


Portrait	Identity	Player Information	300 Points
	Name: <b>Nestor</b>	Player: <b>Besitzer</b>	Attributes: <b>191</b>
	Title: _____	Campaign: _____	Advantages: <b>84</b>
	Religion: _____	Created On: <b>26.03.2009</b>	Disadvantages: <b>-40</b>
<b>Description</b>			Quirks: <b>0</b>
Race: <b>Half-Ogre</b>	Height: <b>8' 4"</b>	Hair: <b>Black, Straight, Short</b>	Skills: <b>49</b>
Gender: <b>Male</b>	Weight: <b>317 lb</b>	Eyes: <b>Green</b>	Spells: <b>0</b>
Age: <b>19</b>	Size: <b>+ 1</b>	Skin: <b>Brown</b>	Race: <b>16</b>
Birthday: <b>August 26</b>	TL: <b>3</b>	Hand: <b>Right</b>	Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>22</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>13</b>	• None (0) <b>106 lb</b> <b>8</b> <b>11</b>	- Eye -9 0	Basic FP: <b>15</b>
Intelligence (IQ): <b>9</b>	Light (1) <b>212 lb</b> <b>6</b> <b>10</b>	3-4 Skull -7 3	Tired: <b>4</b>
Health (HT): <b>15</b>	Medium (2) <b>318 lb</b> <b>4</b> <b>9</b>	5 Face -5 1	Collapse: <b>0</b>
Will: <b>9</b>	Heavy (3) <b>636 lb</b> <b>3</b> <b>8</b>	6-7 R. Leg -2 1	Unconscious: <b>-15</b>
Fright Check: <b>15</b>	X-Heavy (4) <b>1.060 lb</b> <b>1</b> <b>7</b>	8 R. Arm -2 4	Current HP: _____
Basic Speed: <b>7</b>	<b>Lifting &amp; Moving Things</b>	9-10 Torso 0 3	Basic HP: <b>27</b>
Basic Move: <b>8</b>	Basic Lift: <b>106 lb</b>	11 Groin -3 4	Reeling: <b>8</b>
Perception: <b>11</b>	One-Handed Lift: <b>212 lb</b>	12 L. Arm -2 4	Collapse: <b>0</b>
Vision: <b>11</b>	Two-Handed Lift: <b>848 lb</b>	13-14 L. Leg -2 1	Check #1: <b>-27</b>
Hearing: <b>11</b>	Shove & Knock Over: <b>1.272 lb</b>	15 Hand -4 1	Check #2: <b>-54</b>
Taste & Smell: <b>11</b>	Running Shove & Knock Over: <b>2.544 lb</b>	16 Foot -4 3	Check #3: <b>-81</b>
Touch: <b>11</b>	Carry On Back: <b>1.590 lb</b>	17-18 Neck -5 1	Check #4: <b>-108</b>
thr: <b>2d</b> sw: <b>4d</b>	Shift Slightly: <b>5.300 lb</b>	- Vitals -3 3	Dead: <b>-135</b>

Advantages & Disadvantages	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>15</b>	<b>B43</b>
<b>Fearlessness 4</b>	<b>8</b>	<b>B55</b>
<b>Hard to Kill 2</b>	<b>4</b>	<b>B58</b>
<b>Hard to Subdue 2</b>	<b>4</b>	<b>B59</b>
<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>10</b>	<b>B59</b>
<b>Lifting ST 1</b> Size 1, -10%.	<b>3</b>	<b>B65</b>
<b>Talent (Outdoorsman) 4</b>	<b>40</b>	<b>B91</b>
<b>Disadvantages</b>		
<b>Berserk</b> CR: 12 (Quite Often); Battle Rage, +50%.	<b>-15</b>	<b>B124</b>
<b>Bloodlust</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B125</b>
<b>Gigantism</b>	<b>0</b>	<b>B20</b>
<b>Sense of Duty</b> Friends & Companions	<b>-5</b>	<b>B153</b>
<b>Technophobia/TL4- (Machinery)</b> CR: 9 (Fairly Often).	<b>-7</b>	<b>B150</b>
<b>Half-Ogre</b>	<b>16</b>	<b>DF3:15</b>
<b>Appearance</b> Ugly, -8.	<b>-8</b>	<b>B21</b>
<b>Damage Resistance 1</b> Tough Skin, -40%.	<b>3</b>	<b>B47</b>
<b>Decreased Intelligence 1</b>	<b>-20</b>	<b>B15</b>
<b>Fearlessness 1</b>	<b>2</b>	<b>B55</b>
<b>Increased Health 1</b>	<b>10</b>	<b>B14</b>
<b>Increased Strength 4</b> Size 1, -10%.	<b>36</b>	<b>B14</b>
<b>Night Vision 3</b>	<b>3</b>	<b>B71</b>
<b>Social Stigma (Savage)</b> -2 reaction; -4 to skills; Denied entry to town on 6 or less	<b>-10</b>	<b>DF3:11</b>

