


Portrait	Identity	Player Information				184 Points							
	Name: <b>Kevin Heist</b>	Player: <b>dvberkel</b>		Campaign:		Race: <b>0</b>	Attributes: <b>190</b>						
	Title:			Created On: <b>Sep 18, 2014</b>		Advantages: <b>71</b>	Disadvantages: <b>-110</b>						
	Religion:					Quirks: <b>0</b>	Skills: <b>33</b>						
	Spells: <b>0</b>					Earned: <b>4</b>							
Description													
Race: <b>Human</b>		Height: <b>5' 8"</b>		Hair: <b>Blond, Curly, Medium</b>									
Gender: <b>Male</b>		Weight: <b>150 lb</b>		Eyes: <b>Purple</b>									
Age: <b>20</b>		Size: <b>+ 0</b>		Skin: <b>Dark</b>									
Birthday: <b>November 15</b>		TL: <b>4</b>		Hand: <b>Right</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>12</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>12</b>				
Intelligence (IQ): <b>11</b>	• Light (1)	<b>58 lb</b>	<b>4</b>	<b>9</b>	3-4	Skull	-7	<b>2</b>	Tired: <b>3</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>14</b>	Heavy (3)	<b>174 lb</b>	<b>2</b>	<b>7</b>	6-7	R. Leg	-2	<b>0</b>	Unconscious: <b>-12</b>				
Fright Check: <b>16</b>	X-Heavy (4)	<b>290 lb</b>	<b>1</b>	<b>6</b>	8	R. Arm	-2	<b>0</b>	Current HP: <b>12</b>				
Basic Speed: <b>6.75</b>	Lifting & Moving Things				9-10	Torso	0	<b>3</b>	Basic HP: <b>12</b>				
Basic Move: <b>6</b>	Basic Lift: <b>29 lb</b>				11	Groin	-3	<b>0</b>	Reeling: <b>3</b>				
Perception: <b>14</b>	One-Handed Lift: <b>58 lb</b>				12	L. Arm	-2	<b>0</b>	Collapse: <b>0</b>				
Vision: <b>14</b>	Two-Handed Lift: <b>232 lb</b>				13-14	L. Leg	-2	<b>0</b>	Check #1: <b>-12</b>				
Hearing: <b>14</b>	Shove & Knock Over: <b>348 lb</b>				15	Hand	-4	<b>0</b>	Check #2: <b>-24</b>				
Taste & Smell: <b>14</b>	Running Shove & Knock Over: <b>696 lb</b>				16	Foot	-4	<b>0</b>	Check #3: <b>-36</b>				
Touch: <b>14</b>	Carry On Back: <b>435 lb</b>				17-18	Neck	-5	<b>0</b>	Check #4: <b>-48</b>				
thr: <b>1d-1</b> sw: <b>1d+2</b>	Shift Slightly: <b>1,450 lb</b>				-	Vitals	-3	<b>3</b>	Dead: <b>-60</b>				
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▽ Advantages				<b>71</b>		Armoury/TL4 (Wood)	<b>10</b>	<b>IQ-1</b>	<b>1</b>			<b>B178</b>	
Combat Reflexes				<b>15</b>	<b>B43</b>	Bow	<b>14</b>	<b>DX-1</b>	<b>1</b>			<b>B182</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)						Boxing	<b>14</b>	<b>DX-1</b>	<b>1</b>			<b>B182</b>	
High Pain Threshold				<b>10</b>	<b>B59</b>	Broadsword	<b>14</b>	<b>DX-1</b>	<b>1</b>			<b>B208</b>	
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture						Camouflage	<b>12</b>	<b>IQ+1</b>	<b>1</b>			<b>B183</b>	
Language: Umhbirsch				<b>0</b>	<b>B24</b>	Cooking	<b>10</b>	<b>IQ-1</b>	<b>1</b>			<b>B185</b>	
Native, -6; Spoken (Native), +3; Written (Native), +3.						Disarming (Broadsword)	<b>15</b>	<b>+1</b>	<b>2</b>			<b>B230</b>	
Mindlink				<b>6</b>	<b>B70</b>	Disarming (Knife)	<b>16</b>	<b>+1</b>	<b>2</b>			<b>B230</b>	
Single person (Container of the Forest of Old), +5; Sensory, +20%.						Dual-Weapon Attack (Broadsword)	<b>11</b>	<b>-3</b>	<b>2</b>			<b>B230, MA83</b>	
Rank 2				<b>10</b>	<b>B29</b>	Dual-Weapon Attack (Knife)	<b>12</b>	<b>-3</b>	<b>2</b>			<b>B230, MA83</b>	
Military: Sergeant						Fast-Draw (Arrow)	<b>16</b>	<b>DX+1</b>	<b>1</b>			<b>B194</b>	
Weapon Master (Knightly Weapons)				<b>30</b>	<b>B99</b>	Fast-Draw (Knife)	<b>16</b>	<b>DX+1</b>	<b>1</b>			<b>B194</b>	
Small class, +30.						Fast-Draw (Sword)	<b>16</b>	<b>DX+1</b>	<b>1</b>			<b>B194</b>	
▽ Disadvantages				<b>-105</b>		Knife	<b>15</b>	<b>DX+0</b>	<b>1</b>			<b>B208</b>	
Dependant (Container of the Forest of Old)				<b>-90</b>	<b>B131</b>	Off-Hand Weapon Training (Broadsword)	<b>11</b>	<b>-3</b>	<b>2</b>			<b>B232</b>	
Point total (0 or fewer points), -15; Appears almost all the time (15-), x3; Loved one, x2.						Off-Hand Weapon Training (Knife)	<b>12</b>	<b>-3</b>	<b>2</b>			<b>B232</b>	
Vow (Restore the Forest of Old)				<b>-5</b>	<b>B161</b>	Shield (Shield)	<b>15</b>	<b>DX+0</b>	<b>1</b>			<b>B220</b>	
Minor, -5.						Singing	<b>13</b>	<b>HT+1</b>	<b>2</b>			<b>B220</b>	
Stress Atavism				<b>-10</b>	<b>B156</b>	Stealth	<b>13</b>	<b>DX-1</b>	<b>1</b>			<b>B222</b>	
CR: 12 (Quite Often); Mild, -10.						Survival (Mountain)	<b>13</b>	<b>Per-1</b>	<b>1</b>			<b>B223</b>	
▽ Quirks				<b>0</b>		Survival (Plains)	<b>13</b>	<b>Per-1</b>	<b>1</b>			<b>B223</b>	
HeisenQuirk 5				<b>-5</b>		Survival (Woodlands)	<b>13</b>	<b>Per-1</b>	<b>1</b>			<b>B223</b>	
						Thrown Weapon (Disc)	<b>16</b>	<b>DX+1</b>	<b>2</b>			<b>F136</b>	
						Writing	<b>11</b>	<b>IQ+0</b>	<b>2</b>			<b>B228</b>	
Melee Weapons						Usage	Lvl	Parry	Block	Damage	Reach	ST	
Brass Knuckles						Punch	<b>15</b>	<b>11</b>	<b>No</b>	<b>1d-1 cr</b>	<b>C</b>		
Broadsword						Swung	<b>14</b>	<b>11</b>	<b>No</b>	<b>1d+3 cut</b>	<b>1</b>	<b>10</b>	
Broadsword						Thrust	<b>14</b>	<b>11</b>	<b>No</b>	<b>1d cr</b>	<b>1</b>	<b>10</b>	

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
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		E	1	3,000	0 lb	3,000	0 lb	
Arrows								
Cornecopia		E	1	3,000	0 lb	3,000	0 lb	
Disc								
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