

Identity	Player Information
Name: Kevin Heist	Player: dvberkel
Title:	Campaign:
Religion:	Campaign: Created On: Sep 18, 2014

	Description	
Race: Human	Height: 5' 8"	Hair: Blond, Curly, Medium
Gender: Male	Weight: 150 lb	Eyes: Purple
Age: 20	Size: <b>+ 0</b>	Skin: <b>Dark</b>
irthday: <b>November 15</b>	TL: <u>4</u>	Hand: Right

	280 Points	
	Race:	0
	Attributes:	190
	Advantages:	70
i	Disadvantages:	-90
	Quirks:	0
	Skills:	33
	Spells:	0
	Earned:	77

Attributes	
Strength (ST):	12
Dexterity (DX):	15
Intelligence (IQ):	11
Health (HT):	12
Will:	14
Fright Check:	16
Basic Speed:	6.75
Basic Move:	6
Perception:	14
Vision:	14
Hearing:	14
Taste & Smell:	14
Touch:	14
thr: 1d-1 sw:	1d+2

Level	Max Load Move							
None (0)	29 lb	6	1 0					
• Light (1)	58 lb	4	9					
Medium (2)	87 lb	3	8					
Heavy (3)	174 lb	2	7					
X-Heavy (4)	290 lb	1	6					
Lifting & Moving Things								
· · · · · · · · · · · · · · · · · · ·								
	Basic Lift: 29 lb							
	One-Handed L	.ift:	58 lb					
	Two-Handed L	ift:	232 lb					
Sho	ove & Knock Ov	er:	348 lb					
Running Sho	ve & Knock Ove	er:	696 lb					
	Carry On Back: 435							
	Shift Sligh	tly:	1,450 lb					

Encumbrance, Move & Dodge

Hi	Hit Location								
Roll	Where		DR						
-	Eye	- 9	0						
3-4	Skull	- 7	2						
5	Face	- 5	0						
6-7	R. Leg	- 2	0						
8	R. Arm	- 2	0						
9-10	Torso	0	3						
11	Groin	- 3	0						
12	L. Arm	- 2	0						
13-14	L. Leg	- 2	0						
15	Hand	- 4	0						
16	Foot	- 4	0						
17-18	Neck	- 5	0						
-	Vitals	- 3	3						
<u> </u>									
			56						

Fatigue/Hit Po	ints
Current FP:	
Basic FP:	13
Tired:	4
Collapse:	0
Unconscious:	-13
Current HP:	
Basic HP:	<u>13</u>
Reeling:	4
Collapse:	0
Check #1:	-13
Check #2:	- 26
Check #3:	- 39
Check #4:	- 52
Dead:	- 6 5

Advantages & Disadvantages	Pts	Ref
	70	
Combat Reflexes  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)		B43
Extra Fatigue Points 1	3	B16
Extra Hit Points 1	2	B16
High Pain Threshold  Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59
Language: Umhbirsch Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24
Rank 2 Military: Sergeant	10	
Weapon Master (Knightly Weapons) Small class, +30.	30	B99
□ Disadvantages	- 8 5	
Chummy React to others at +2; -1 to IQ-based skills when alone	- 5	B126
Clueless	-10	B126
Curious CR: 12 (Quite Often).	- 5	B129
<b>Delusion</b> Minor: Turtle carries Earth (Reaction -1), -5.	- 5	B130
Easy to Read	- 10	B134
Honesty CR: 12 (Quite Often).	- 1 0	B138
Sense of Duty Friends and Companions, -5; Group, -5; Military, -10.	- 20	B153
Social Stigma (Ignorant; Emotions) -1 Reaction	- 5	B155

Skills	SL	RSL	Pts	Ref
Armoury/TL4 (Wood)	10	IQ-1	1	B178
Bow	14	DX-1	1	B182
Boxing	14	DX-1	1	B182
Broadsword	14	DX-1	1	B208
Camouflage	12	IQ+1	1	B183
Cooking	10	IQ-1	1	B185
Disarming (Broadsword)	15	+ 1	2	B230
Disarming (Knife)	16	+ 1	2	B230
Dual-Weapon Attack (Broadsword)	11	- 3	2	B230, MA83
Dual-Weapon Attack (Knife)	12	- 3	2	B230, MA83
Fast-Draw (Arrow)	16	DX+1	1	B194
Fast-Draw (Knife)	16	DX+1	1	B194
Fast-Draw (Sword)	16	DX+1	1	B194
Knife	15	DX+0	1	B208
Off-Hand Weapon Training (Broadsword)	11	- 3	2	B232
Off-Hand Weapon Training (Knife)	12	- 3	2	B232
Shield (Shield)	15	DX+0	1	B220
Singing	13	HT+1	2	B220
Stealth	13	DX-1	1	B222
Survival (Mountain)	13	Per-1	1	B223
Survival (Plains)	13	Per-1	1	B223
Survival (Woodlands)	13	Per-1	1	B223
Thrown Weapon (Disc)	16	DX+1	2	F136
Writing	11	IQ+0	2	B228

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

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Brass Knuckles	Punch	15	11	No	1d-1 cr	С	
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	С	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	С	
Small Knife	Swung	15	10	No	1d-1 cut	C,1	5
Small Knife	Thrust	15	10	No	1d-2 imp	С	5

Ranged Weapons	Usage	LvI	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
<b>▽</b> 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	E	1	3,000	0 lb	3,000	0	lb	
Arrows	Ш						_	
Cornecopia	E	1	3,000	0 lb	3,000	0	lb	
Disc	Ш							
Disc	E	1	0	0 lb	0	0	lb	
Regular Bow	E	1	100	2 lb	100	2	lb	B275
	E	1	5	0.25 lb	305	5.25	lb	
Small Knife	E	10	30	0.5 lb	300	5	lb	B272
	E	1	5	0.25 lb	596	6.35	lb	
<b>▽</b> Scabbard, Knife	E	1	3	0.3 lb	43	1.3	lb	
Large Knife	E	1	40	1 lb	40	1	lb	B272
<b>▽</b> Scabbard, Knife	E	1	3	0.3 lb	43	1.3	lb	
Large Knife	E	1	40	1 lb	40	1	lb	B272
<del>▽</del> 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