


Portrait	Identity	Player Information	283 Points						
	Name: <b>Kevin Heist</b>	Player: <b>dvberkel</b>	Race: <b>0</b>						
	Title:	Campaign:	Attributes: <b>210</b>						
	Religion:	Created On: <b>Sep 18, 2014</b>	Advantages: <b>75</b>						
			Disadvantages: <b>-60</b>						
Description									
Race: <b>Human</b>	Height: <b>5' 8"</b>	Hair: <b>Blond, Curly, Medium</b>	Quirks: <b>0</b>						
Gender: <b>Male</b>	Weight: <b>150 lb</b>	Eyes: <b>Purple</b>	Skills: <b>52</b>						
Age: <b>20</b>	Size: <b>+0</b>	Skin: <b>Dark</b>	Spells: <b>0</b>						
Birthday: <b>November 15</b>	TL: <b>4</b>	Hand: <b>Right</b>	Earned: <b>6</b>						
Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points
Strength (ST): <b>12</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: <b>14</b>
Dexterity (DX): <b>15</b>	None (0)	<b>29 lb</b>	<b>6</b>	<b>10</b>	-	Eye	-9	<b>0</b>	Basic FP: <b>14</b>
Intelligence (IQ): <b>12</b>	• Light (1)	<b>58 lb</b>	<b>4</b>	<b>9</b>	3-4	Skull	-7	<b>2</b>	Tired: <b>4</b>
Health (HT): <b>12</b>	Medium (2)	<b>87 lb</b>	<b>3</b>	<b>8</b>	5	Face	-5	<b>0</b>	Collapse: <b>0</b>
Will: <b>15</b>	Heavy (3)	<b>174 lb</b>	<b>2</b>	<b>7</b>	6-7	R. Leg	-2	<b>0</b>	Unconscious: <b>-14</b>
Fright Check: <b>17</b>	X-Heavy (4)	<b>290 lb</b>	<b>1</b>	<b>6</b>	8	R. Arm	-2	<b>0</b>	Current HP: <b>14</b>
Basic Speed: <b>6.75</b>					9-10	Torso	0	<b>3</b>	Basic HP: <b>14</b>
Basic Move: <b>6</b>					11	Groin	-3	<b>0</b>	Reeling: <b>4</b>
Perception: <b>15</b>					12	L. Arm	-2	<b>0</b>	Collapse: <b>0</b>
Vision: <b>15</b>					13-14	L. Leg	-2	<b>0</b>	Check #1: <b>-14</b>
Hearing: <b>15</b>					15	Hand	-4	<b>0</b>	Check #2: <b>-28</b>
Taste & Smell: <b>15</b>					16	Foot	-4	<b>0</b>	Check #3: <b>-42</b>
Touch: <b>15</b>					17-18	Neck	-5	<b>0</b>	Check #4: <b>-56</b>
thr: <b>1d-1</b> sw: <b>1d+2</b>					-	Vitals	-3	<b>3</b>	Dead: <b>-70</b>
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		-55		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
Sense of Duty		-20	B153	Survival (Mountain)		14	Per-1	1	B223
Friends and Companions, -5; Group, -5; Military, -10.				Survival (Plains)		14	Per-1	1	B223
Social Stigma (Ignorant; Emotions)		-5	B155	Survival (Woodlands)		14	Per-1	1	B223
-1 Reaction				Thrown Weapon (Disc)		16	DX+1	2	F136
HeisenQuirk 5		-5		Writing		12	IQ+0	2	B228
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	
Potion Luck	E	1	0	0 lb	0	0 lb	
Potion Healing	E	1	0	0 lb	0	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