


Portrait	Identity	Player Information	300 Points
	Name: <b>Oren the Warrior</b>	Player: <b>Besitzer</b>	Attributes: <b>182</b>
	Title: _____	Campaign: _____	Advantages: <b>100</b>
	Religion: _____	Created On: <b>07.04.2009</b>	Disadvantages: <b>-40</b>
Description			
Race: <b>Human</b>	Height: <b>7' 8"</b>	Hair: <b>Bald</b>	Quirks: <b>0</b>
Gender: <b>Male</b>	Weight: <b>284 lb</b>	Eyes: <b>Brown</b>	Skills: <b>58</b>
Age: <b>19</b>	Size: <b>+ 1</b>	Skin: <b>Black</b>	Spells: <b>0</b>
Birthday: <b>März 20</b>	TL: <b>1</b>	Hand: <b>Right</b>	Race: <b>0</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>17</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>14</b>	• None (0) <b>58 lb</b> <b>7</b> <b>11</b>	- Eye -9 0	Basic FP: <b>13</b>
Intelligence (IQ): <b>10</b>	Light (1) <b>116 lb</b> <b>5</b> <b>10</b>	3-4 Skull -7 2	Tired: <b>4</b>
Health (HT): <b>13</b>	Medium (2) <b>174 lb</b> <b>4</b> <b>9</b>	5 Face -5 0	Collapse: <b>0</b>
Will: <b>10</b>	Heavy (3) <b>348 lb</b> <b>2</b> <b>8</b>	6-7 R. Leg -2 0	Unconscious: <b>-13</b>
Fright Check: <b>10</b>	X-Heavy (4) <b>580 lb</b> <b>1</b> <b>7</b>	8 R. Arm -2 0	Current HP: _____
Basic Speed: <b>6</b>	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: <b>22</b>
Basic Move: <b>7</b>	Basic Lift: <b>58 lb</b>	11 Groin -3 1	Reeling: <b>7</b>
Perception: <b>13</b>	One-Handed Lift: <b>116 lb</b>	12 L. Arm -2 0	Collapse: <b>0</b>
Vision: <b>15</b>	Two-Handed Lift: <b>464 lb</b>	13-14 L. Leg -2 0	Check #1: <b>-22</b>
Hearing: <b>15</b>	Shove & Knock Over: <b>696 lb</b>	15 Hand -4 0	Check #2: <b>-44</b>
Taste & Smell: <b>13</b>	Running Shove & Knock Over: <b>1.392 lb</b>	16 Foot -4 0	Check #3: <b>-66</b>
Touch: <b>13</b>	Carry On Back: <b>870 lb</b>	17-18 Neck -5 0	Check #4: <b>-88</b>
thr: <b>1d+2</b> sw: <b>3d-1</b>	Shift Slightly: <b>2.900 lb</b>	- Vitals -3 0	Dead: <b>-110</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>			<b>Animal Handling (Big Cats)</b>	<b>10</b>	<b>IQ+0</b>	<b>2</b>	<b>B175</b>
<b>Acute Hearing 2</b>	<b>4</b>	<b>B35</b>	<b>Bow</b>	<b>15</b>	<b>DX+1</b>	<b>4</b>	<b>B182</b>
<b>Acute Vision 2</b>	<b>4</b>	<b>B35</b>	<b>Brawling</b>	<b>16</b>	<b>DX+2</b>	<b>4</b>	<b>B182</b>
<b>Animal Empathy</b>	<b>5</b>	<b>B40</b>	<b>Camouflage</b>	<b>15</b>	<b>IQ+1</b>	<b>1</b>	<b>B183</b>
<b>Discriminatory Smell</b>	<b>15</b>	<b>B49</b>	<b>Climbing</b>	<b>13</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Fit</b>	<b>5</b>	<b>B55</b>	<b>Disguise/TL1 (Animals)</b>	<b>10</b>	<b>IQ+0</b>	<b>2</b>	<b>B187</b>
+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)			<b>First Aid/TL1</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>High Pain Threshold</b>	<b>10</b>	<b>B59</b>	<b>Fishing</b>	<b>17</b>	<b>Per+0</b>	<b>1</b>	<b>B195</b>
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture			<b>Hiking</b>	<b>12</b>	<b>HT-1</b>	<b>1</b>	<b>B200</b>
<b>Rapid Healing</b>	<b>5</b>	<b>B79</b>	<b>Intimidation</b>	<b>10</b>	<b>Will+0</b>	<b>2</b>	<b>B202</b>
<b>Resistant</b>	<b>5</b>	<b>B81</b>	<b>Mimicry (Animal Sounds)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B210</b>
Poison, +15; +3 to all HT rolls to resist, x0,33.			<b>Naturalist/TL1 (Earthlike)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B211</b>
<b>Resistant</b>	<b>5</b>	<b>B81</b>	<b>Navigation/TL1 (Land)</b>	<b>14</b>	<b>IQ+0</b>	<b>2</b>	<b>B211</b>
Disease, +10; +8 to all HT rolls to resist, x0,5.			<b>Observation</b>	<b>12</b>	<b>Per-1</b>	<b>1</b>	<b>B211</b>
<b>Talent (Outdoorsman) 4</b>	<b>40</b>	<b>B91</b>	<b>Running</b>	<b>12</b>	<b>HT-1</b>	<b>1</b>	<b>B218</b>
<b>Temperature Tolerance 2</b>	<b>2</b>	<b>B93</b>	<b>Shield (Shield)</b>	<b>17</b>	<b>DX+3</b>	<b>8</b>	<b>B220</b>
Heat			<b>Spear</b>	<b>16</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>
<b>Disadvantages</b>			<b>Stealth</b>	<b>15</b>	<b>DX+1</b>	<b>4</b>	<b>B222</b>
<b>Gigantism</b>	<b>0</b>	<b>B20</b>	<b>Survival (Jungle)</b>	<b>16</b>	<b>Per-1</b>	<b>1</b>	<b>B223</b>
<b>Gluttony</b>	<b>-2</b>	<b>B137</b>	<b>Swimming</b>	<b>13</b>	<b>HT+0</b>	<b>1</b>	<b>B224</b>
CR: 15 (Almost All The Time).			<b>Thrown Weapon (Spear)</b>	<b>16</b>	<b>DX+2</b>	<b>4</b>	<b>B226</b>
<b>Low TL 2</b>	<b>-10</b>	<b>B22</b>	<b>Tracking</b>	<b>16</b>	<b>Per-1</b>	<b>1</b>	<b>B226</b>
<b>Sense of Duty</b>	<b>-5</b>	<b>B153</b>	<b>Weather Sense/TL1</b>	<b>10</b>	<b>IQ+0</b>	<b>2</b>	<b>B209</b>
Friends & Companions			<b>Wrestling</b>	<b>15</b>	<b>DX+1</b>	<b>4</b>	<b>B228</b>
<b>Social Stigma (Minority Group)</b>	<b>-10</b>	<b>B155</b>					
-2 Reaction from others; +2 Reaction in own group							
<b>Wealth (Struggling)</b>	<b>-10</b>	<b>B25</b>					
<b>Languages</b>							
<b>Language: Common</b>	<b>-3</b>	<b>B24</b>					
Native, -6; Spoken (Native), +3.							

