


Portrait	Identity	Player Information	196 Points				
	Name: <b>Kevin Heist</b>	Player: <b>dvberkel</b>	Race: <b>0</b>				
	Title:	Campaign:	Attributes: <b>190</b>				
	Religion:	Created On: <b>Sep 18, 2014</b>	Advantages: <b>70</b>				
			Disadvantages: <b>-90</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>33</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>- 7</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>13</b>				
Dexterity (DX): <b>15</b>	None (0) <b>29 lb</b> 6 <b>10</b>	- Eye - 9 0	Basic FP: <b>13</b>				
Intelligence (IQ): <b>11</b>	• Light (1) <b>58 lb</b> 4 <b>9</b>	3-4 Skull - 7 2	Tired: <b>4</b>				
Health (HT): <b>12</b>	Medium (2) <b>87 lb</b> 3 <b>8</b>	5 Face - 5 0	Collapse: <b>0</b>				
Will: <b>14</b>	Heavy (3) <b>174 lb</b> 2 <b>7</b>	6-7 R. Leg - 2 0	Unconscious: <b>- 13</b>				
Fright Check: <b>16</b>	X-Heavy (4) <b>290 lb</b> 1 <b>6</b>	8 R. Arm - 2 0	Current HP: <b>13</b>				
Basic Speed: <b>6.75</b>	Lifting & Moving Things	9-10 Torso 0 3	Basic HP: <b>13</b>				
Basic Move: <b>6</b>	Basic Lift: <b>29 lb</b>	11 Groin - 3 0	Reeling: <b>4</b>				
Perception: <b>14</b>	One-Handed Lift: <b>58 lb</b>	12 L. Arm - 2 0	Collapse: <b>0</b>				
Vision: <b>14</b>	Two-Handed Lift: <b>232 lb</b>	13-14 L. Leg - 2 0	Check #1: <b>- 13</b>				
Hearing: <b>14</b>	Shove & Knock Over: <b>348 lb</b>	15 Hand - 4 0	Check #2: <b>- 26</b>				
Taste & Smell: <b>14</b>	Running Shove & Knock Over: <b>696 lb</b>	16 Foot - 4 0	Check #3: <b>- 39</b>				
Touch: <b>14</b>	Carry On Back: <b>435 lb</b>	17-18 Neck - 5 0	Check #4: <b>- 52</b>				
thr: <b>1d-1</b> sw: <b>1d+2</b>	Shift Slightly: <b>1,450 lb</b>	- Vitals - 3 3	Dead: <b>- 65</b>				
Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	70		Armoury/TL4 (Wood)	10	IQ-1	1	B178
Combat Reflexes	15	B43	Bow	14	DX-1	1	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	14	DX-1	1	B182
Extra Fatigue Points 1	3	B16	Broadsword	14	DX-1	1	B208
Extra Hit Points 1	2	B16	Camouflage	12	IQ+1	1	B183
High Pain Threshold	10	B59	Cooking	10	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)	15	+1	2	B230
Language: Umhbirsch	0	B24	Disarming (Knife)	16	+1	2	B230
Native, -6; Spoken (Native), +3; Written (Native), +3.			Dual-Weapon Attack (Broadsword)	11	-3	2	B230, MA83
Rank 2	10	B29	Dual-Weapon Attack (Knife)	12	-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	-85		Knife	15	DX+0	1	B208
Chummy	-5	B126	Off-Hand Weapon Training (Broadsword)	11	-3	2	B232
React to others at +2; -1 to IQ-based skills when alone			Off-Hand Weapon Training (Knife)	12	-3	2	B232
Clueless	-10	B126	Shield (Shield)	15	DX+0	1	B220
Curious	-5	B129	Singing	13	HT+1	2	B220
CR: 12 (Quite Often).			Stealth	13	DX-1	1	B222
Delusion	-5	B130	Survival (Mountain)	13	Per-1	1	B223
Minor: Turtle carries Earth (Reaction -1), -5.			Survival (Plains)	13	Per-1	1	B223
Easy to Read	-10	B134	Survival (Woodlands)	13	Per-1	1	B223
Honesty	-10	B138	Thrown Weapon (Disc)	16	DX+1	2	F136
CR: 12 (Quite Often).			Writing	11	IQ+0	2	B228
Sense of Duty	-20	B153					
Friends and Companions, -5; Group, -5; Military, -10.							
Social Stigma (Ignorant; Emotions)	-5	B155					
-1 Reaction							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Stress Atavism</b> CR: 12 (Quite Often); Mild, -10.	- 10	B156					
<b>Vow (Restore the Forest of Old)</b> Minor, -5.	- 5	B161					
<b>HeisenQuirk 5</b>	- 5						
▽ Quirks	0						

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Brass Knuckles	Punch	15	11	No	1d-1 cr	C	
Broadsword	Swung	14	11	No	1d+3 cut	1	10
Broadsword	Thrust	14	11	No	1d cr	1	10
Large Knife	Swung	15	10	No	1d cut	C,1	6
Large Knife	Thrust	15	10	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	11		1d-2 cr	C	
Small Knife	Swung	15	10	No	1d-1 cut	C,1	5
Small Knife	Thrust	15	10	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