


Portrait	Identity	Player Information	300 Points
	Name: Randolph McCloud	Player: Besitzer	Attributes: 140
	Title: _____	Campaign: _____	Advantages: 131
	Religion: _____	Created On: 27.03.2009	Disadvantages: -50
Description			
Race: Half-Elf	Height: 5' 8"	Hair: Blond, Wavy, Medium	Quirks: -5
Gender: Male	Weight: 133 lb	Eyes: Blue	Skills: 49
Age: 21	Size: +0	Skin: Freckled	Spells: 15
Birthday: November 8	TL: 3	Hand: Left	Race: 20
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 11	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 13	• None (0) 24 lb 6 9	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 14	Light (1) 48 lb 4 8	3-4 Skull -7 2	Tired: 3
Health (HT): 11	Medium (2) 72 lb 3 7	5 Face -5 0	Collapse: 0
Will: 14	Heavy (3) 144 lb 2 6	6-7 R. Leg -2 1	Unconscious: -11
Fright Check: 14	X-Heavy (4) 240 lb 1 5	8 R. Arm -2 1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: 11
Basic Move: 6	Basic Lift: 24 lb	11 Groin -3 1	Reeling: 3
Perception: 14	One-Handed Lift: 48 lb	12 L. Arm -2 1	Collapse: 0
Vision: 14	Two-Handed Lift: 192 lb	13-14 L. Leg -2 1	Check #1: -11
Hearing: 14	Shove & Knock Over: 288 lb	15 Hand -4 1	Check #2: -22
Taste & Smell: 14	Running Shove & Knock Over: 576 lb	16 Foot -4 2	Check #3: -33
Touch: 14	Carry On Back: 360 lb	17-18 Neck -5 0	Check #4: -44
thr: 1d-1 sw: 1d+1	Shift Slightly: 1.200 lb	- Vitals -3 1	Dead: -55

Advantages & Disadvantages	Pts	Ref
Advantages		
Appearance Very Handsome, +16.	16	B21
Bard Talent 3	24	DF1:21
Bard-Song Power Modifier (Magical), -10%; Power Modifier (Musical), -20%.		DF1:21
Rapier Wit	4	B79
Terror Active, +0%.	21	B93
Charisma 2 +1 to Influence rolls	10	B41
Cultural Adaptability	10	B46
Eidetic Memory	5	B51
Honest Face	1	B101
Language Talent	10	B65
Talent (Musical Ability) 2	10	B91
Voice	10	B97
Disadvantages		
Code of Honor (Gentleman's)	-10	B127
Congenial	-1	B164
Curious CR: 12 (Quite Often).	-5	B129
Dislikes Brutes	-1	B164
Habit Continuing humming	-1	B164
Imaginative	-1	B164
Lecherousness CR: 12 (Quite Often).	-15	B142
Like Wine	-1	B164
Overconfidence CR: 12 (Quite Often).	-5	B148
Sense of Duty Friends & Companions	-5	B153
Xenophilia CR: 12 (Quite Often), +2 Fright Check Bonus.	-10	B162
Half-Elf	20	DF3:7
Feature: Unnatural hair colour	0	
Increased Dexterity 1	20	B15

Skills	SL	RSL	Pts	Ref
Acrobatics	11	DX-2	1	B174
Acting	14	IQ+0	2	B174
Bow	13	DX+0	2	B182
Captivate	12	Will-2	1	B191
Carousing	11	HT+0	1	B183
Current Affairs/TL3 (Regional)	14	IQ+0	1	B186
Dancing	12	DX-1	1	B187
Detect Lies	12	Per-2	1	B187
Diplomacy	14	IQ-2	1	B187
Disguise/TL3 (Human)	13	IQ-1	1	B187
Fast-Draw (Arrow)	13	DX+0	1	B194
Fast-Talk	15	IQ-1	1	B195
First Aid/TL3	14	IQ+0	1	B195
Heraldry	13	IQ-1	1	B199
Interrogation	13	IQ-1	1	B202
Intimidation	13	Will-1	1	B202
Merchant	13	IQ-1	1	B209
Mimicry (Speech)	12	IQ-2	1	
Musical Composition	14	IQ-2	1	B210
Musical Influence	13	IQ-3	1	B210
Musical Instrument (Lute)	15	IQ-1	2	B211
Performance	15	IQ-1	1	B212
Persuade	12	Will-2	1	B191
Poetry	13	IQ-1	1	B214
Propaganda/TL3	13	IQ-1	1	B216
Public Speaking	17	IQ-1	1	B216
Saber	15	DX+2	8	B208
Savoir-Faire (High Society)	14	IQ+0	1	B218
Sex Appeal	12	HT-1	1	B219
Shield (Buckler)	15	DX+2	4	B220
Singing	15	HT+0	1	B220
Stealth	13	DX+0	2	B222
Streetwise	13	IQ-1	1	B223
Suggest	12	Will-2	1	B191
Sway Emotions	12	Will-2	1	B192

