

	<b>Identity</b> Name: <b>Kevin Heist</b> Title: _____ Religion: _____		<b>Player Information</b> Player: <b>dvberkel</b> Campaign: _____ Created On: <b>Sep 18, 2014</b>		<b>184 Points</b> Attributes: <b>190</b> Advantages: <b>71</b> Disadvantages: <b>-110</b> Quirks: <b>0</b> Skills: <b>33</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>0</b>
	<b>Description</b>				
	Race: <b>Human</b> Gender: <b>Male</b> Age: <b>20</b> Birthday: <b>November 15</b>	Height: <b>5' 8"</b> Weight: <b>150 lb</b> Size: <b>+0</b> TL: <b>4</b>	Hair: <b>Blond, Curly, Medium</b> Eyes: <b>Purple</b> Skin: <b>Dark</b> Hand: <b>Right</b>		

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST):	12	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:	
Dexterity (DX):	15	None (0)	29 lb	6	10	-	Eye	-9	0	Basic FP: 12	
Intelligence (IQ):	11	• Light (1)	58 lb	4	9	3-4	Skull	-7	2	Tired: 3	
Health (HT):	12	Medium (2)	87 lb	3	8	5	Face	-5	0	Collapse: 0	
Will:	14	Heavy (3)	174 lb	2	7	6-7	R. Leg	-2	0	Unconscious: -12	
Fright Check:	16	X-Heavy (4)	290 lb	1	6	8	R. Arm	-2	0	Current HP:	
Basic Speed:	6.75	Lifting & Moving Things				9-10	Torso	0	3	Basic HP: 12	
Basic Move:	6					11	Groin	-3	0	Reeling: 3	
Perception:	14					12	L. Arm	-2	0	Collapse: 0	
Vision:	14					13-14	L. Leg	-2	0	Check #1: -12	
Hearing:	14					15	Hand	-4	0	Check #2: -24	
Taste & Smell:	14					16	Foot	-4	0	Check #3: -36	
Touch:	14					17-18	Neck	-5	0	Check #4: -48	
thr: 1d-1 sw: 1d+2						-	Vitals	-3	3	Dead: -60	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b> <b>Combat Reflexes</b> 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) <b>High Pain Threshold</b> Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture <b>Language: Umhbirsch</b> Native, -6; Spoken (Native), +3; Written (Native), +3. <b>Mindlink</b> Single person (Container of the Forest of Old), +5; Sensory, +20%. <b>Rank 2</b> Military: Sergeant <b>Weapon Master (Knightly Weapons)</b> Small class, +30.	<b>71</b> <b>15</b> <b>10</b> <b>0</b> <b>6</b> <b>10</b> <b>30</b>	 <b>B43</b>  <b>B59</b>  <b>B24</b>  <b>B70</b>  <b>B29</b>  <b>B99</b>	<b>Armoury/TL4 (Wood)</b> <b>Bow</b> <b>Boxing</b> <b>Broadsword</b> <b>Camouflage</b> <b>Cooking</b> <b>Disarming (Broadsword)</b> <b>Disarming (Knife)</b> <b>Dual-Weapon Attack (Broadsword)</b> <b>Dual-Weapon Attack (Knife)</b> <b>Fast-Draw (Arrow)</b> <b>Fast-Draw (Knife)</b> <b>Fast-Draw (Sword)</b> <b>Knife</b> <b>Off-Hand Weapon Training (Broadsword)</b> <b>Off-Hand Weapon Training (Knife)</b> <b>Shield (Shield)</b> <b>Singing</b> <b>Stealth</b> <b>Survival (Mountain)</b> <b>Survival (Plains)</b> <b>Survival (Woodlands)</b> <b>Thrown Weapon (Disc)</b> <b>Writing</b>	<b>10</b> <b>14</b> <b>14</b> <b>14</b> <b>12</b> <b>10</b> <b>15</b> <b>16</b> <b>11</b> <b>12</b> <b>16</b> <b>16</b> <b>16</b> <b>15</b> <b>11</b> <b>12</b> <b>15</b> <b>13</b> <b>13</b> <b>13</b> <b>13</b> <b>16</b> <b>11</b>	 <b>IQ-1</b> <b>DX-1</b> <b>DX-1</b> <b>DX-1</b> <b>IQ+1</b> <b>IQ-1</b> <b>+1</b> <b>+1</b> <b>-3</b> <b>-3</b> <b>DX+1</b> <b>DX+1</b> <b>DX+1</b> <b>DX+0</b> <b>-3</b> <b>-3</b> <b>DX+0</b> <b>HT+1</b> <b>DX-1</b> <b>Per-1</b> <b>Per-1</b> <b>Per-1</b> <b>DX+1</b> <b>IQ+0</b>	<b>1</b> <b>1</b> <b>1</b> <b>1</b> <b>1</b> <b>1</b> <b>2</b> <b>2</b> <b>2</b> <b>2</b> <b>1</b> <b>1</b> <b>1</b> <b>1</b> <b>2</b> <b>2</b> <b>1</b> <b>2</b> <b>1</b> <b>1</b> <b>2</b> <b>2</b>	<b>B178</b> <b>B182</b> <b>B182</b> <b>B208</b> <b>B183</b> <b>B185</b> <b>B230</b> <b>B230</b> <b>B230, MA83</b> <b>B230, MA83</b> <b>B194</b> <b>B194</b> <b>B194</b> <b>B208</b> <b>B232</b> <b>B232</b> <b>B220</b> <b>B220</b> <b>B222</b> <b>B223</b> <b>B223</b> <b>B223</b> <b>F136</b> <b>B228</b>
<b>Disadvantages</b> <b>Dependant (Container of the Forest of Old)</b> Point total (0 or fewer points), -15; Appears almost all the time (15-), x3; Loved one, x2. <b>Vow (Restore the Forest of Old)</b> Minor, -5. <b>Stress Atavism</b> CR: 12 (Quite Often); Mild, -10.	<b>-105</b> <b>-90</b> <b>-5</b> <b>-10</b>	 <b>B131</b> <b>B161</b> <b>B156</b>					
<b>Quirks</b> <b>HeisenQuirk 5</b>	<b>0</b> <b>-5</b>						

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Brass Knuckles	Punch	15	1 1	No	1d-1 cr	C	
Broadsword	Swung	14	1 1	No	1d+3 cut	1	10
Broadsword	Thrust	14	1 1	No	1d cr	1	10
Large Knife	Swung	15	1 0	No	1d cut	C,1	6
Large Knife	Thrust	15	1 0	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	15	1 1		1d-2 cr	C	
Small Knife	Swung	15	1 0	No	1d-1 cut	C,1	5
Small Knife	Thrust	15	1 0	No	1d-2 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Disc	Thrown	0	1	1d cr	60	1			0	6
Large Knife	Thrown	11	+ 0	1d-1 imp	9/18	1	T(1)	-2		6
Regular Bow		14	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; \$7,261)	?	#	\$	W	\$	W	Ref
▽ Backpack, Frame	E	1	100	10 lb	6,210	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
▽ 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