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Giant Spear</b>	Thrust	<b>16</b>	<b>13</b>	<b>No</b>	<b>1d+5 imp</b>	<b>1*</b>	<b>14</b>
<b>Giant Spear</b>	Thrust	<b>16</b>	<b>13</b>	<b>No</b>	<b>1d+6 imp</b>	<b>1,2*</b>	<b>14†</b>

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Medium Shield</b>			17	No	13	1d+2 cr	1	0
Natural		Kick	14	No		1d+3 cr	C,1	
Natural		Kick w/Boots	14	No		1d+4 cr	C,1	
Natural		Punch	16	13		1d+2 cr	C	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Giant Longbow</b>			15	3	1d+5 imp	255/340	1	1(2)	-8		17†
<b>Giant Spear</b>		Thrown	16	+2	1d+6 imp	17/25	1	T(1)	-6		14

Equipment (31,72 lb; \$500)		?	#	\$	Lb	\$	L b	Ref
<b>Medium Shield</b>		E	1	60	15	60	15	B287
<b>Pouch</b> 3 lb small items		E	1	10	0,2	35	1,22	DF1:23
<b>Personal Basics</b> Basic EQ for individual Survival		E	1	5	1	5	1	DF1:23
<b>Silver Coin</b>		E	5	4	0,004	20	0,02	B264
<b>Rope, 3/4", 10 yd</b> Supports 1,100 lb		E	1	25	5	25	5	DF1:24
<b>Giant Longbow</b>		E	1	300	4,5	300	4,5	B275
<b>Fur Loincloth</b>		E	1	20	0	20	0	B283
<b>Giant Spear</b>		E	1	60	6	60	6	B273

### Notes