Advantages & Disadvantages	Pts	Ref
Magery	5	B66
Social Stigma (Half-Breed) -1 Reaction; -2 to social skills with Elves and Humans	-5	DF3:11
▽ Languages		
Language: Common Native, -4; Spoken (Native), +2; Written (Native), +2. With Language Talent	0	B24
Language: Dwarvish Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24
Language: Elvish Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24
Language: Goblinish Spoken (Accented), +1. With Language Talent	1	B24
Language: Orcish Spoken (Accented), +1. With Language Talent	1	B24

Skills	SL	RSL	Pts	Ref

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Bravery	Area Mind Control	2 -	1 sec 1 hr	15	IQ-2	1	M134
Charm	Regular Mind Control	6 3	3 sec 1 min	15	IQ-2	1	M139
Daze	Regular Mind Control	3 2	2 sec 1 min	15	IQ-2	1	M134
Fascinate	Regular/Blocking Mind Control	4 -	1 sec Indefinite	15	IQ-2	1	M135
Fear	Area Mind Control	1 -	1 sec 10 min	15	IQ-2	1	M134
Foolishness	Regular Mind Control	1-5 Half	1 sec 1 min	15	IQ-2	1	M134
Forgetfulness	Regular Mind Control	3 3	10 sec 1 hr	15	IQ-2	1	M135
Loyalty	Regular Mind Control	2 2	2 sec 1 hr	15	IQ-2	1	M136
Mass Daze	Area Mind Control	2 1	sec=cost 1 min	15	IQ-2	1	M137
Mass Sleep	Area Mind Control	3 -	sec=cost Until awakened	15	IQ-2	1	M137
Panic	Area Mind Control	4 2	1 sec 1 min	15	IQ-2	1	M134
Persuasion	Regular Communication	Varies Same	1 sec 1 min	15	IQ-2	1	M45
Sense Emotion	Regular Communication	2 -	1 sec Instant	15	IQ-2	1	M45
Sense Foes	Info/Area Communication	1/area, min 2 -	1 sec Instant	15	IQ-2	1	M44
Sleep	Regular Mind Control	4 -	3 sec Until awakened	15	IQ-2	1	M135

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Cheap Saber +2 to break	Swung	15	10F	No	1d cut	1	8
Cheap Saber +2 to break	Thrust	15	10F	No	1d imp	1	8
Natural	Kick	11	No		1d-1 cr	C,1	
Natural	Kick w/Boots	11	No		1d cr	C,1	
Natural	Punch	13	9		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Short Bow		13	1	1d-1 imp	110/165	1	1(2)	-6		7↑

Equipment (23,2 lb; \$1.000)	?	#	\$	Lb	\$	Lb	Ref
Boots	E	1	80	3	80	3	B284

Equipment (23,2 lb; \$1.000)		?	#	\$	Lb	\$	L b	Ref
Cheap Saber +2 to break	E	1	280	2	280	2	B273	
Cloth Armor	E	1	30	6	30	6	B283	
Cloth Gloves	E	1	15	0	15	0	B284	
Cloth Sleeves	E	1	20	2	20	2	B283	
Hip Quiver Holds 20 arrows/bolts	E	1	15	1	55	3	DF1:24	
Arrow	E	20	2	0,1	40	2	B276	
Leather Leggings	E	1	40	2	40	2	B283	
Lute Power Item: 5 FP	E	1	420	3	420	3		
Pouch 3 lb small items	E	1	10	0,2	10	0,2	DF1:23	
Short Bow	E	1	50	2	50	2	B275	

Notes