9	0	Basic FP: 14				
Intelligence (IQ): 12	• Light (1)	58 lb	4	9	3-4	Skull	-7	2	Tired: 4				
Health (HT): 12	Medium (2)	87 lb	3	8	5	Face	-5	0	Collapse: 0				
Will: 15	Heavy (3)	174 lb	2	7	6-7	R. Leg	-2	0	Unconscious: -14				
Fright Check: 17	X-Heavy (4)	290 lb	1	6	8	R. Arm	-2	0	Current HP: 14				
Basic Speed: 6.75					9-10	Torso	0	3	Basic HP: 14				
Basic Move: 6					11	Groin	-3	0	Reeling: 4				
Perception: 15					12	L. Arm	-2	0	Collapse: 0				
Vision: 15					13-14	L. Leg	-2	0	Check #1: -14				
Hearing: 15					15	Hand	-4	0	Check #2: -28				
Taste & Smell: 15					16	Foot	-4	0	Check #3: -42				
Touch: 15					17-18	Neck	-5	0	Check #4: -56				
thr: 1d-1 sw: 1d+2					-	Vitals	-3	3	Dead: -70				
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▼ Advantages				75		Armoury/TL4 (Wood)				12	IQ+0	2	B178
Combat Reflexes				15	B43	Bow				16	DX+1	4	B182
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)						Boxing				16	DX+1	4	B182
Extra Fatigue Points 2				6	B16	Broadsword				16	DX+1	4	B208
Extra Hit Points 2				4	B16	Camouflage				13	IQ+1	1	B183
High Pain Threshold				10	B59	Cooking				11	IQ-1	1	B185
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture						Disarming (Broadsword)				17	+1	2	B230
Language: Umhbirsch				0	B24	Disarming (Knife)				17	+1	2	B230
Native, -6; Spoken (Native), +3; Written (Native), +3.						Dual-Weapon Attack (Broadsword)				15	-1	4	B230, MA83
Rank 2				10	B29	Dual-Weapon Attack (Knife)				13	-3	2	B230, MA83
Military: Sergeant						Fast-Draw (Arrow)				16	DX+1	1	B194
Weapon Master (Knightly Weapons)				30	B99	Fast-Draw (Knife)				16	DX+1	1	B194
Small class, +30.						Fast-Draw (Sword)				16	DX+1	1	B194
▼ Disadvantages				-65		First Aid/TL4				13	IQ+1	2	B195
Chummy				-5	B126	Knife				16	DX+1	2	B208
React to others at +2; -1 to IQ-based skills when alone						Off-Hand Weapon Training (Broadsword)				14	-2	3	B232
Clueless				-10	B126	Off-Hand Weapon Training (Knife)				14	-2	3	B232
Curious				-5	B129	Shield (Shield)				16	DX+1	2	B220
CR: 12 (Quite Often).						Singing				13	HT+1	2	B220
Easy to Read				-10	B134	Stealth				14	DX+0	2	B222
Honesty				-10	B138	Survival (Mountain)				14	Per-1	1	B223
CR: 12 (Quite Often).						Survival (Plains)				14	Per-1	1	B223
Sense of Duty				-20	B153	Survival (Woodlands)				14	Per-1	1	B223
Friends and Companions, -5; Group, -5; Military, -10.						Thrown Weapon (Disc)				16	DX+1	2	F136
Social Stigma (Ignorant; Emotions)				-5	B155	Writing				12	IQ+0	2	B228
-1 Reaction													
HeisenQuirk 5				-5									
▼ Quirks				0									

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Brass Knuckles	Punch	16	12	No	1d cr	C	
Broadsword	Swung	16	12	No	1d+3 cut	1	10
Broadsword	Thrust	16	12	No	1d cr	1	10
Large Knife	Swung	16	11	No	1d cut	C,1	6
Large Knife	Thrust	16	11	No	1d-1 imp	C	6
Natural	Kick	13	No		1d-1 cr	C,1	
Natural	Kick w/Boots	13	No		1d cr	C,1	
Natural	Punch	16	12		1d-1 cr	C	
Small Knife	Swung	16	11	No	1d-1 cut	C,1	5
Small Knife	Thrust	16	11	No	1d-2 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Disc	Thrown	0	1	1d cut	60	1			0	6
Large Knife	Thrown	11	+ 0	1d-1 imp	9/18	1	T(1)	- 2		6
Regular Bow		16	2	1d imp	180/240	1	1(2)	- 7		10†
Small Knife	Thrown	11	+ 0	1d-2 imp	6/12	1	T(1)	- 1		5

Equipment (38.85 lb; \$8,261)	?	#	\$	W	\$	W	Ref
▽ Backpack, Frame	E	1	100	10 lb	7,210	12.25 lb	B288
Brass Knuckles	E	1	10	0.25 lb	10	0.25 lb	B271
Cornecopia Arrows	E	1	3,000	0 lb	3,000	0 lb	
Cornecopia Disc	E	1	3,000	0 lb	3,000	0 lb	
Disc	E	1	0	0 lb	0	0 lb	
Regular Bow	E	1	100	2 lb	100	2 lb	B275
Gold Hexagon Coin	E	100	10	0 lb	1,000	0 lb	
▽ Leather Belt	E	1	5	0.25 lb	305	5.25 lb	
Small Knife	E	10	30	0.5 lb	300	5 lb	B272
▽ Leather Belt	E	1	5	0.25 lb	596	6.35 lb	
▽ Scabbard, Knife	E	1	3	0.3 lb	43	1.3 lb	
Large Knife	E	1	40	1 lb	40	1 lb	B272
▽ Scabbard, Knife	E	1	3	0.3 lb	43	1.3 lb	
Large Knife	E	1	40	1 lb	40	1 lb	B272
▽ Scabbard, Sword	E	1	5	0.5 lb	505	3.5 lb	
Broadsword	E	1	500	3 lb	500	3 lb	B271
Light Scale Armor	E	1	150	15 lb	150	15 lb	B283

Notes