


Portrait	Identity	Player Information	300 Points
	Name: Jarrod Siaperas	Player: Besitzer	Attributes: 135
	Title: _____	Campaign: _____	Advantages: 125
	Religion: _____	Created On: 15.03.2009	Disadvantages: -35
Description			
Race: Human	Height: 7'	Hair: Blond, Wavy, Medium	Quirks: -4
Gender: Male	Weight: 266 lb	Eyes: Blue	Skills: 79
Age: 22	Size: +0	Skin: Brown	Spells: 0
Birthday: Dezember 27	TL: 3	Hand: Right	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 14	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 14	None (0) 39 lb 6 12	- Eye -9 0	Basic FP: 13
Intelligence (IQ): 10	Light (1) 78 lb 4 11	3-4 Skull -7 9	Tired: 4
Health (HT): 13	Medium (2) 117 lb 3 10	5 Face -5 7	Collapse: 0
Will: 10	• Heavy (3) 234 lb 2 9	6-7 R. Leg -2 6	Unconscious: -13
Fright Check: 17	X-Heavy (4) 390 lb 1 8	8 R. Arm -2 6	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 6	Basic HP: 14
Basic Move: 6	Basic Lift: 39 lb	11 Groin -3 6	Reeling: 4
Perception: 10	One-Handed Lift: 78 lb	12 L. Arm -2 6	Collapse: 0
Vision: 10	Two-Handed Lift: 312 lb	13-14 L. Leg -2 6	Check #1: -14
Hearing: 10	Shove & Knock Over: 468 lb	15 Hand -4 5	Check #2: -28
Taste & Smell: 10	Running Shove & Knock Over: 936 lb	16 Foot -4 4	Check #3: -42
Touch: 10	Carry On Back: 585 lb	17-18 Neck -5 7	Check #4: -56
thr: 1d sw: 2d	Shift Slightly: 1.950 lb	- Vitals -3 6	Dead: -70

Advantages & Disadvantages	Pts	Ref
Advantages		
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)	15	B43
Enhanced Block	5	B51
Fearlessness 5	10	B55
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55
Hard to Kill 2	4	B58
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
Penetrating Voice	1	B101
Status 2 Landless Knight	10	B28
Talent (Born War Leader) 3	15	DF1:14
Wealth, Wealthy Starting wealth is 5 times average	20	B25
Weapon Master Small class: Knightly Weapons	30	B99
Disadvantages		
Code of Honor (Chivalry)	-15	B127
Delusions Expects Fair Fights	-1	B164
Expression "By my Honor"	-1	B164
Habit Polishes Weapons and Armor whenever possible	-1	B164
Honesty CR: 12 (Quite Often).	-10	B138
Like Fair Challenges	-1	B164
Obsession Slay Dragons	-5	B146

Skills	SL	RSL	Pts	Ref
Armoury/TL3 (Melee Weapons)	11	IQ+1	4	B178
Axe/Mace	16	DX+2	8	B208
Brawling	15	DX+1	2	B182
Broadsword	17	DX+3	12	B208
Climbing	10	DX-1	1	B183
Connoisseur (Weapons)	11	IQ+1	4	B185
Crossbow	16	DX+2	4	B186
Fast-Draw (Sword)	15	DX+0	1	B194
First Aid/TL3	10	IQ+0	1	B195
Knife	14	DX+0	1	B208
Lance	13	DX-1	1	B204
Leadership	12	IQ-1	1	B204
Riding (Horse)	16	DX+2	8	B217
Savoir-Faire (High Society)	13	IQ+0	1	B218
Shield (Shield)	16	DX+2	4	B220
Spear	13	DX-1	1	B208
Strategy (Land)	12	IQ-1	2	B222
Tactics	12	IQ-1	2	B224
Wrestling	14	DX+0	2	B228
Techniques				
Combat Riding (Riding)	17	+1	2	MA69
Cavalry Training (Broadsword)	17	+0	2	MA69
Cavalry Training (Axe/Mace)	16	+0	2	MA69
Staying Seated (Riding)	20	+4	4	MA81
Targetet Attack (Broadsword Thrust/Vital Chinks) (Broadsword)	11	-6	5	MA68
Targeted Attack (Broadsword Thrust/Vitals)	17	+0	4	MA68

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Sense of Duty Friends & Companions	-5	B153					
Languages							
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Broadsword	Swung	17	14	No	2d+3 cut	1	10
Broadsword	Thrust	17	14	No	1d+3 cr	1	10
Mace	Swung	16	14U	No	2d+5 cr	1	12
Medium Shield		16	No	15	1d+2 cr	1	0
Natural	Kick	13	No		1d cr	C,1	
Natural	Kick w/Boots	13	No		1d+1 cr	C,1	
Natural	Punch	15	13		1d-1 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Crossbow (ST14)		16	4	2d imp	280/350	1	1(4)	-6		14†
Mace		10	1	2d+3 cr	7/14	1	T(1)	-4		12

Equipment (120,7 lb; \$5.000)	?	#	\$	Lb	\$	Lb	Ref
Broadsword	E	1	500	3	500	3	B271
Crossbow (ST14)	E	1	195	6	195	6	B276
Great Helm	E	1	340	10	340	10	B284
Heavy Gauntlets	E	1	250	2,5	250	2,5	B284
Hip Quiver Holds 20 arrows/bolts	E	1	15	1	55	2,2	DF1:24
Crossbow Bolt	E	20	2	0,06	40	1,2	B276
Mace	E	1	50	5	50	5	B271
Medium Shield	E	1	60	15	60	15	B287
Plate Arms	E	1	1.000	15	1.000	15	B283
Plate Legs	E	1	1.100	20	1.100	20	B283
Sollerets	E	1	150	7	150	7	B284
Steel Corselet	E	1	1.300	35	1.300	35	B283

Notes