Skills	SL	RSL	Pts	Ref
<b>Animal Handling (Equines)</b>	<b>9</b>	<b>IQ+0</b>	<b>2</b>	<b>B175</b>
<b>Brawling</b>	<b>13</b>	<b>DX+0</b>	<b>1</b>	<b>B182</b>
<b>Camouflage</b>	<b>13</b>	<b>IQ+0</b>	<b>1</b>	<b>B183</b>
<b>Carousing</b>	<b>15</b>	<b>HT+0</b>	<b>1</b>	<b>B183</b>
<b>Disguise/TL3 (Animals)</b>	<b>9</b>	<b>IQ+0</b>	<b>2</b>	<b>B187</b>
<b>First Aid/TL3</b>	<b>9</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>Fishing</b>	<b>15</b>	<b>Per+0</b>	<b>1</b>	<b>B195</b>
<b>Forced Entry</b>	<b>13</b>	<b>DX+0</b>	<b>1</b>	<b>B196</b>
<b>Hiking</b>	<b>14</b>	<b>HT-1</b>	<b>1</b>	<b>B200</b>
<b>Intimidation</b>	<b>9</b>	<b>Will+0</b>	<b>2</b>	<b>B202</b>
<b>Lifting</b>	<b>14</b>	<b>HT-1</b>	<b>1</b>	<b>B205</b>
<b>Mimicry (Animal Sounds)</b>	<b>11</b>	<b>IQ-2</b>	<b>1</b>	<b>B210</b>
<b>Naturalist/TL3 (Earthlike)</b>	<b>11</b>	<b>IQ-2</b>	<b>1</b>	<b>B211</b>
<b>Navigation/TL3 (Land)</b>	<b>13</b>	<b>IQ+0</b>	<b>2</b>	<b>B211</b>
<b>Running</b>	<b>14</b>	<b>HT-1</b>	<b>1</b>	<b>B218</b>
<b>Spear</b>	<b>12</b>	<b>DX-1</b>	<b>1</b>	<b>B208</b>
<b>Stealth</b>	<b>13</b>	<b>DX+0</b>	<b>2</b>	<b>B222</b>
<b>Survival (Plains)</b>	<b>14</b>	<b>Per-1</b>	<b>1</b>	<b>B223</b>
<b>Swimming</b>	<b>15</b>	<b>HT+0</b>	<b>1</b>	<b>B224</b>
<b>Thrown Weapon (Spear)</b>	<b>15</b>	<b>DX+2</b>	<b>4</b>	<b>B226</b>
<b>Tracking</b>	<b>14</b>	<b>Per-1</b>	<b>1</b>	<b>B226</b>
<b>Two-Handed Axe/Mace</b>	<b>17</b>	<b>DX+4</b>	<b>16</b>	<b>B208</b>
<b>Weather Sense/TL3</b>	<b>9</b>	<b>IQ+0</b>	<b>2</b>	<b>B209</b>
<b>Wrestling</b>	<b>13</b>	<b>DX+0</b>	<b>2</b>	<b>B228</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Languages</b>							
<b>Language: Common</b> Native, -6; Spoken (Native), +3.	<b>-3</b>	<b>B24</b>					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Giant Javelin</b>	Thrust	12	10	No	2d+2 imp	1	9
<b>Great Axe</b>	Swung	17	12U	No	4d+3 cut	1,2*	12‡
<b>Natural</b>	Kick	11	No		2d cr	C,1	
<b>Natural</b>	Kick w/Boots	11	No		2d+1 cr	C,1	
<b>Natural</b>	Punch	13	10		2d-1 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Giant Javelin</b>	Thrown	15	+3	2d+2 imp	33/55	1	T(1)	-4		9

Equipment (65,12 lb; \$1.000)	?	#	\$	Lb	\$	Lb	Ref
<b>Boots</b>	E	1	160	6	160	6	B284
<b>Bronze Armbands</b>	E	1	360	18	360	18	B283
<b>Backpack, Frame</b> 100 lb	E	1	100	10	115	10,12	B288
<b>Copper Farthing</b>	E	15	1	0,008	15	0,12	B264
<b>Fur Loincloth</b>	E	1	20	0	20	0	B283
<b>Giant Javelin</b>	E	1	45	3	45	3	B273
<b>Great Axe</b>	E	1	100	8	100	8	B274
<b>Leather Armor</b>	E	1	200	20	200	20	B283

Notes